

The Widget Wonder Workers

IPRO 312: Widget Applications to
Enhance the Tru2Way Consumer
Experience

SPONSORED BY COMCAST

Overview

- Widget development for Tru2Way platform
- What is a widget?
- Divided work between Development and Testing teams.

Problem

- What are the hardware requirements and metrics to implement the widgets?

Project Goals

- Identify metrics
- Develop test application
- Plan to gather metrics data
- Secondary goals:
 - New widget application ideas
 - Consumer usability

Goal Progress

- Identified metrics
- Test applications in development
- Test plan started

Obstacles

- Usability concerns — lack of sufficient technical documentation.
- Emulator restrictions—limited error-checking.

twitter

username

password



Going to the beach in an hour



Just go off the bus



Watching TV



This homework is crazzzy!!



Username

Password

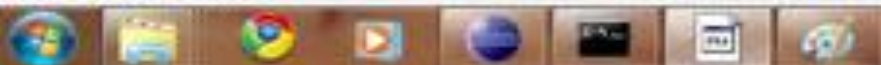
login



INFO R2.LE.OpenGL.common - opengl_init_environment -- called with win -203, width 640, height 480

INFO R2.LE - window_init returning Window ID: -203

Welcome to R2 Emulator!



Anticipated Challenges

- Applications not running properly
 - Develop further
- Difficulty reaching a solution to given problem statement
 - Research emulator
 - Affected project timeline

What We Need From You

- Package tracking numbers
 - FedEx, UPS, USPS
- Send to: hccaus@nate.com
 - Subject: Tracking numbers

