UEE_SE-S2-WE-11

UEE Project

SeaSavers

Student ID	Member Name
IT21809088	Sandeepa K.B.A.R.
IT21220760	Dias D.D.K.S.
IT21816086	Wickramasinghe S.S.Y.
IT19211688	Weerasinghe C.D.

SE-S2-WE-11

User Experience Engineering SE3050

Department of Computer Science and Software Engineering, Faculty of Computing, Sri Lanka Institute of Information Technology (SLIIT)

Declaration

We declare that this is our own work, and this report does not incorporate without acknowledgment any material previously submitted for a degree or diploma in any other university or institute of higher learning, and to the best of my knowledge and belief it does not contain any material previously published or written by another person except where the acknowledgment is made in the text. Also, we hereby grant to Sri Lanka Institute of Information Technology the non-exclusive right to reproduce and distribute our report in whole or part in print, electronic, or another medium. We retain the right to use this content in whole or part in future works (such as articles or books).

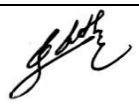
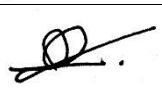
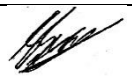
Student No.	**Name**	**Date**	**Signature**
IT21809088	Sandeepa K.B.A.R.	8/13/2024	
IT21220760	Dias D.D.K.S.	8/13/2024	
IT21816086	Wickramasinghe S.S.Y.	8/13/2024	
IT19211688	Weerasinghe C.D.	8/13/2024	

