Product Requirements Document (PRD) Template

📜 Introduction

Project Overview

- **Name:** EDU-Murphy e-learning platform
- **Purpose:** To serve as a learning tool for students especially for those in remote areas with limited internet connectivity and at the same time make learning fun and engaging for both the learners and the educators.
- **High-level Objectives:**
  - To create an engaging and user-friendly e-learning platform that seamlessly integrates design thinking principles.
  - Collaborate closely with the AI specialist and full-stack web developer.
  - Apply design thinking methodologies to understand user needs, pain points, and aspirations.
  - Create wireframes, mockups, and interactive prototypes for key platform features.
  - Prioritize user-centered design, accessibility, and responsiveness.

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👤 User Personas

Purpose

- Personas are made up characters in the design thinking process that help to represent a larger demographic group of people. They are used to show the pain points and the gains of the particular set of people in that particular demographic group.

Detailed User Personas

1. **Persona 1:**
   - **Name: Yolanda Gappy**
   - **Demographic Information:** [Age, Gender, Occupation, etc.]
     - Age 15 - 20 yrs
     - Gender male/ female
     - Highschool/ Undergraduate students
   - **Goals:**
     i. Study toolkit
     ii. Revision materials.
   - **Frustrations:**
   - - Boring lectures and lessons
   - - Poor engagement during class
2. **Persona 2:**
   - **Name:** Joseph Carpendi.
   - **Demographic Information:** [Age, Gender, Occupation, etc.]
   - - Age 25-40 yrs
   - -Gender male/female
   - -Educators
   - **Goals:**
   - -Facilitate content delivery to students
   - -make learning fun and engaging.
   - **Frustrations:**

     - Distraction of the students.

     – Monotony of lectures.

🔧 Requirements

Functional Requirements

- **REGISTRATION AND LOGIN:**users can create accounts and login using their emails
- **USER ROLES:** Define roles such as student, instructor, and admin with specific permissions.

- **COURSE CREATION:** Instructors can create courses, upload content, and organize it into modules.
- **COURSE ENROLLMENT**: Students can browse and enroll in courses.
- **COURSE CONTENT TYPE**: Support for videos, documents, quizzes, and interactive modules.
- **ASSESSMENTS:**Instructors can create quizzes for their course content and grade them.

Non-Functional Requirements

- **Performance:** The platform should handle and render components in a lazy mode.
- **Security:** All passwords must be hashed and salted before storage.
- **Usability:** The interface should be easy to use, with a maximum of three clicks to access any primary feature.

🎨 Wireframes and Storyboards

Purpose

- Wireframes help to plan the design for a product during the design thinking process and at times, especially with the high fidelity wireframes an interactive prototype is developed.
- Storyboards in turn help depict visual instances as the user interacts with a given product.
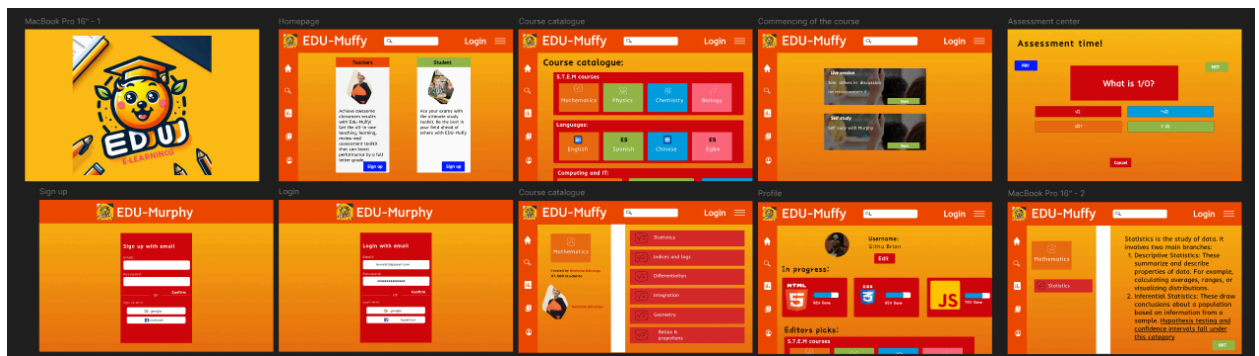
Wireframes

● **Screen 1:**

A screenshot of all the pages designed and the components used. The pages are from the Landing Page, homepage, signup/ login page, a course catalog page and the details for the course, a profile section and a self assessment page. Also there is a page for the mode of study either via a live session or self-study.
The designs are for the mobile device.

● **Screen 2:**

A screenshot of all the pages designed and the components used. The pages are from the Landing Page, homepage, signup/ login page, a course catalog page and the details for the course, a profile section and a self assessment page. Also there is a page for the mode of study either via a live session or self-study.

The above designs are for the desktop version.

Storyboards

- **Storyboard 1:**

Student hears about the app from a friend and even encounters an ad on youtube.

