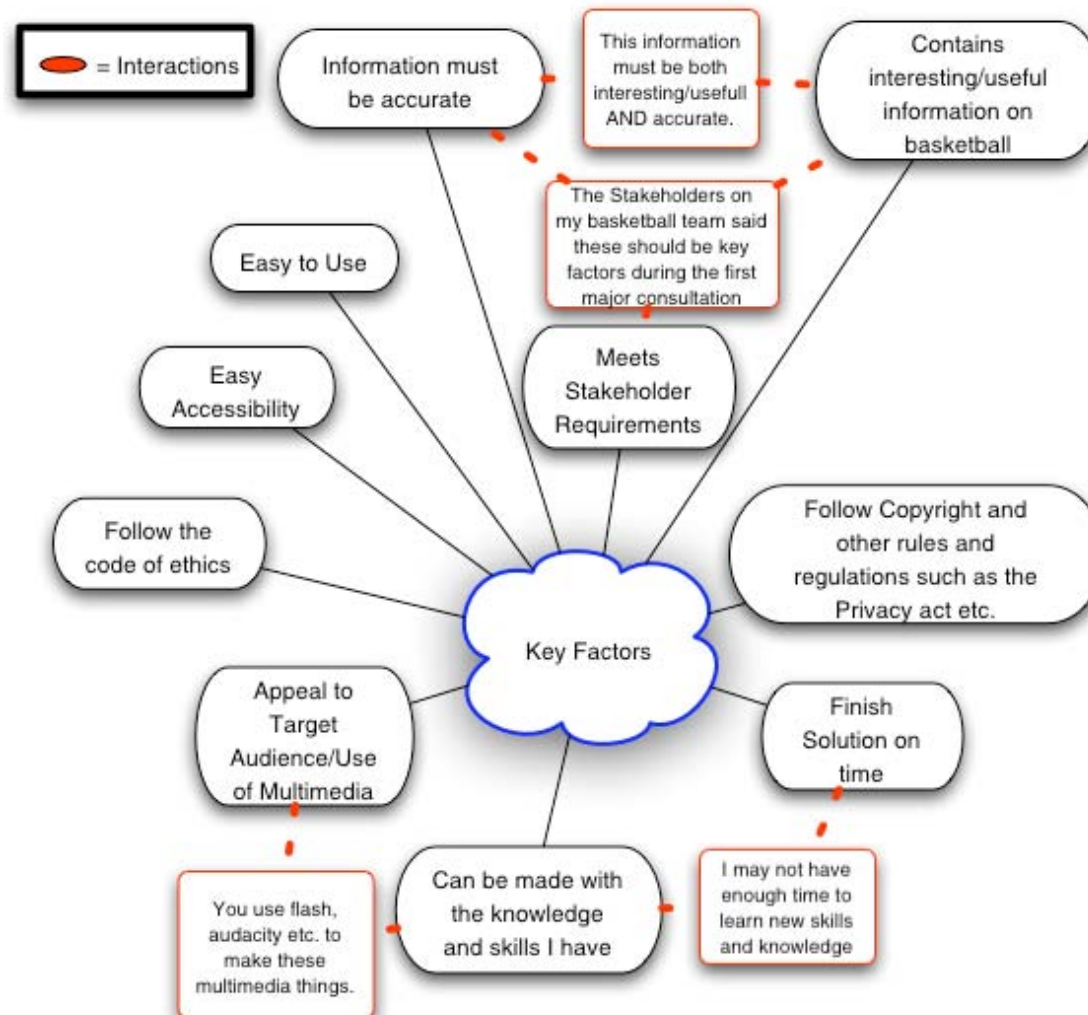# 2.2 A multimedia solution to an identified issue

Brendon McCurley

Brief Development - Key Factors

- I have not had to change any of my Key Factors from 2.1 so these are my Key Factors that I am still using.