Table of Contents

Declaration....1

Milestone 1: Identify user groups....3

1.1 Persona....3

1.2 Empathy map....4

1.3 User story....5

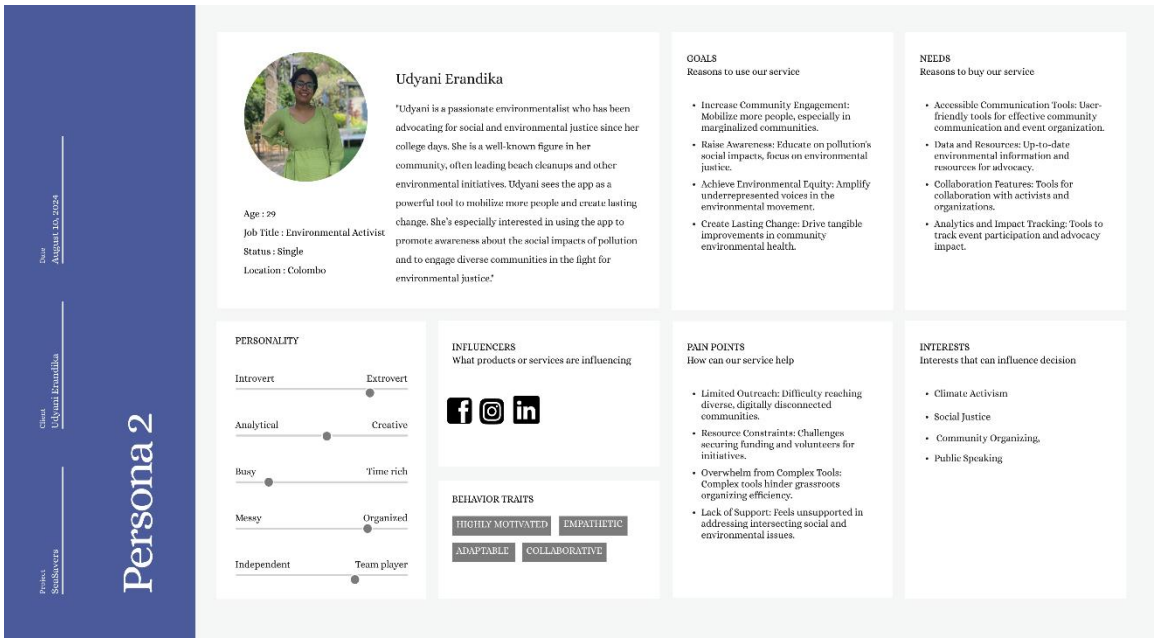
1.4 User flow....6

1.5 Service Blueprint....7

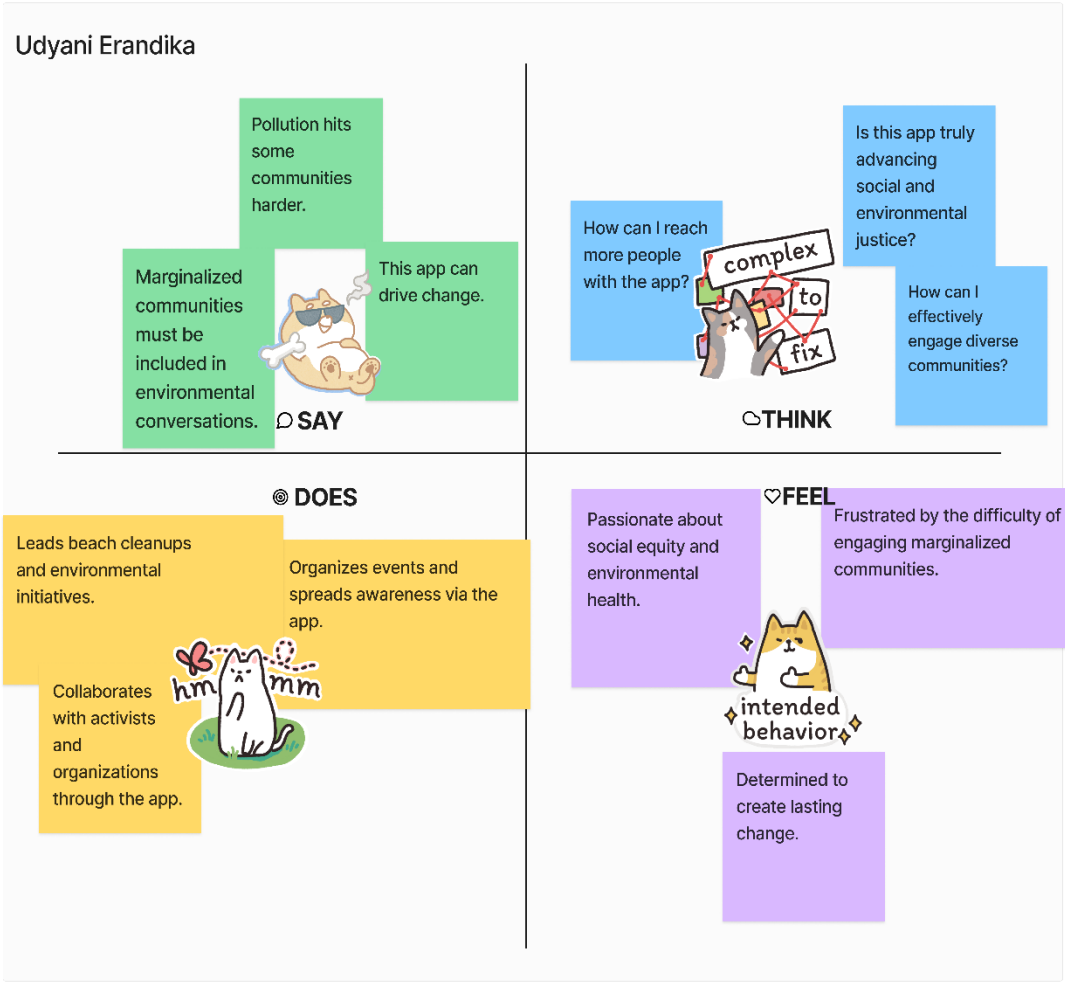
1.6 Identify basic functionality of the proposed system....8

