

## Exercise 7 - Recap

### Task 1:

In one of the very first lectures you learned about the iterative design process. Go through the stages and describe at least two methods, paradigms or laws from the lecture for each step.

### Task 2:

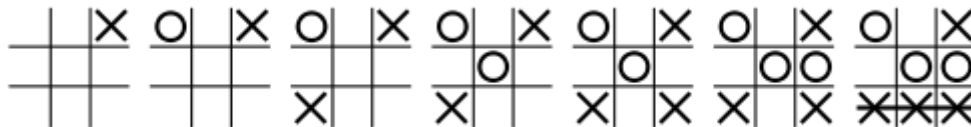
You heard about many different types of prototyping. Imagine you start working on a new mobile application from scratch. Explain which prototypes you use from the very start until the product is launched and give reasons for your answer.

### Task 3:

Give an example for different prototypes with low-fidelity and low resolution, low fidelity and high resolution, high fidelity and low resolution and high fidelity and high resolution. Explain the differences between the prototypes and describe during which step of the design process you would use the different kinds of prototypes.

### Task 4:

You are playing Tic-Tac-Toe. In the following you see the sequence of your game. You are the player with the "x".



Calculate the time you need to click all "x" using the following assumptions:

- You don't need time to think about your moves and your opponents move appears right away after you clicked. So you don't need to calculate time for it either.
- In the beginning your cursor is positioned in the middle.
- After each click the cursor is positioned in the middle of the previously clicked square.
- Each square is sized 10 \* 10 Pixels. The diagonal is 14 Pixels.
- a=100ms and b=200ms

### Submission

Submit your solution as PDF or TXT to UniWorx (<http://www.pst.ifi.lmu.de/uniworx>).

Deadline: 11.07.2011 10:00am