Brief Development - Specifications

- I have changed the specification Must use Colour, Sound, Interactivity and Animations because I did not have enough time to add any animations because there was so much other information that had to be put into the solution. So I just changed this specification to Must use Colour, Sound, Interactivity

Brief Development - Final Brief
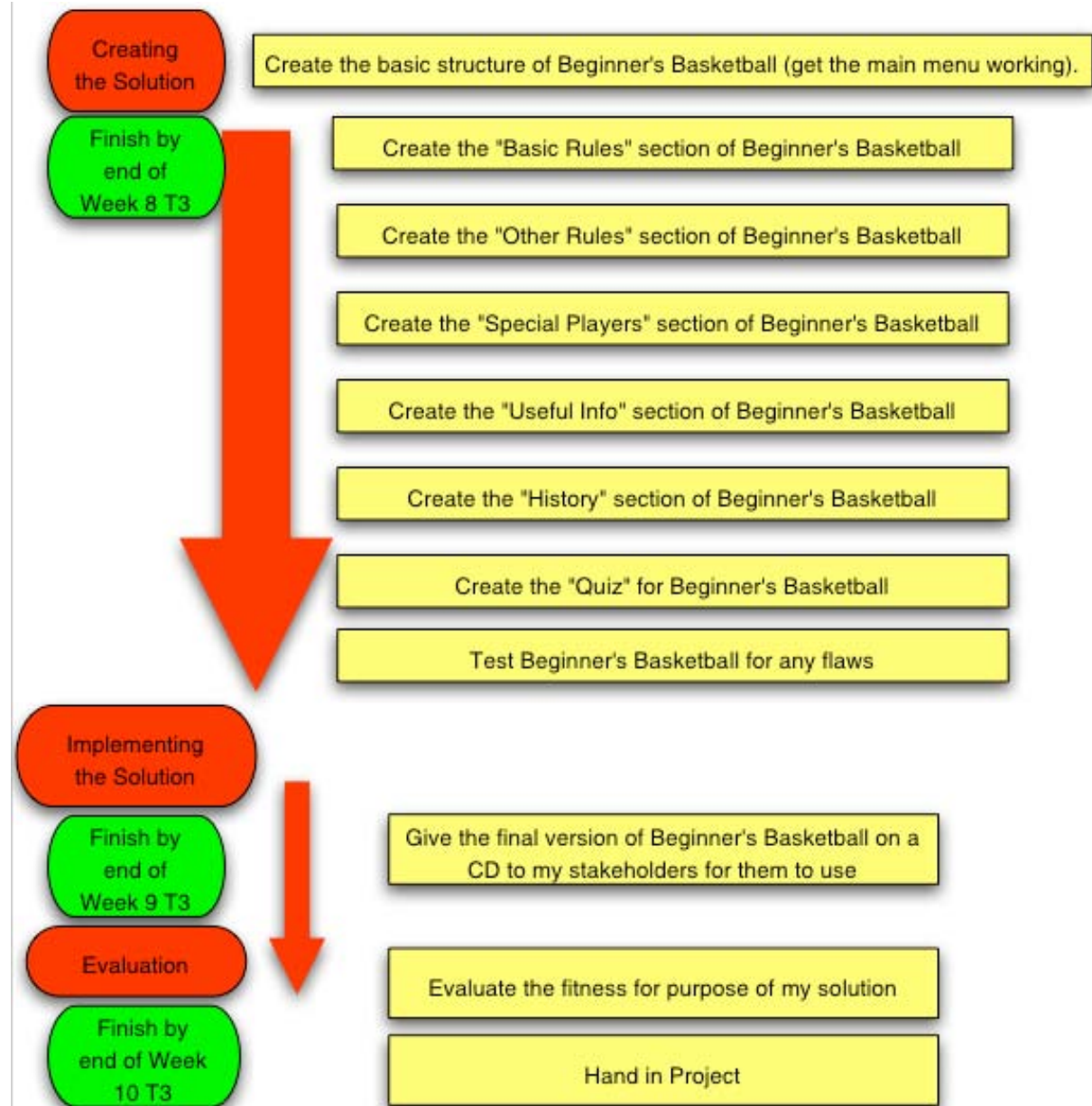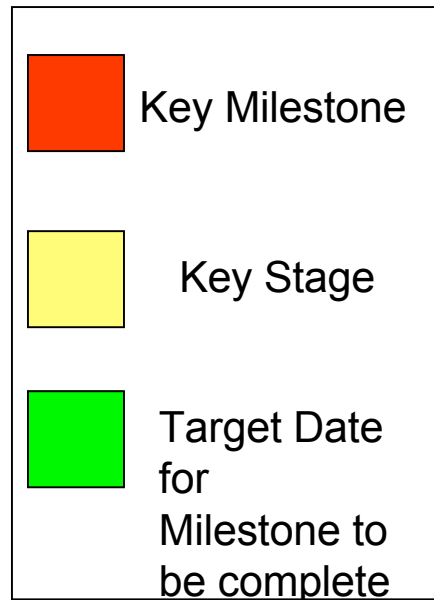
Final Brief

Conceptual Statement

The issue is that there is not enough multimedia information about basketball and how to play basketball.