Milestone 1: Identify user groups

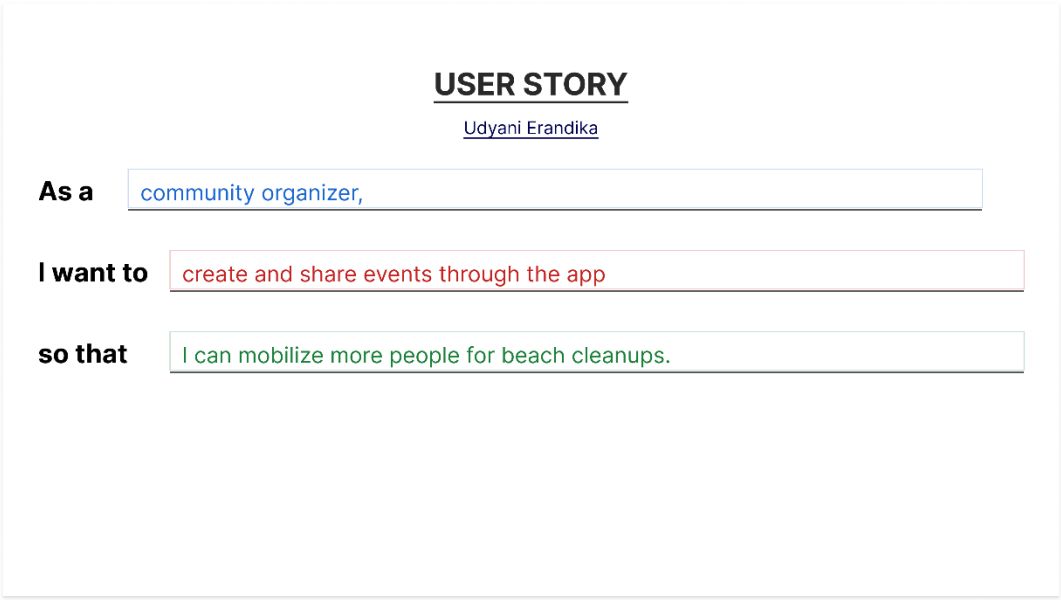
1.1 Persona



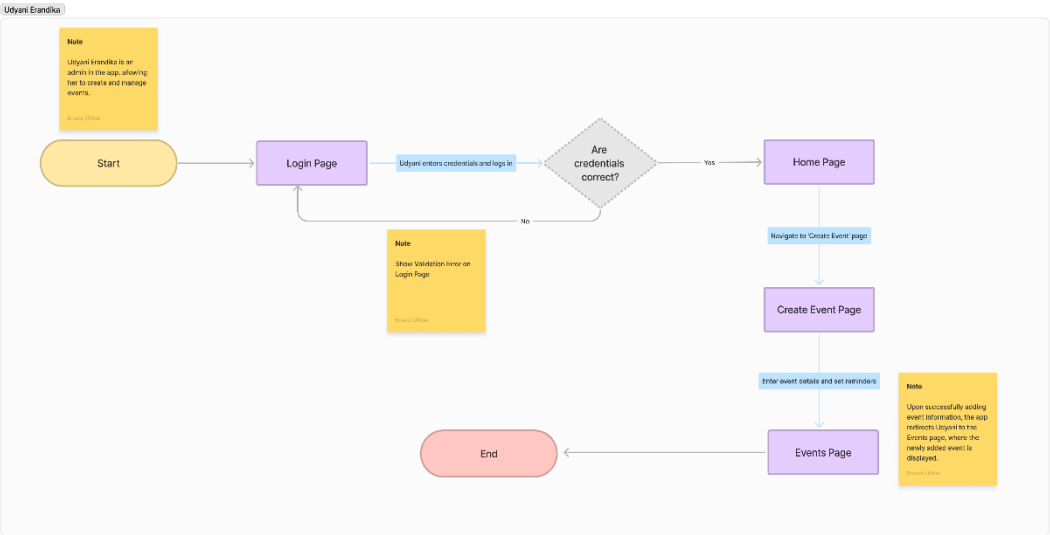
1.2 Empathy map



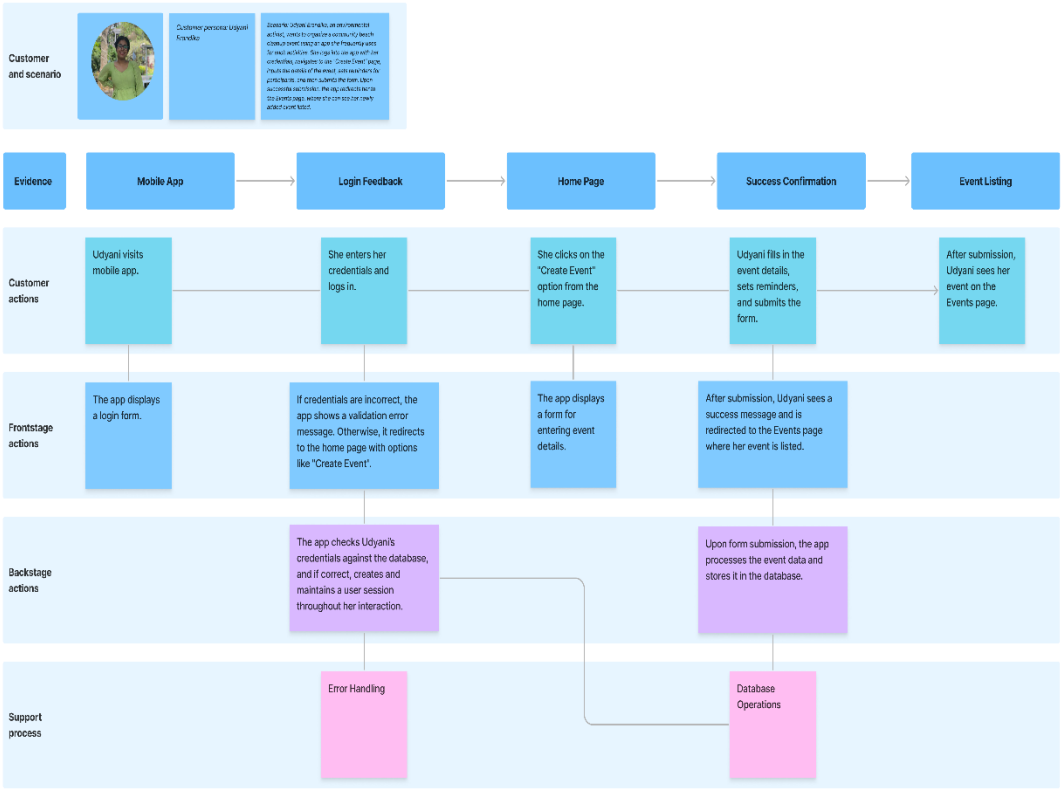
1.3 User story



1.4 User flow


Udyani Erandika
Note
Udyani Erandika is an admin in the app, allowing her to create and manage events.
Start
Login Page
Udyani enters credentials and logs in
Are credentials correct?
Yes
No
Home Page
Navigate to 'Create Event' page
Note
Show Validation Error on Login Page
Create Event Page
Enter event details and set reminders
Note
Upon successfully adding event information, the app redirects Udyani to the Events page, where the newly added event is displayed.
Events Page
End

1.5 Service Blueprint



1.6 Identify basic functionality of the proposed system

The proposed system, **SeaSavers**, is a mobile application designed to promote and facilitate beach cleanup efforts. The app's basic functionalities revolve around engaging the community, organizing events, and fostering a competitive spirit among users. Below are the key functionalities of the SeaSavers app:

1. **Competition Registration and Participation**: Users can register for various beach cleanup competitions across different locations. The app will allow users to participate in these challenges, collect points based on their contributions, and track their progress on a leaderboard, fostering a sense of competition and achievement.

2. **Event and Workshop Management**: The app will display a list of upcoming beach cleanup events and related workshops. Organizations can request approval to publish their events, which admins can either approve or reject. This ensures that only relevant and vetted activities are promoted to users.

3. **Blog and Educational Content**: SeaSavers will feature a blog section with articles on the impact of beach pollution, the benefits of cleanup activities, and tips for effective participation. Users can engage with the content through a commenting system, allowing them to share their thoughts and insights.

4. **Posts and Discussions**: The app will enable users to create posts, share updates, photos, and videos from their beach cleaning activities. This feature will promote community engagement, allowing users to connect, share their experiences, and inspire others to join the cause.

These functionalities collectively support the app's goal of uniting the community in the effort to conserve and sustainably use oceans and marine resources, aligning with the UN's Sustainable Development Goal 14. The app not only facilitates beach cleanups but also educates and motivates users through various interactive features.