Project Proposal – Student Planner App

# Weekly Meeting Time

Monday at 2.10pm - Everyone should attend unless either person cannot make it.

# Members

**Student**: Casey Huang

**Supervisor:** Thomas Kuehne

# Project Goals and Description

The goal of this project is to design an application that supports a student’s time management pertaining towards the completion of their courses, such as, assessment deadlines. In order to make entice students to use this application, I will consider introducing some level of “gamification”. The app will provide positive feedback when the student is well on top of their workload. It should also have “congestion” warnings when the student has a lot of workload and has not put in sufficient time to complete the necessary work.

The project evaluation will involve creating surveys and/or questionnaires in order to obtain qualitative feedback from potential sample users. It will also involve a coverage of initially defined use cases, and/or validating the proof of concept implementation.

For the purposes of user evaluation of this project, I will be creating a prototype of this application as a web-based application which is suitable to be used on any device, especially on mobile.

# Tools

* In-vision or tools that may be useful to develop a simple prototype
* Wireframe tools (e.g. JustInMind)
* JetBrains – for implementation

# Live Gantt Chart

* https://live.ganttlab.org/?l=project&p=huangcase/ENGR489Project
* Gitlab instance URL: https://gitlab.ecs.vuw.ac.nz
* Private Token: rbkJA3AtkWWhRZi3-BYf