Project Consolidation | Egalitarian

Day 1 - Discovery

Project context

1. What problem does the theme aim to solve??
   a. To reunite all the people that are involved with sustainable initiatives to one central place that wants more information and to be more sustainable and to be stimulated to take action.
2. What has been done on this theme?
   a. . Four modules of the vision document. The user journey, some personas and empathy maps, app flowchart, identification of users' needs of these modules.
3. What still needs to be done/What problems still need to be solved?
   a. Think about the priorities of what should focus in the application
   b. Validate the information in the vision document with stakeholders
   c. Mockup creation
   d. Develop a Gamification system

Sprint Goal

1. What is the team's goal for the end of the sprint in each scope?
   a. Validate the prototypes
   b. Measure the impact of the app
   c. Provide information to the community

Day 2 - Definition and Development

Project Proposal - Energy Engineering

2. Justifications:
   a. The indicators serve as a crucial component of our sustainability platform. This educational aspect is essential to empower users with the knowledge needed to make informed and environmentally conscious decisions.

3. Objectives:
   a. Provide indicators in an educational way on the relationship

between energy generation and consumption and the reuse and recycling of materials.

4. Product:
    a. Impact Indicators
        i. Indicator of how much energy can be generated by incinerating waste(garbage)
        ii. Indicator of how much energy is saved by reusing or recycling a material instead of producing it from scratch
        iii. Indicator of how much carbon footprint is gained when reusing or recycling a material

5. Main Stakeholders:
    a. Community
    b. Ordinary individuals

Project Proposal - Product Engineering

1. Justifications:
    a. The research is important to let us know the sustainable initiatives we already have in Brasília and who will ask the questionnaire.
    b. The questionnaire will bring information to validate all the work already been done.
    c. Creating models for the documents is important to standardize the work and make it more comprehensible for next teams and stakeholders.

2. Objectives:
    a. Validate the past work with teachers
    b. Validate the project main idea with stakeholders
    c. Analyze data to make strategy for the project next steps
    d. Organize informations in standardizes documents to make knowledge management

3. Product:
    a. Report of the sustainable initiatives research
    b. Questionnaire
    c. Report of the questionnaire results
    d. Revised version of the documents
    e. Manual of suitability information for the HUB

4. Main Stakeholders:
    a. Ordinary people
    b. Waste pickers
    c. Cooperative people
    d. Teachers and students

Project Proposal - Feature Outlining

1. Justifications:
    a. Benchmarking is important to know how can we make a HUB that people will like and engage
    b. The Definition of function and non-functional requirements it's necessary to make possible the development of the HUB
    c. Structuring the process behind the app is important to make the HUB working
    d. Creating the mockups is important to validate the work and share the idea with the stakeholders

2. Objectives:
    a. Create wireframes and mockups illustrating the user interface and flow of the application.
    b. Validate and prioritize features
    c. Validate and prioritize functionalities
    d. Create an report with most of the functionalities of the application
    e. Create an report with the technical side of the application

3. Product:
   a. Benchmark Comparative Analysis Report
   b. NON / Functional Requirements Report
   c. Functional Report for the Application
   d. Technical Report for the Application
   e. Creating Mockups of functionality

4. Main Stakeholders:
   a. Students
   b. Waste pickers
   c. The general public

Project Proposal - User experience

1. Justifications:
   a. We need to validate the user journey to make sure we understand our stakeholders and the road they will make through the app.
   b. It's important to research other layouts from different applications to understand what we need for our mock-up and compare what will work the best.
   c. We need to research how the stakeholders will be motivate to keep using the app. We will do that by researching gamifications and implement what works best in the app.
   d. We need a strategic marketing plan to promote the app and find organizations that want to do partnerships with us. We will make a plan on how to approach the organizations and which platforms to use to promote it.

2. Objectives:
   a. Analysed research to bring credibility to the work
   b. To have the best layout for your stakeholders
   c. To have the best user experience
   d. To make people engage in the project

3. Product:
    a. The products include a study report about the best interface, a gamified system, and marketing campaigns to establish a robust and impactful sustainability platform.
    b. A infographic of the User Journey
    c. A strategic marketingplan
    d. A report with research on Gamifications
    e. The specifications for the collaborative areas
    f. A report with the layout and interfaces for the app

    g. Main Stakeholders:
        i. Ordinary people
        ii. Organisations
   iii. Community

Day 3 - Adjustments and consolidation

Project Execution

1. **Universities checkpoints**
    a. Twice a month

2. **[Product Engineering]**
    a. Scope: The research about sustainable initiatives, validation with stakeholders and make the documents knowledge management
    b. Deliverables: Questionnaire; Questionnaire Results Dashboard; Sustainable Initiatives Report; Documents Validation; New Documents; Collecting Information Manual
    c. Timeline:

Roadmap			Feb	Mar	Apr	May	Jun	Jul
UnB: PSP2	Validate the project with stakeholders, organize information and analyse data	Questionnaire	██					
		Sustainable initiatives report	███					
		Questionnaire dashboard			█			
		Validation (old documents)			█			
		Collecting information manual				█		
		New model of documents					██	
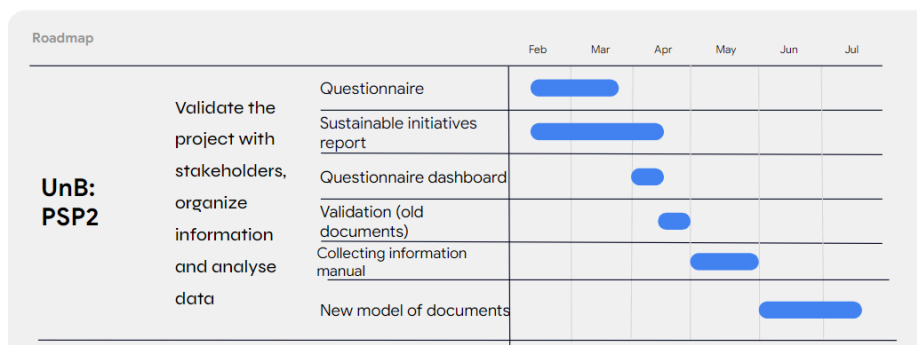
[Energy Engineering]

    a.   Scope: An impact analysis framework to measure and present sustainable practices that could be adopted by users in the sustainability hub application. This analysis would cover the possible generation and saving of energy through the correct destination of materials.

