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Executive Summary

The purpose of this document is to summarize the goals of the project, showcase the achievements from this term, identify potential risks and strategies to overcoming them, and set expectations for timelines and milestones for future terms.

The goal of the Honors College App project is to research and create a prototype application for the Oregon State Honors College. The application will allow administrators to post Honors College events, and for students to: sign up for those events, filter events, and receive notifications of new or upcoming events. This term, our team's goal was to understand the needs of the project partner, create a structured work schedule, research related apps and services, and develop preliminary prototypes for future modeling.

Over the course of Fall term, our team has made significant progress in the prototyping stage by researching and identifying the needs of both the project partner and the user. We have completed multiple low-fidelity prototypes and a [medium-fidelity prototype](). There were multiple aspects that were taken into account to create the medium-fidelity prototype: project partner feedback, TA feedback, classmate feedback, and existing applications. Using this information, the medium fidelity prototype is more streamlined (reduced trivial buttons), has increased uniformity (limited to OSU color(s) and branding), and maintains higher external consistency with other applications (recognizable icons and locations). Now, the team is ready to move on to creating a high-fidelity prototype and then advance to user testing and feedback.

There are few risks involved or perceived from this moment. The biggest risk being if the scope of the project changes drastically. Both honors students and our project partner can cause this change by either setting new expectations or identifying significant flaws in the design. In order to mitigate this risk, we will keep thorough communication with our project partner in order to minimize miscommunication concerning expectations. Additionally, we plan to conduct multiple rounds of user testing to help identify necessary changes. This will ensure that our prototype does not deviate from the needs of both our partner and users, while also allowing time for any new requested features to be implemented. The prototypes are expected to undergo design changes, but the needs of the app (view, attend, upload events) will remain the same.

The current expectation for this project is to complete a final, high-fidelity, prototype with extensive user testing by the end of spring term. For a detailed timeline, please refer to the hyperlinked [Gantt Chart](). For each team member's planned contribution please refer to the hyperlinked [WIC assignments]().