How to use the Final Specification throughout the Project

As the final Specification is your ‘Contract’ with your client, it is important to use it throughout your project to keep you on track. Also, it is essential to get your client to input at certain key stages, to check and approve your work.

In the outside world this is usually when a key stage has been met and you need to check with the client before you processed, this is especially crucial before you make any great decisions where costs might be incurred. i.e. you do not make a model before the design has been agreed with the client, no point spending thousands if then for the client to rejects it, which may result in refusal of payment!

Final Specification

Design Ideas

Check what features in the design ideas answer the points in the specification, note these down next to the idea and even make suggestions for further research and improvements.

Ideas Assessed

When the design ideas are completed, you will need to select the best or the best features from a range of ideas to combine. Check what features answer what points in the specification for each idea. Do this in a comparison grid, grading the quality of the solution to the specification, this will help you select the best ideas/parts to take forward into your development

Final Design

Check the final design answers **ALL** the points from the specification before you proceed with construction of your prototype.

Evaluation

Assess the final product against the final specification, saying if anything needed altering or if any specification points were inaccurate. Remember, model making is about checking that the idea can work and whether you must make alterations even with regards to the specification. Remember, your final product/model is a prototype and not the final production item/building

In the outside world it is best to discover problems at this stage, before it goes into full production or the building is constructed. An error at the final building construction/production stage would be catastrophic!

Remember, do not forget the client input at all these key stages