The solution to this problem is to create a multimedia CD called "Beginner's Basketball" that has information about the rules of basketball and basketball's history and great players. This CD will contain a quiz to test the user's knowledge on basketball.

Specifications:

- All information must be accurate at the time the solution is finished
- The solution must be easy to navigate
- There must be no Scrolling Needed in the whole solution
- Solution must be on a CD
- Solution must be made in Flash so all that it needs to work on a computer is Flash Player (can be downloaded for free)
- Solution must contain no discrimination whatsoever
- Must use Colour, Sound, Interactivity
- Must use language for basketball players (not rocket scientists!)
- Solution must be finished by it's due date
- Solution can be Made with Flash, Audacity, Fireworks, SketchUp
- Must contain information on Dribbling Rules (Traveling, Carrying and Double Dribble)
- Must contain information on Scoring Rules
- Must contain information on the number of players
- Must contain information on Timing Rules (3 seconds, 5 seconds, 8 seconds)
- Must contain information on Fouls (offensive and defensive) and Free Throws
- Must contain information on Other Rules (24 seconds, illegal assists and goaltending)
- Must contain information on basketball's history and it's great players
- Solution must have the menu on the top and bottom of each page and the content in the area between.
- In the quiz if your answer is correct your score on a scoreboard goes up by 2. If wrong the opponents score goes up by 2.
- Solution must have 2 main characters
- Must use naming conventions for files, page titles must be meaningful
- Must check if solution works in multiple browsers- Macs and PCs
- Must design solution for 800x600 resolution
- Must use websafe colors in the solution
- Solution must have no dead ends
- Solution must not link to any inappropriate sites
- Do not give out personal details
- Solution must not contain obscene/offensive language or images
- Do not copy other people's material or use their material without their permission

Key Milestones and Stages

Key Milestone (red)

Key Stage (yellow)

Target Date for Milestone to be complete (green)

Creating the Solution — Create the basic structure of Beginner's Basketball (get the main menu working).

Finish by end of Week 8 T3

- Create the "Basic Rules" section of Beginner's Basketball
- Create the "Other Rules" section of Beginner's Basketball
- Create the "Special Players" section of Beginner's Basketball
- Create the "Useful Info" section of Beginner's Basketball
- Create the "History" section of Beginner's Basketball
- Create the "Quiz" for Beginner's Basketball
- Test Beginner's Basketball for any flaws

Implementing the Solution

Finish by end of Week 9 T3 — Give the final version of Beginner's Basketball on a CD to my stakeholders for them to use

Evaluation — Evaluate the fitness for purpose of my solution

Finish by end of Week 10 T3 — Hand in Project

Time allocation for Key Stages

Key Stage	Time Allocation
Create the basic structure of Beginner's Basketball (get the main menu working)	June 14 - 23
Create the "Basic Rules" section of Beginner's Basketball	June 26 - July 28
Create the "Other Rules" section of Beginner's Basketball	July 31 - August 4
Create the "Special Players" section of Beginner's Basketball	August 7 - 18
Create the "Useful Info" section of Beginner's Basketball	August 21 - 25
Create the "History" section of Beginner's Basketball	August 28 - 1 September
Create the "Quiz" for Beginner's Basketball	September 4 - 8 (end of week 8)
Test Beginner's Basketball for any flaws	September 8 (end of week 8)
Give the final version of Beginner's Basketball on a CD to my stakeholders for them to use	September 11 - 15 (end of week 9)
Evaluate the fitness for purpose of my solution	September 18 - 22 (end of week 10)
Hand in project	Friday 22 September (end of week 10)

Review of Planning

- I initially planned to have my solution finished by the end of week 8 (September 8) but I did not complete creating my solution until the end of week 9 (September 15). This was due to school exams during week 8 and 9 and also there was issues with saving on the server. Finishing the solution later then planned means I have to work harder for the last week of the term to have my final solution implemented, evaluated and handed in on 22nd September

- Other than this everything has gone as initially planned

Outcome Implementation

- I have given my solution to some of the players in my Basketball team, my mum (as she is the team manager and does not really know all the rules), and also to some people who do not play basketball but are interested in joining a social league soon and need to learn the rules.

