



ITERATION 1:
ANALYSIS & DESIGN REPORT

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Version 1.1

Presented by

FAUNIC



Version Control Table

Version No.	Changes	Author	Date
1.0	Final draft	Faunic	21/08/2020
1.1	Updated draft – team and forum feedback	Faunic	23/08/2020



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1. Introduction

This report introduces our intentions for the first iteration of our system. We restate the problem and our solution, as well as the audience for which our system is designed. Iteration-specific information include personas, epics, and user stories that will drive our build for this iteration, along with details of the open data to be used, and an analysis of the security risks from the developer's point of view.

2. Project Overview

2.1 Project description

The lack of children's education about biodiversity leads to poor awareness in adults. Particularly in Queensland, home to Australia's top three biodiversity hotspots, the past decade has seen the erosion of the ecosystem due to human impact and inaction for species conservation.

2.2 Target audience

Our system is designed to educate children about endangered species in Queensland. Our target audience is children in primary and early secondary school, those between 9 and 13 years old, as a means of inducing long-lasting sustainable habits in Queenslanders, and in the broader community.

2.3 Changes from previous iterations

This report is for the first iteration of the system.

3. Current Iteration

	Code	Description	Priority
Epic 1	E1	Mary wants to know about the current situation of endangered animals in Queensland and why we should save them so that she can gain information and study more about them	
User Story 1	1.1	Mary wants to know the fauna of Queensland and how it is degrading by species so that she can understand the current situation and the most endangered species	High
Features	1.1.1	Providing the relevant information by text, pictures, numbers and simple data visualisation plots, to show the current statistics by animal species	
User Story 2	1.2	Mary wants to know the human impacts on the fauna in Queensland so that she can identify the causes/problem clearly	High
Features	1.2.1	Providing the relevant information by text and photos using a photo slider which shows the human impacts on fauna	



Epic 2	E2	Harry wants to know about what he can do from his part so that he is able to save the animals	
User Story 1	2.1	Harry wants to know the concept of a sustainable lifestyle so that he can implement it in his lifestyle to save the animals in the long run	Medium
Features	2.1.1	Providing the relevant information by text, photos using the photo slider which shows the sustainability practices for kids	
User Story 2	2.2	Harry wants to know how plastic usage can be reduced by doing some activities so that he can implement it in real life	Medium
Features	2.2.1	Providing the relevant information by text and DIY project videos to implement	
User Story 3	2.3	Harry wants to visit the animal conservation groups near him so that he can visit them and be a part	Low
Features	2.3.1	Providing the search feature using Map to locate the nearby animal conservation group along with the suitable links of animal conservation groups	

3.1 Link to the LeanKit board

- Epics / User stories
- Acceptance criteria updated on LeanKit

<https://monashie.leankit.com/board/1210720248>

3.2 Link to the Mahara studio mentor page

This page includes:

- Personas
- Open Data Details
- Risks
- Security Aspects
- Prototype

<https://mahara.infotech.monash.edu.au/mahara/view/view.php?id=49436>