

this is the document-Smith College Financial Education Platform  
Development Strategy & Implementation Plan — Module 2 (Banking)  
Project Duration: September 2025 – November 2025  
Approach: Parallel Build & Design with Custom React Application  
Module Scope: Module 2 — Banking & Fees  
Target Launch: November 30, 2025

#### Executive Summary

Module 2 (Banking & Fees) introduces ~100 content pages across 5 units with 15+ interactive components. The strategy balances scope control and reusability with a parallel build approach, ensuring a Nov 30 launch.

This document:

Defines pages and features for Module 2

Outlines phased milestones and deliverables

Calls out dependencies and risks

Establishes fallback options if the timeline tightens

Aligns management, product, and engineering on a clear kickoff plan

#### Module 2 Content Breakdown

Total Content Pages: ~100

Units: 5 complete units

Interactive Components: 15+

Assessments: Multiple quizzes, decision trees

Target Users: Smith College students

## Unit Breakdown

Unit 1: Banking Basics (~20 pages) – Vocabulary quiz, glossary, test-out option

Unit 2: It's a Fee-for-All (~35 pages) – Whack-a-Mole fee game, account statement viewer, fee calculator, resequencing demo

Unit 3: How Banking Affects You (~25 pages) – Decision tree, trauma shield spectrum builder, survey system

Unit 4: Neobank Nation (~15 pages) – Swipe evaluator, pros/cons lists, comparison matrices

Unit 5: Banking Abroad (~5 pages) – Travel checklists, Smith-specific resources

## Pages

Module intro (overview + progress)

Unit overview pages (x5)

Standard content pages (~70)

Interactive activity pages (15+)

Assessments & results pages

Glossary overlays

Works cited & resources

Checklist pages

Error/404

Features

Must-Have

Progress tracking across all ~100 pages

Whack-a-Mole fee game + live statement

Vocabulary test-out gating

Debit resequencing demo

Decision tree for account closure

Trauma shield spectrum builder

Survey system

Swipe evaluator for neobank comparisons

Fee calculator / comparison tools

Module final assessment

Responsive design (mobile-first)

Accessibility (WCAG 2.1 AA compliant)

Nice-to-Have

Advanced animations/polish

Offline mode

Expanded analytics

Admin preview mode

Dependencies

For successful delivery by Nov 1, the following are critical:

Content readiness: Draft text, glossary entries, assessments, and resource links must be finalized and delivered to engineering in advance of integration windows (by Sept 30 for Units 1–3, by Oct 11 for Units 4–5).

Design readiness: Wireframes are sufficient for early build, but final Figma designs must be available by Week 7 (Oct 14) for polish and accessibility compliance.

Stakeholder review cycles: Feedback from Smith College must occur within 48 hours during milestone reviews to prevent schedule slippage.

Phased Development Plan & Roadmap

Phase 1: Foundation & Structure (Sept 2–13)

Setup React/TypeScript app

Navigation & progress tracking

Layout components and templates

Phase 2: Interactive Components (Sept 16–27)

Build Whack-a-Mole game, swipe evaluator, glossary quiz, decision tree, trauma shield, surveys

Phase 3: Content Integration (Sept 30 – Oct 18)

Integrate Units 1–3 (~80 pages)

Integrate Units 4–5 (~20 pages)

Final assessment, works cited

Phase 4: Testing & Launch Prep (Oct 21 – Nov 1)  
Apply Figma designs

Accessibility testing

UAT & cross-browser/mobile QA

Production deployment

Contingency Plan

If timeline pressure arises, we will prioritize scope protection for core features:

Always included for Nov 1 launch:

Units 1–3 fully complete (~80 pages)

Core interactive components (Whack-a-Mole, quiz, decision tree, trauma shield, swipe evaluator)

Final assessment + progress tracking

Deferable to post-launch patch (Nov–Dec):

Unit 5 (Banking Abroad, ~5 pages)

Select “nice-to-have” features (offline mode, extra animations, expanded analytics)

Deep content polish (print-friendly versions, extended resources)

This ensures on-time launch while protecting the most impactful student experiences.

Risk & Mitigation

Content volume : Reusable templates + bulk import tools

Interactive complexity (15 features): Start with hardest (Whack-a-Mole, swipe) in Week 3

Design delays: Build with placeholders, apply Figma polish in Phase 4

Dependency delays (content, approvals): Enforce deadlines + contingency plan

Success Metrics

100% of must-have Module 2 content live by Nov 1

15+ interactive components functional

WCAG 2.1 AA compliance achieved

Progress tracking across sessions

Student completion rate >80% in pilot

First-attempt pass rate >70%

Communication & Reviews

Syncs: Tue & Thu (30–60 min)

Milestone demos: End of each phase

UAT sessions: Weeks 8–9 with stakeholders

Approval

This plan covers Module 2 (Banking & Fees) only. Development begins upon kickoff.