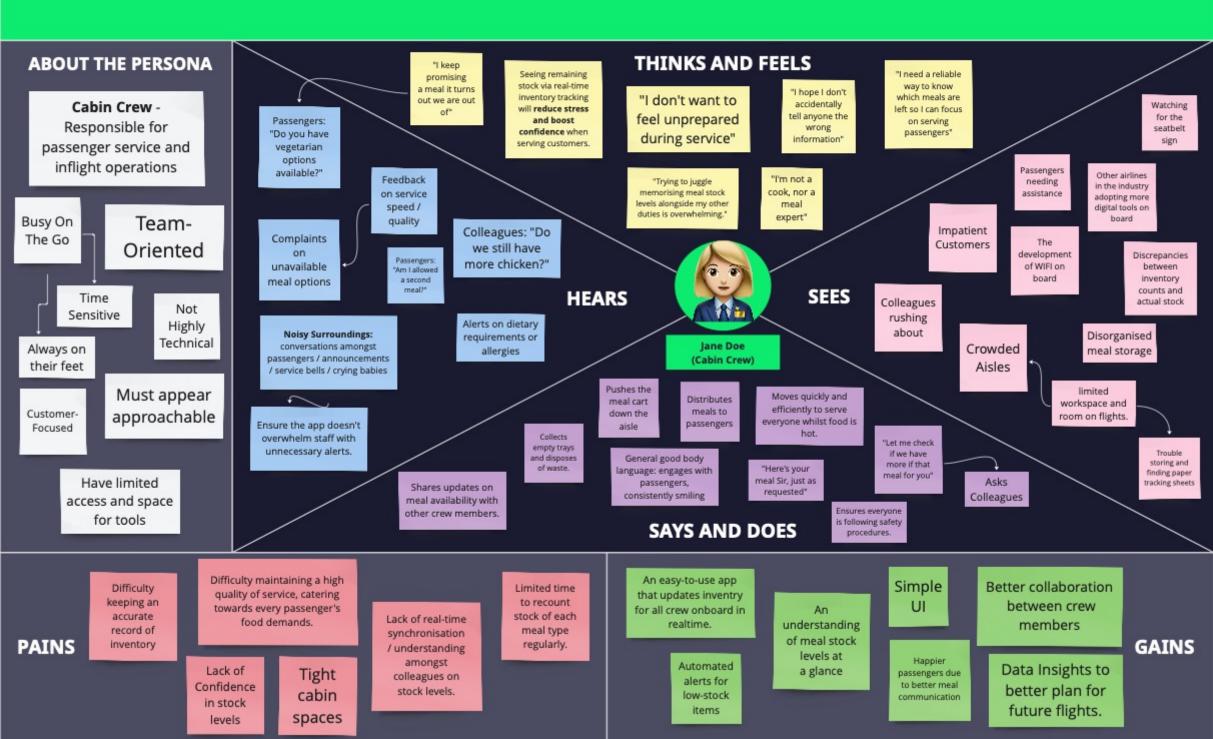
STEP 1: EMPATHY MAP



STEP 2: SYNTHESISE FINDINGS INTO APP REQUIREMENTS

FUNCTIONAL REQUIREMENTS

HIGH

The app must have the ability to add and delete meal inventory

HIGH

The app displays current meal counts.

MEDIUM

The app must highlight low stock levels.

HIGH

The app must allow users to undo changes

MEDIUM

The app should give users the chance to report issues / leave feedback

LOW

The app should have charts (e.g. pie chart) to visualise stock levels

HIGH

The app should allow the user to gain insights into inventory quickly / at a glance

HIGH

The app must have the ability for users to enter their flight, so that the correct meals are shown.

MEDIUM

The app should support multiple language to cater for cabin crew worldwide.

LOW

The app should allow users to enter a passengers first choice meal, in order to track demand.

NON-FUNCTIONAL REQUIREMENTS

HIGH

The app must update inventory data for all crew on board instantly after a user input

MEDIUM

The app must be able to handle up to 15 concurrent users

HIGH

The app should be fit for iPhones.

LOW

The app must be accessible (adhere to WCAG 2.1 guidelines).

HIGH

Only authorised users should have access to the app.

HIGH

The app must be able to handle increased user activity during peak meal service times.

MEDIUM

The app interface should require no more than 20 minutes training for new users.

HIGH

The app must have navigation between key functions (e.g. viewing inventory / updating stock)

HIGH

The app must run offline, due to unreliable WIFI in the sky.

LOW

The app should allow for user updates to only need a few seconds of the user's time.

REQUIREMENT PRIORITY

HIGH

A basic feature required for the app. Without this, the app doesn't serve its initial purpose.

MEDIUM

A feature the app should have to enhance its usability, security and more. - These are the best practices we should apply when developing.

LOW

A 'nice to have' requirement of the app, which'll bring further insights and benefits to the company.

POV:

Cabin Crew need a streamlined inflight meal inventory tracking process to reduce errors and improve customer service.

STEP 3: FORM A NOW, NEXT & LATER FOR SPRINT PLANING

NOW



Create an app for iPhones (cabin crew work phones) which is accessible offline

The app must show current inventory stock levels for meals on board, with the ability to add and delete stock

The app must have a log in page to keep its data secure.

The app must allow crew to change which flight they're looking at.

The app must have an undo / back button

The app must be scalable to be used concurrently on board, and at peak meal times.



Implement visualisations / use of colour to make the app more user-friendly, and easier to gain insights quickly.

Add the chance for users to give feedback, or report any issues they're facing.

Increase the apps inclusivity by catering for multiple languages - Add a 'Select Language' field to the login page

Plan a short training session to present the app to stakeholders.

LATER ©



Generate the ability to log customers first choice meals vs their actual meal (this'll allow the company to understand and forecast demand, making better choices about which meals to stock, minimising waste)

Add more visualisations to the app to give it more of a dashboard view, which can then be viewed and analysed by catering teams.

Further enhance inclusivity by making the app accessible to the few crew members who may be visually impaired (e.g., colour blind friendly colour scheme).

Minimal Viable Product (MVP):

A basic, inventory tracking app that allows authorised users to view and edit real-time meal stock levels on a flight of their choice.

Future Iterations (Sprints):

Adding more usability and interactive elements to the app, as well as the wider goal of using it to populate datasets and hence analyse and forecast demand.