

Adrien Protzel  
Benjamin Hutkoff  
Erick Branner  
Chitali Buge

## **Constraint 1: TIME**

This project was recently started from scratch. Thus, the current goal by the end of Spring term is to create a high-fidelity prototype with baseline functionality designated by the project partner. The timeline for this project is listed below. This timeline is based on the limitations that the team is not working during holidays. Furthermore, team members can work a maximum of 10 hours per week totalling to 40 hours total per week as a team. Most of the team's work/time during the first term will be put towards research and design -- not programming.

## **Constraint 2: RESOURCES**

The team's current budget is \$0. However, we have several resources available to us. Through our project partner, we have access to focus groups in the form of Honors Students. We have access to the OSU brand manager to ensure the prototype follows OSU guidelines. We will also be using Figma for prototyping, which is free for students. Resources we might need in the future include: a paid prototyping service(s) for app development, information from one of OSU's security databases in order to designate student login information, an OSU server to run the backend from, and potentially other miscellaneous supplies for presentation purposes.

## **Constraint 3: SCOPE**

A prototype as requested by our project owner is well within reason to be completed by the end of this project. They have stated that security and backend coding may not be feasible for this timeframe. Thus, by the end of the project we expect to atleast have a well-designed Figma prototype and a demo application with functions other than login and data storage. This prototype will illustrate how staff can add events to the app and how students will see the events. Users will be able to filter, search, and register for events at their own discretion.

## Risk Management:

<b>Risk</b>	<b>Likelihood</b>	<b>Impact</b>	<b>Mitigation Strategy</b>	<b>Early Detection</b>	<b>Consequence</b>
The project partner changes the scope of the project to implementation and deployment of the project	Somewhat unlikely	High	We will continually communicate with the project partner and review previously set goals of the project	Weekly plan updates and collaboration	The project may not have enough research or time for a high-quality implementation. The deployed product may be rushed.
User feedback and research indicates users have different expectations than the project partner.	Somewhat likely	High	We will interview the project partner and Honors Students early to make sure we know what should be designed	Intensive user testing and research will begin at the end of fall term and early winter term.	The project may prove to be unusable if it does not meet the user's needs.
The deadline may not be possible given the current scope of the project.	Unlikely	Medium	Weekly updates and reviews of the current project. Each update will be a review to assess if the project should continue or not.	Weekly plan updates result in an iteration plan that goes beyond the deadline.	The project will need to be altered to better reflect the current state.