Phase 3 is do the last week of class

1. Prepare a demo 15 minutes in length, illustrating your design. Your job is to sell to us, the customers, on your creative idea. Your demonstration should have a fully functional user interface if appropriate and enough functionality to win our approval for a follow-on contract. You are selling, bragging, and demonstrating your technical expertise.

2. Prepare a brochure for us, the customer, so that we can remember your demo. This should include some critical screen snapshots and team identification information. This is critical so that we can distinguish you from the other teams. Whatever you highlighted in the demo you should highlight in the brochure as well.

Both the demo and the brochure are similar to items that customers expect in real-world demonstrations.

A note on using off-the-shelf code:

Any code is acceptable outside of your areas of concentration, whether it is commercial (legal of course), freeware, or the work of previous or other teams. We consider that to be only support for your original code, and does not affect your team’s grade either negatively or positively.

A note on resourcefulness as an area of extra credit:

Exceptional resourcefulness in getting this done is considered the norm.