## **Progress Report**

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# Employ.me

### Where we're at:

- Thinking about what we want to add to our design and what we should change.
- Working on creating a UI design.
- Fleshing out what features are going to look like and how to make them effective

#### Milestones:

**Achieved:** Created MVP and completed our goals for it

Missed: Nothing thus far

#### **Difficulties Encountered:**

There was a lot of design being done on the fly. We changed some things that we said
were going to be in our MVP. Although we solidified what would be on the MVP before
implementing it, we didn't think hard enough as a group about the processes of
developing the MVP and how this would affect what we planned to do. This is also
partly due to unfamiliarity with the development process (ex: Passport, Jade, etc)

## **Changes to Problem Analysis/Design:**

- Removal of "personality"
  - Originally having a personal touch to one's profile was an important part of our application. We no longer find this terribly important, and we think by adding clubs and sports an employer can get some sense of personality about a student.
- We now want to focus our problem directly at course 6. We think by narrowing our focus, we will be able to create better functionality in our application. Then if we continue with this project after the semester, we will have a better idea of how to scale up the application to encompass all MIT majors.