## What Should i do now?

# Project brief

### *VERSION 0.1*

### *05/28/2022*

Project/Program Details

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| **Project/Program Name** | What Should I Do Now? | | |
| **Team Members** | Christian Munoz, Sean Gold, Elliot Parker | | |
| **Start Date** | 5/24 | **Completion Date** | 8/12 |

Document Details

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| --- | --- | --- | --- | --- |
| **Version** | **Status**  **(Draft or Approved)** | **Date** | **Author/Editor** | **Details of changes** |
| 0.1 | Draft | 5/28/2022 | All | Initial Draft |
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purpose and Overview of the Project

The purpose of this project is to help users decide what to do when they can’t decide. This service prompts the user for input regarding how they feel. Using this input, it provides a user with recommended activities. This would be helpful to people that suffers from mental illness by finding things for them to do to avoid depression, stress, and lack of motivation due to anxiety freeze responses.

Background to the proposed work

*What is the overall purpose of this project?*

The overall purpose of this project is to help users decide what they want to do through a questionnaire we will offer through a website.

*What previous actions/decisions lead to the current position?*

Nothing like this project exists online, and it involves a common problem people run into on a daily basis, boredom.

*Why does it need to be done?*

Have you ever been sitting around, doing nothing, trying to figure out what to do with your day? We look to create a website that will decide that for you based off your interests, and hobbies.

*Why should it be done now?*

It is easy to create a simple tool like this for a vast amount of people to take advantage thorough easily on the internet.

*What should the end result of this project be?*

The end result of the project should give a user an engaging activity to participate in in order to curve bored, stress, or to simply blow off some steam.

*What are the implications of not doing it?*

The implications of failing to create an activity decider may result in the boredom of thousands of people with free time on their hands.

Objectives

Completion of this project will result in happier people. Everyone has encountered a time where there is simply too much leisure. A lack of having something to do can lead to depression, anxiety, and boredom. This project is tailored to help curb those negative feelings by providing users with a solution based on their own input.

The specific objective of this project is to aid people, especially people that suffer from mental health conditions, in finding an engaging activity in just a matter of seconds to minutes in order to curve boredom, stress, and anxiety.

The results we are expecting to get from this experience are happy users with lower levels of stress, boredom, and anxiety.

[Scope](https://www.stakeholdermap.com/project-dictionary/project-dictionary-s.html#scope)

The boundary between this project and other programs is that this is simply going to be a tool to ease your mind and help you conquer the day – it is not supposed to be a paid service, something you use for medical advice or as a medical resource, and it is not a service that requires users to commit to anything. This differs from other projects because it is just a tool that exists for its utility to those that need it. The deliverables that this project would consist of includes the website and project management documents regarding the construction of the project. If someone that is bored, has anxiety/depression etc uses this service, they should find themselves doing something positive and engaging afterwards. When using this service, it should prompt users to input answers as responses to mood and activity-based prompts – using this input, our service will deliver customized activities to help combat any feelings of stress and boredom. This project will help users all over the world, since it will be easily accessible online to anyone with the link. This can help millions of people battle boredom and depression at a moment’s notice. Medical Advice will not be provided in any form as this Is a tool to ease boredom, anxiety, depression, etc – not a tool to cure or treat it.

Deliverables

|  |  |  |
| --- | --- | --- |
| Unique ID / WBS ref | Deliverable title | Deliverable description |
| 01 | Front End | Create a front end for the project, using either java and HTML, or a website creator like Wix. |
| 02 | Back End | Create the back end and link it with the front end. |
| 03 | Publish Website | Allow public access to the website. |
| 04 | Project Management Plan | The documents involved in organizing and planning the project. |

benefits

The main benefit is to help young adults develop healthier mental habits. The main beneficiaries are the users of the service. Many mental illnesses or symptoms of neurodivergence are caused or worsened by boredom. Boredom can be very frustrating for anyone, and being able to alleviate that can bring users peace of mind. It can also help in creating better routines. Habits are hard to establish, good habits even more so. Having an aid to reduce negative thinking or destructive behavior patterns caused by boredom can lead to improved decision making and productivity. Offering alternatives to the common trend of over-consuming media will support healthier brains, and bodies too. Suggesting fun or interesting active entertainment can encourage people to exercise when they may otherwise choose to do something more “enjoyable”.

Assumptions

Our assumptions revolve around our ability to create a website which will be our final product in the end. We assume there are tools in place to create and format a website in a desire that we like within our budget. We assume that we can meet virtually on a weekly basis to work on the project. Finally, we assume there is a market out there for our product.

Constraints

Constraints of our project include the time limits and August deadline, the limitations of virtual collaboration and team member schedules, and possible access limits of hosting the website, as well as other tools involved in creating a website.

Risks

One potential risk of the project is that the service may suggest a dangerous activity, or one that involves risk for the participant. For example, if the website suggests to go rock climbing, and the user falls and breaks his leg while rock climbing. This could induce legal consequences if there is not an adequate disclaimer addressing fault liability. Another risk is the reliance on open-source tools. To minimize the anticipated budget, the project will be completed using the technologies that are available free-of-cost to develop and host the service.

Other areas of Project affected

The only people affected by our project is our customers that use it. When they input the answers to the questions, they will be suggested an activity that they can choose to do or not. We are effectively deciding what the user should do in real time, and this might affect real decisions they make which might result in a variety of actions a user can take.

Major dependencies

We are dependent on a website that will be our final product. This website will have to be well thought out and have to be cost-free when delivering the final product. We are also going to be depending on Zoom, and Microsoft Teams to complete our work, and collaborate with each other. Another dependency is relying on available open-source tools to keep the cost low in creating the website.

Stakeholders

|  |  |  |
| --- | --- | --- |
| Stakeholder | Power | Interest |
| Production Team | High | High |
| Users | Low | High |
| Product Testers | Medium | High |

Staff Resources

Team Skills and Experience:

* JavaScript
* HTML/CSS
* Static Site Deployment
* Open-Source Web Development tools

Skills to be Developed:

* Conditional Formatting
* Project Management

Outline estimates of time and cost

|  |  |
| --- | --- |
| Item | Cost (in USD) |
| Team Salary | $0 (x3) |
| Domain | < $10 (annual) |
| Open-Source Tools | $0 |