Project Proposal – Student Planner App

# Members

**Supervisor:** Thomas Kuehne

**Student**: Casey Huang

# Project Goals and Description

The goal of this project is to design an application that supports the management of course assignment deadlines. In order to make this application more entertaining for students to use, it would probably make sense to introduce some level of “gamification”. The app will have a feature that provides 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 it.

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.

This project will be more focused on the design of the app. The design of the application is only expected to be a proof of concept, not a fully implemented product.

# Tools

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

# 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