

Adrien Protzel
Benjamin Hutkoff
Erick Branner
Chitali Buge

Member Contribution

Adrien Protzel: Manage and facilitate group meetings, partake in group Assignments, help other members with development, testing, and research.

Benjamin Hutkoff: Control over / responsible for master design and low-high prototypes, partake in group assignments, help other members with testing and research.

Erick Branner: Responsible for reviewing and editing written documents as well as providing clear deliverables, partake in group assignments, help other members with development, testing, and research.

Chitali Buge: Coordinate and conduct surveys to gather feedback from honors students on the app, partake in group assignments, help other members with development and prototyping.

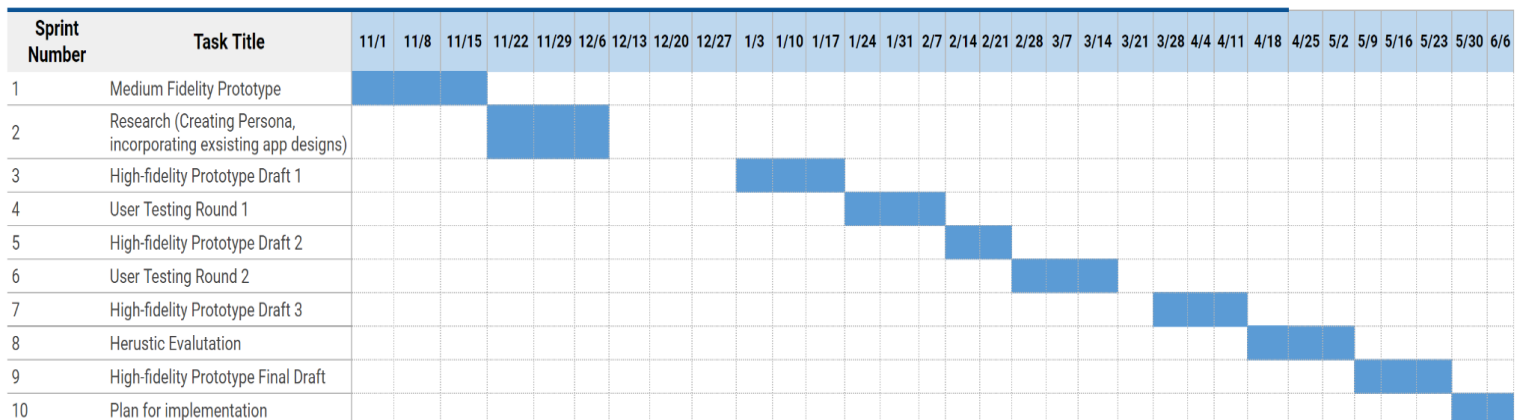
Estimations for Work Completion

Date	Adrien	Benjamin	Erick	Chitali
10/11 - 11/1	Paper prototype first draft low-fidelity	Paper prototype first draft low-fidelity		
11/1 - 11/15		Prototype revisions & medium-fidelity prototype		
11/22 - 12/6			Create personas.	Devise user testing plan
1/3 - 1/17	User Testing Round 1 (help with survey/interviews for app feedback)	Review suggestions from project partner and branding suggestions to create high-fidelity Figma prototype		User Testing Round 1 (coordinate survey/interviews for app feedback)

1/24 - 2/7			Compile findings and insights into documents from User Testing Round 1.	
2/14 - 2/ 21		Incorporate feedback from 1st round user testing into high-fidelity (Figma) prototype		
2/28 - 3/14	User Testing Round 2 (help with survey/interviews for app feedback)			User Testing Round 2 (coordinate survey/interviews for app feedback)
3/28 - 4/11		Incorporate feedback from 2nd round user testing into high-fidelity (Figma) prototype		
4/18 - 5/2			Compile findings and insights into document from User Testing Round 2	Heuristic evaluation
5/9 - 5/23		Final high-fidelity Figma prototype	Compile findings and insights into document from Heuristic evaluation	
5/30 - 6/6	Plan for implementation (contact IT team and see next steps)			

Gantt Chart [Link](#)

HONORS APP GANTT CHART SCHEDULE



Master Schedule

Sprint 1 (Nov. 1 - 15)

Create a medium-fidelity prototype (Powerpoint presentation).

Sprint 2 (Nov. 22 - Dec. 6)

Research existing solutions for similar products. Create personas.

Sprint 3 (Jan. 3 - 21)

Conduct user research and interviews. Depends on high-fidelity prototype assumed to be finished by the end of Fall term.

Sprint 4 (Jan. 24 - Feb. 11)

Adjust high-fidelity prototype.

Sprint 5 (Feb. 14 - March 4)

Conduct interviews to obtain feedback for the second iteration of the high-fidelity prototype.

Sprint 6 (March 7 - 18)

Adjust prototype according to feedback and insights from Sprint 3.

Sprint 7 (March 28 - April 15)

Conduct heuristic evaluation on prototype created from Sprint 4. Adjust prototype based on findings from the heuristic evaluation.

Sprint 8 (April 18 - May 6)

Conduct final interviews for prototypes created during Sprint 5; depends on Sprint 5. Define technical specifications and any Honors College App-to-Oregon State University Information and Technology connections.

Sprint 9 (May 9 - 30)

Finalize high-fidelity prototype; depends on Sprint 6.

Sprint 10 (May 30 - June 6)

Create a plan for implementation.