    b.   Deliverables: Questionnaire and its final results, Final report of the research on the indicators, Indicators.
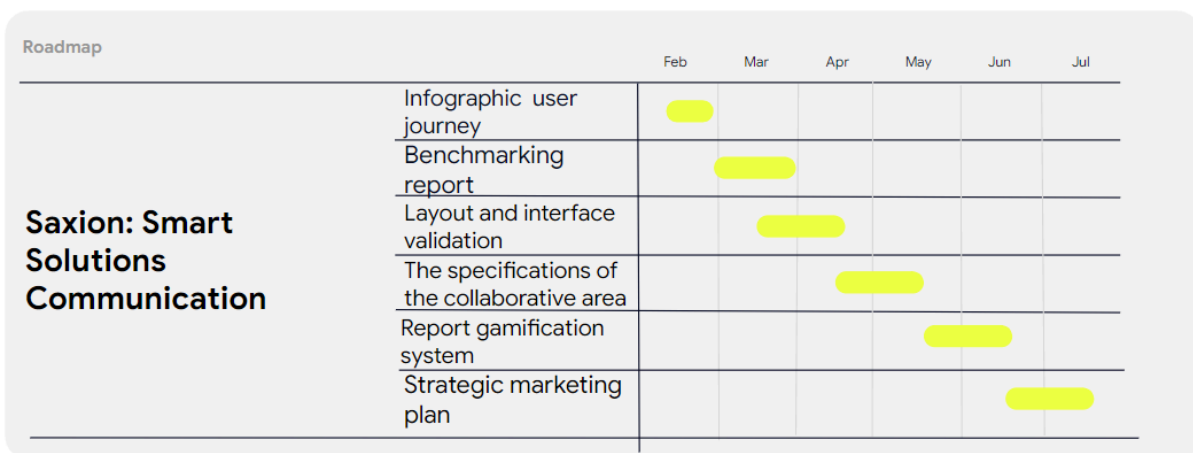
    c.   Timeline:

Roadmap			Feb	Mar	Apr	May	Jun	Jul
UnB: Energy Engineering	Educate about the relationship between energy and recycling	Questionnaire	██					
		Questionnaire Final results		██				
		Final report on creation of indicators			██			
		Indicators					██	
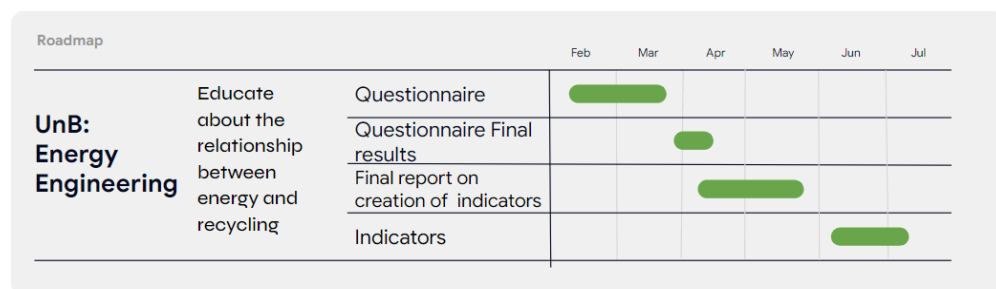
3.   **[Smart Solutions]**

    a.   Scope:
This scope of user journey enhancement aims to provide an engaging experience for users, becoming an effective tool in promoting sustainable behaviors and establishing strategic partnerships to broaden its reach and impact.
This scope has different focus groups, for example: making a marketing strategy for the app, research the best layout and user journey and explore the different options for gamification.

    b.   Deliverables:

    -    A infographic of the User Journey

    -    A strategic marketingplan

    -    A report with research on Gamifications

    -    The specifications for the collaborative areas

    -    A report with the layout and interfaces for the app

    c.   Timeline:

Roadmap

	Feb	Mar	Apr	May	Jun	Jul
Saxion: Smart Solutions Communication						
Infographic user journey	▮					
Benchmarking report		▮				
Layout and interface validation			▮			
The specifications of the collaborative area				▮		
Report gamification system					▮	
Strategic marketing plan						▮

4. Smart Solutions

Prototype

a. Scope:

This project focuses on creating a user-centric HUB through strategic benchmarking, precise requirement definition, efficient process structuring and iterative mockup development. Analyze industry trends and competitors to inform the HUB's design and functionality ensuring alignment with user preferences and market standards. Clearly define functional requirements and non-functional requirements to establish a robust and appealing platform. Develop a streamlined, scalable backend process for content management and user support, crucial for operational effectiveness and growth accommodation. Design and refine UI/UX mockups, engaging stakeholders for feedback to align the HUB with stakeholders needs.

b. Deliverables:

- Benchmark Comparative Analysis Report

- NON / Functional Requirements Report

- Functional Report for the Application

- Technical Report for the Application
- Creating Mockups of functionality

c. Timeline:

Roadmap

Saxion: Smart Solutions IT		Feb	Mar	Apr	May	Jun	Jul
	Analysis report	███					
	Requirements report		██				
	Functional and technical report			██			
	Creating demo prototype				████████		