# Design Thinking

* Login system to set up the permissions and position (appears with posts):
  + Student dashboard
  + University academics dashboard
    - Ability to endorse university-approved events.
  + Verification using the university email domain.
* Share study notes and resources.
* In-app currency for gamification
  + Spend currency on customisation.
* Study focus
  + Timer with achievements
  + Track historical study time with visuals such as graphs.
  + Day streaks
  + Earn in-app currency.
* Social wall with status updates
  + Encourages other people to use the application.
  + Like system
* Chat
* Tracking tasks
  + Task planner
  + Timetable
* Tracking other goals
  + Fitness and wellbeing
* Weekly challenges
  + Encourages community participation.
  + Upload photos, with a voting system.
* Weekly quizzes
  + Leaderboard with in-app currency as prizes.
* Connect requests
  + Friends and followers
* Notification system
* Social profiles
* Level system for gamification
* Leaderboard system

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# MoSCoW Matrix

## Must Have

* Login system for students (with salting and hashing)
* Social wall with status updates (chronologically ordered)
  + Privacy settings
    - Ability to view as guest (without login)
* Connect requests

## Should Have

* Login system for academics (with salting and hashing)
* Notification system
* Social profiles (similar to Facebook)
* Level system for gamification
  + Implement into leaderboard system
* Leaderboard system
* Close friends
* Day streaks
* Achievements system
  + Implement into leaderboard system
* Challenges and quizzes (as social wall posts)
  + Categorises social wall posts accordingly

## Could Have

* Revision games
* Share study notes and resources
* Tracking tasks
* In-app currency for gamification
  + Earn currency for studying
* Tracking other goals
  + Fitness and wellbeing
* Timer (pomodoro technique, custom time lengths)
* Track historical study time with visuals such as graphs
* Chat
* Advertisements

## Will Not Have

* Mozilla Hubs integration
* Graphical games
* Geolocation-based interaction (lockdown rules and social distancing)
* Video and voice calls
* Custom algorithm for ordering feed