Successes

The key metric of success for our team was to successfully create a functioning minimum viable product that contained all 3 of our core features. By this standard we would say that our prototype was a success. We created the mind tracking feature with the ability to view both the weekly and monthly inputs. The game section had actually exceeded our expectations as we initially looked to only have 1 game complete for the mvp, however, we created 2 as a result of listening to feedback from our UI’s. We also completed the third and final toolkit which showcases available mental health resources to the user.

To succeed we were required to divide up to tasks according to our strengths, in order to get the best results. Our computer science students had each been given roles to reflect their strengths. Emily was more creative so it only made sense that she worked on the mood tracker. Nik had experience with apps so he was in charge of creating the games. James had the idea for the project so the toolkit was made up of services and resources he had envisioned to be available to the user. Another reason attributed to our success was that our project was modular. It was seperated into 3 distinct components which allowed us to work on each module simultaneously, rather than waiting for module 1 to finish in order to begin the next. We found that we were also crunched for time for this deliverable but the modular aspect of our design allowed for fast (agile) prototyping which enabled us to get our report done sooner and have enough time to collect feedback.

We also managed to keep the scope of our mvp within our allocated time frame. This meant that we kept it simple and straightforward. We did not go into any complex features that would have been beyond our capabilities. Our mvp was aligned with user feedback in that it was kept engaging to the user, while maintaining easy navigation (with the ability to toggle between features at the top of the app screen). Through the feedback we received from the UI’s, we were able to enhance our prototype with ideas provided by our consumer base. This included small things like making the interface more appealing to the eye, although this does not affect the functionality of the app, it aids in user engagement and overall appeal. Our success was mainly a result of taking in the constructive feedback we had gotten for our UI’s. Lastly, our team had a unified vision which made the process run smoothly as we had less human conflict to hurdle over.

Although we met the requirements of the deliverable it was possible for us to have been “more successful”. As outlined in the challenges section, we had wanted to do A/B testing which would have given us more feedback. With a better timeline we may have been able to create more iterations based on our initial prototype feedback. We would have liked to include some of the optional features we had brainstormed. However, we faced challenges in regards to limited knowledge, skills and time. Getting feedback on optional features would have been useful in identifying what our consumer base is looking for from an app like this. Being able to schedule meeting times with mental health professionals would also have been something that would have made our prototype more successful as we would have had more experience on our team and may have been able to integrate more human friendly features into the app, whereas we were going from scratch, using our own knowledge and information obtained from our surveys