PM 5.0 Week-1

Problem Statement

New college students often struggle to find compatible roommates who align with their lifestyle preferences, such as sleep schedule, cleanliness, study habits, and social behavior. Without a structured matching process, students frequently rely on chance or limited information, leading to mismatches that can affect comfort, productivity, and mental well-being during their initial transition to college life.

Task

Design a **minimalistic mobile app** that helps new students find suitable roommates based on shared preferences. The app should use the **minimum number of screens/windows** necessary to guide users from sign-up to roommate matching, ensuring a smooth and intuitive onboarding process. Focus on simplicity, clarity, and ease of use, especially for first-time users unfamiliar with the college environment.

Objectives for Product Development

1. Create User Personas for the user audience of your app.
2. A list of all features along with their detailed description and their use cases (minimum 2)
3. A low fidelity / mock-up level wireframes of all the necessary screens

Thing to keep in mind

1. Wireframes can be made in any tool : Canva / Figma / Balsamiq / draw.io
2. You don't have to be perfect with the wireframes, we will only judge from a beginner's POV

Important Note

1. The number of screens / wireframes should be as minimum as possible. Focus should be on simplicity and ease of use rather than making it complex or overwhelming for people to understand.
2. However, all the important types of pain points must be covered.

Submission

1. Link of doc for user personas and features (keep it simple and short)
2. A pdf having screenshots of all your wireframes with correct transition arrows