- My mum and the players in my team thought this was a good solution because they learnt some of the violations that don't normally occur that they didn't even know existed such as 'goaltending' and 'illegal assists'.

- The people who want to join the social league used the 'Beginner's Basketball' solution and said they learnt a lot about the basic rules of basketball so now they will know what they are doing in the social league.

- The 'Beginner's Basketball' outcome has been used in it's intended location. It has been used within my team to further knowledge about how to play basketball and also it has been used to teach new people to basketball the basics of how to play basketball properly.

Fitness for Purpose of Beginner's Basketball

Specification	Specification Met (1 not at all -5 very well)	Comment
All information must be accurate at the time the solution is finished	5	All the information was accurate at the time the solution was finished. And there have been no rule changes since I started creating the out come
The solution must be easy to navigate	4	The main menu at the top and bottom makes all main areas of the CD easy to get to.
There must be no Scrolling Needed in the whole solution	5	There is no scrolling in the whole solution
Solution must be on a CD	5	It is on a CD
Solution must be made in Flash so all that it needs to work on a computer is Flash Player	5	It is made in Flash
Solution must contain no discrimination whatsoever	5	There is not any discrimination
Must use Colour, Sound, Interactivity	4	There is colour everywhere, sound is made when you click every button and the quiz adds some interactivity to the outcome.

Fitness for Purpose of Beginner's Basketball

Specification	Specification Met (1 not at all - 5 very well)	Comment
Must use language for basketball players	5	Everybody who used the solution found the language very easy to understand
Solution must be finished by it's due date	5	I finished the solution over a week before it's due date
Solution can be Made with Flash, Audacity, Fireworks, SketchUp	4	The only programs I needed to use to create the solution were Flash and Fireworks
Must contain information on Dribbling Rules	5	All dribbling rules are included
Must contain information on Scoring Rules	5	All scoring rules are included
Must contain information on Timing Rules	5	All timing rules are included
Must contain information on Fouls (offensive and defensive) and Free Throws	4	This was included but could have been more detailed say the stakeholders
Must contain information on the number of players	5	This is included

Fitness for Purpose of Beginner's Basketball

Specification	Specification Met (1 not at all - 5 very well)	Comment
Must contain information on Other Rules	5	All of the Other Rules were included
Must contain information on basketball's history and it's great players	3	These could have included a lot more detail. Having more of the great players and more history about basketball would have made the solution more interesting say the stakeholders.
Solution must have the menu on the top and bottom of each page and the content in the area between	5	This is done every page except for the Quiz because the stakeholders believed this would ruin the quiz and the quiz would look better without the menu.
In the quiz if your answer is correct your score on a scoreboard goes up by 2. If wrong the opponents score goes up by 2.	5	Question 7 makes the players or computers score go up by 3 to make the quiz a bit harder. All other questions make the players or computers score go up by 2.
Solution must have 2 main characters	3	There are 2 main characters but they are not really used in the solution. Just in a few of the dribbling rules diagrams
Must use naming conventions for files, page titles must be meaningful	5	I made sure I did this throughout making the solution.

Fitness for Purpose of Beginner's Basketball

Specification	Specification Met (1 not at all - 5 very well)	Comment
Must check if solution works in multiple browsers- Macs and PCs	5	I have checked on both Mac and PC and it works fine on both
Must design solution for 800x600 resolution	5	The outcome was made for 800x600 resolution
Must use websafe colors in the solution	5	All colours in the outcome are websafe
Solution must have no dead ends	5	There are no dead ends due to the main menu being on the top and bottom of the screen and also a home button on every page.
Solution must not link to any inappropriate sites	5	Solution does not link to any sites at all
Solution must not contain obscene/offensive language or images	5	The solution does not contain any obscene or offensive language or images
Do not copy other people's material or use their material without their permission	5	I do not even use any other people material or have not copied any
Do not give out personal details	5	The outcome does not do this

Fitness for Purpose of the Outcome

- Overall my outcome (Beginner's Basketball) is fit for the purpose which is was intended to be. Every specification has been met very well with the exemption of a few specifications which were met but could have been met better then they were.

- This solution's purpose was intended to be to teach people how to play basketball and also to make sure people who do play basketball actually know all of the rules. When I implemented Beginner's Basketball with the stakeholders it's fitness for purpose was proven because it did help people who did not know how to play basketball to learn the rules and also players from my team learnt some rules they didn't know existed.