Blazing Forest

ITERATION 3:
ANALYSIS & DESIGN REPORT

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Version 1.0

Presented by

FAUNIC

Version control table

Version No.	Changes	Author	Date
1.0	Initial draft	Faunic	04/10/2020

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1. Introduction

This report introduces our intentions for the third 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 the epics and user stories that will drive our build for this iteration, changes from the previous iteration, 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.
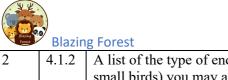
2.3 Changes from previous iterations

From the previous iteration, changes include:

1. Pivoting on the target audience to children between the ages of 9 and 13: the initial target audience was intended to facilitate learning from a very young age, but the information compiled from open data sources was more appropriate for an older age bracket.

3. Current iteration

	Code	Description	Priority
Epic 4	E4	Harry wants to build a habitat for the animal species so that he can see how endangered species live, and might be able to save them by attracting them to the habitat.	
User story 1	4.1	Harry wants to know what type of animal species he might attract with the habitat, and the importance of the animals to the ecosystem, to get a brief idea of which animal species he might target to save.	
Feature 1	4.1.1	A short introduction about how these animals are important for the ecosystem and a description about their habitat destruction.	

Feature 2	4.1.2	A list of the type of endangered animals (e.g. species of tree frogs, species of small birds) you may attract with this habitat based on state, with pictures if possible. There will be at least one species per state, if possible, or 3-5 in total.	
User story 2	4.2	Harry wants to know how to build the habitat given the surroundings and needs of the animal species so that he can follow the instructions to build the habitat and attract the animal species.	
Feature 1	4.2.1	Information about the requirements: habitat (e.g. moist area, coastal area, etc.), shelter, food, additional structures (e.g. birdbaths, bird feeder, etc.). This information should be simple enough for children to understand.	
Feature 2	4.2.2	A step-by-step guide of the process to follow to build the habitat with pictures or videos (e.g. building ponds for frogs). The steps should be short and easy to follow.	
User story 3	4.3	Harry wants to know the dos and don'ts regarding the habitat so that he can follow the instructions to build an effective habitat.	
Feature 1	4.3.1	A list of dos and don'ts (e.g. don't use chlorine water for frog ponds, add solar light near it that will attract moths etc. to feed them, do use chemical-free pesticides on the plants near to habitat). There should be at least 2-3 points for each habitat.	

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
- Test plan
- Usability videos
- Prototype

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

Appendix

Feedback from industry mentors

Minutes from the meeting with the industry mentors, which took place after the iteration 2 build was submitted are on Mahara: https://mahara.infotech.monash.edu.au/mahara/view/view.php?id=49436.

The industry mentors indicated that the following aspects were done well in iteration 2:

1. The balance of text to images in the website has improved since iteration 1.
2. The information displayed on the animal species pages was worded appropriately for children.

They suggested the below areas for improvement:

1. The user journey should be made clearer, in terms of where the user is to navigate to upon entering the website. At the moment, the information is presented in a rather scattered way that makes it hard for the user to see what they should be doing, and where they should go.
2. The Tableau plot of the number of the number of endangered species by animal class should still be reconsidered, as its slow loading time could impact on the user's experience with the website.