Project Specs

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# Table of Contents

[Table of Contents 2](#_Toc2126362937)

[Stakeholder Assessment 3](#_Toc896966872)

[Market Analysis 3](#_Toc181661895)

[Constraints 3](#_Toc1251760888)

[Assumptions 4](#_Toc1049955589)

[References 5](#_Toc1526646712)

# Stakeholder Assessment

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| --- | --- | --- |
| Stakeholder | Power | Interest |
| Production Team | High (10) | High |
| Users | Low (2) | High |
| Product Testers | Medium (6) | High |

What Should I Do Now? has three main stakeholders. The first are the members of the production team. These are most important because they have both high interest in the project and high power in decision-making. Another group of stakeholders are the product testers. These are mid-priority because they have high interest, but medium power. They represent the interests of the end users, but they have more power because they can give feedback that may direct the final product. The last group is the eventual users. They have high interest as well, but low power. They aren’t able to change any decisions in the project or the final outcome, but it is important to keep them in mind as the intended audience for the end product.

# Market Analysis

Boredom is Something that affects 30-90% of Americans every single day. This is not necessarily a bad thing, but if it is not handled correctly it can lead to several negative consequences including substance abuse and depression. Activities mostly associated with boredom include studying, “doing nothing”, and working. In order to combat negative consequences associated from the feeling of boredom, it is imperative that people find something engaging to do with their leisure time (CMU). Boredom occurs most in activities where people lose focus or where they have no focus at all such as when they are doing nothing, so engaging in hands on activities are best to curb any negative feelings associated with this.

Negative emotional responses associated with boredom also include anger, sadness, and worry. 90 to 98% of young Americans experience boredom on a daily level in their lives due to monotonous activities and are exposed to these negative consequences on a daily basis (PsychologyToday). Neuroscientists suggest that boredom occurs when there are low levels of Physical and cognitive interaction occurring between a subject and the activity they are performing (CMU). To combat boredom, it is best to do a hands-on activity that is tied into someone's interests in order to keep them engaged.

# Constraints

When developing our website there are a few constraints that we have to consider. The first and foremost would be creating set dates and time for all of us to come together and work on the project. One way to fix this would be to use a GNATT chart to keep up with project deadlines so we can set up meeting times before hand. Another timeline constraint would be the August deadline for the project.

Another constraint we identified is finding a domain to host our website. We plan to create our website using JavaScript, HTML, and other website developing languages, and then connect it to a front end. We have yet to identify what tools we need to link our front and back end together, but there are other solutions like using a common website builder like Wix or Weebly. This would speed up the amount of time we would spend coding the website, and more time personalizing the website to how we see fit.

# Assumptions

In preparation for this project there is assumption that many people do not have an outlet when it comes to boredom. Everyone eventually find themselves with too much leisure and this heightened levels of depression, stress, and irritability due to the lack of engaging activities available. Even when there are activities to do, it might be difficult to think about them and do them to begin with. This type of tool will aid users in finding usefulness out of their leisure time in order to curb negativity associated with doing nothing.

This type of tool will aid users in finding usefulness out of their leisure time in order to curb negativity associated with wasting useful time. This service is meant to help individuals stay healthy and mindful of their free time. Without something like this, irritability and stress levels might go up when there is nothing to do and no tools or resources to aid in that sort of event. We assume that this will help people stay busy and happy while reducing depression associated when there is nothing to do.

We assume that another similar application or service will not become available. We also assume that boredom will not become obsolete. We assume that we will be able to find open-source tools to develop the website that fit in our budget.

# References

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https://www.psychologytoday.com/us/blog/media-spotlight/201703/bored-in-the-usa