

Portfolio Project

STAGE 01 : The report

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team Organization

Team Composition

This project is carried out solo. This means that all technical and organizational responsibilities rely on one person. Although this choice is more demanding, it provides the opportunity to work on the entire project lifecycle and gain a complete vision from design to implementation.

Roles and Responsibilities

Lead Developer: responsible for backend, frontend, and database development.

Project Management: in charge of planning, progress monitoring, and meeting deadlines.

Documentation: production of required deliverables at each stage (charter, technical documentation, final report).

Collaboration and Organization Strategy

Communication: although there are no direct teammates, the project is developed within a pedagogical framework with regular interactions with other students and mentors.

Organization: structured planning with clear steps (ideation, documentation, development, finalization).

Shared Vision: from the very beginning, the scope has been framed to ensure a realistic, demonstrative, and scalable MVP, which will serve as the foundation for the next phases.

Ideas explored

The rejected ones

Idea 01

Hot Sauce Review Website

A platform where users can create an account, review hot sauces, and vote for their favorites.

Strengths:

Simple and technically feasible project.

Good demonstration of basic concepts (CRUD and authentication).

Weaknesses:

Already developed in the past.

Adds little value to the portfolio since it is redundant.

Rejected

Too repetitive, lacks innovation.

Idea 02

Choice-Based Narrative Game

An interactive game where the player's choices influence the storyline.

Strengths:

Creative and original concept.

Good demonstration of logic and front-end interactivity.

Weaknesses:

Too ambitious in terms of content and development.

Impossible to finalize, even as a beta version, within the given timeframe.

Rejected

Not realistic for this project

Idea 03

Children's Autonomy Application

A tool allowing parents to create daily routines for their children (e.g., brushing teeth, bedtime), which the children can validate themselves in a playful way.

Strengths:

Useful and potentially commercializable.

Strong UX potential (illustrations, gamification, routines).

Weaknesses:

Too broad in scope, requiring complex design adapted for children.

Too time-consuming for the available timeframe.

Rejected

Interesting idea but better suited for a longer-term project.

Idea selected

Idea 04

Diabetes Tracking Application

A responsive web application allowing diabetic patients to track their daily health indicators (blood glucose, weight, activity, notes for medical appointments, etc.).

Strengths:

Direct personal impact (project inspired by my diabetic twin sister).
Strong utility for patients and healthcare professionals.
Demonstrates a wide range of technical skills (authentication, CRUD, data visualization, dashboard, simplified forum, etc.).
Scalable project that could be transformed into a mobile application in future years of study.

Weaknesses:

Risk of excessive scope if too many features are implemented at once.
Sensitive domain (health) → must be presented as an educational prototype, not a certified medical tool.

Strong alignment with my personal motivation, pedagogical goals, and technical feasibility.

selected MVP

The chosen project is a responsive web application for diabetes tracking.

It will allow users to easily record and review their daily health indicators, such as blood glucose, weight, and notes related to medical appointments. The goal is to centralize important information to simplify personal monitoring and facilitate medical consultations.

Reasons for Selection

Personal relevance:

The idea comes from a real need expressed by my diabetic twin sister, giving the project strong human and motivational value.

Utility:

The solution provides concrete benefits to diabetic patients, helping them better organize their daily monitoring.

Technical Feasibility:

In its simplified version, the features rely on skills already studied (CRUD, authentication, data visualization).

Scalability:

The project can be enriched in the future, notably during the 2nd and 3rd years, with a mobile version and advanced features (sensor integration, notifications, menstrual tracking, etc.).

Identified Challenges

Scope Management:

Avoid adding too many features at once, which could prevent delivery of a functional MVP within the timeframe.

Sensitive Domain:

Health is a delicate subject; it must be emphasized that this is an educational prototype, not a medical device.

Technical Complexity:

Some features such as graphs or the forum require good organization to be developed in a limited time.

Opportunities

Learning:

The project covers a broad spectrum of skills (authentication, database management, user interface, data visualization, managing entity relationships).

Long-term Vision:

The application will serve as a foundation for future mobile development (Flutter) and may integrate more advanced features.

Portfolio Value:

By presenting both a completed MVP and a clear roadmap, the project demonstrates my ability to combine realism with strategic vision.

Idea development Documentation

During this first stage, several project ideas were explored. Each idea was evaluated based on its strengths, weaknesses, feasibility, and educational relevance.

Hot Sauce Review Website:

Simple and technically feasible project, but redundant with one already completed in the past.
→ Rejected.

Choice-Based Narrative Game:

Creative concept but unachievable within the timeframe.
→ Rejected.

Children's Autonomy Application:

Original and playful, but too complex for a year-end MVP.
→ Rejected.

Diabetes Tracking Application:

Relevant, motivating, and realistic project, covering a wide range of technical skills.
→ Selected.

The final choice focused on the diabetes tracking application because:

- it addresses a real and concrete need,
- it is technically feasible within the timeframe,
- it allows me to put into practice the majority of the skills acquired this year,
- it offers an evolutionary vision that can be pursued and enriched in the coming years.

This selection process made it possible to frame a clear and achievable MVP while laying the foundations for a future roadmap.

The work carried out in this first stage ensures that the next phases (project charter, technical documentation, and development) can rely on a solid, realistic, and shared vision.

