BUSINESS CASE	
Proposed Project	ShareNote
Date Produced	Oct 7, 2021
Background	Apps like Notability are useful for taking notes in class, but it's difficult to share information between students. Students sometimes make Discord servers for classes, but since Discord is mostly used as a chat, what gets shared as notes is sandwiched between discussion. And in this way, important information can be missed by most who aren't actively part of the most recent chat. Our web app, ShareNote, is envisioned to fill that niche, by making sharing seamless, and moving chat to the sidelines while preserving and organizing important notes. Ultimately, we feel that learning should be an efficient and collaborative experience, rather than an isolated personal obligation.
Business Need/ Opportunity	Students currently have means of taking notes but sharing these notes is often tedious and cumbersome. This is one opportunity that ShareNote will address and improve on – making sharing notes between peers feel seamless and effortless. Moreover, notes no longer come strictly in class and/or solely from the lecturer – sometimes other students have important information and these helpful notes are often discussed in passing through class chatrooms (like a Discord chatroom). ShareNote will provide its users the convenience of a chatroom enhanced with the option of flagging the important comments. This way other students, not actively involved in a given chat discussion, may also benefit from relevant important discussions.
Options	**OPTION 1: Desktop and Mobile Apps** This option involves implementing the ShareNote application through both a desktop and mobile version. This would require support for at least macOS/iOS and Windows/Android operating systems. This option presents a considerably larger undertaking and project scope overall is much larger. We run the risk of complicating the solution by taking on too much work to achieve goals we consider fundamental to this project's success. **OPTION 2: Web App** Implement the solution through a web-based application accessible from any device (and any operating system) with a browser and an Internet connection. This option will be much easier to implement, result in a solution more closely aligned with our goals, allow for quicker development and will be more efficient in preventing duplication of work.

	Finally, maintenance of the product produced will be an easier and more manageable task.

Cost-Benefit Analysis

Option 1:

Costs:

- Considerably more time will be required in this approach. This option requires the development and implementation of our intended solution across more than one operating system (macOS/Windows/iOS/Android) and requires the solution application be tailored to suit more than one type of device (mobile and desktop).
- Although a traditional financial budget is not considered in this class project, this solution option would require a much larger project budget since the time required for development alone would be much more. Additionally, there would likely be further financial costs incurred on various tools and resources required to assist building out the solution across multiple platforms.
- This option comes with the high risk of this project's scope becoming too large to manage within the given time and with the available resources.

Benefits:

- This option could result in a slightly better overall user experience just based on people's affinity for using mobile apps. For example, having a native application on their mobile device vs accessing ShareNote through their browser could allow for the user to receive notifications directly from the application itself vs an email notification. Also, having a native app makes opening/accessing user information just that much quicker and more convenient.
- The ShareNote app can be designed in ways that make it immediately easier to interact with by adopting OS specific design patterns commonly understood among users of a given operating system.

Option 2:

Costs:

- Much less time would be required to implement this solution since the design and implementation of only one web based application would be required.
- Fewer resources would be required to complete the project through this option. In terms of a traditional budget, it would also be cheaper overall.
- Implementing ShareNote as one generic web based app accessible on any device's browser comes with the associated risk of lower levels of adoption and usage due to people's preference for using native apps vs web apps.

Benefits:

- The team will be more likely to achieve the goals and objectives for this project within the given deadline.

- Despite maybe feeling slightly less like a fully integrated user experience to our student users, they will still be able to quickly and easily access ShareNote across any device with a browser and an Internet connection.
- The web based application implementation of this project will allow user information to be tied to their account and stored online. This means their information is accessible and always 'backed up" even if they lose their device or get a new one.

Recommendation

The recommendation is to move forward and proceed with the project by means of OPTION 2, the option most likely to be achievable within our deadline and most likely to satisfy the fundamental user experience goals for the project.