Checks out the application on the internet.

Is fascinated and decides to sign up and create an account.
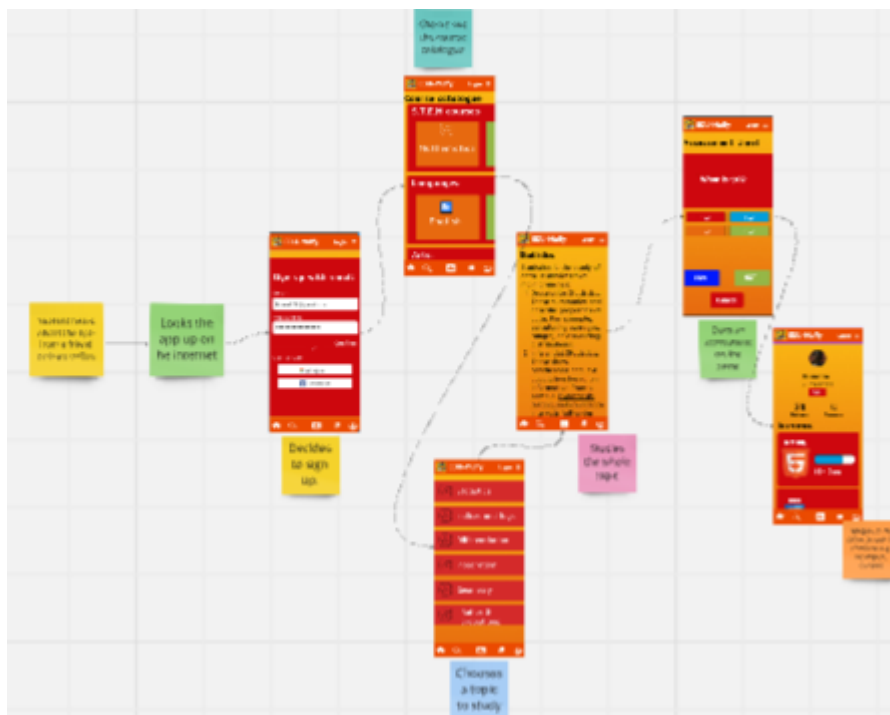
Checks out the course catalog.

Decides on a course to do.

Selects a topic to do.

Reads the course content.

Does an assessment on the same.
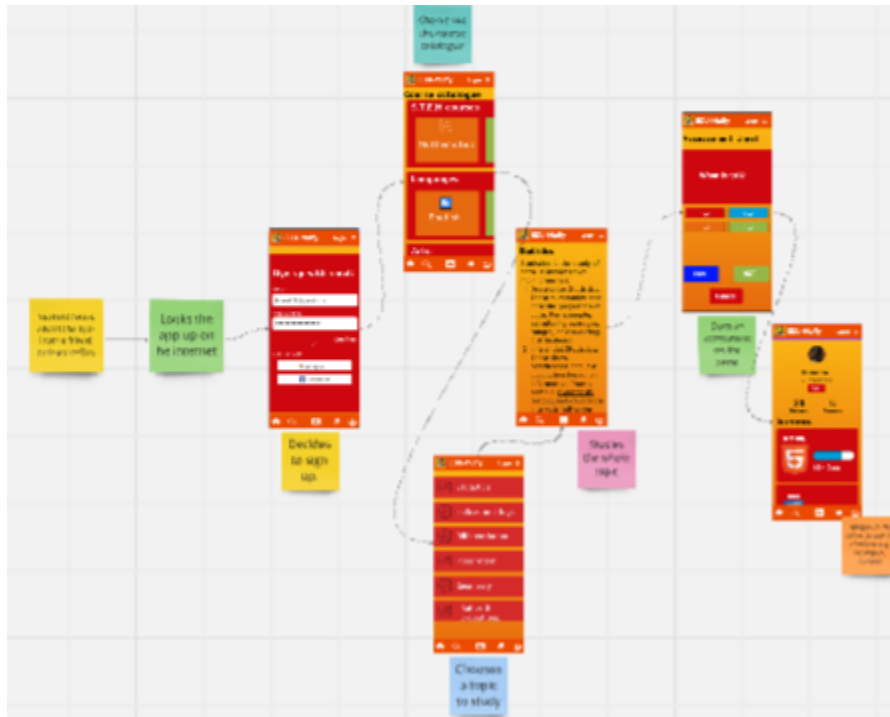
Returns to the homepage to do another course.

A teacher wants to make learning more engaging and fun

Students ae bored by the monotony of continuous narration during lectures

Discovers about the app from online via an add in Youtube

Creates a course on the a given subject

Deploys the course in the app.

Storyboard 2:

🛠️ Technology Stack

Chosen Technologies

- **Frontend:** [React]

- **Backend:** [Node.js, Express.js]
- **Database:** [MongoDB]

Justification

- [Component-Based-Architecture]
- [Document-oriented-model which offers flexibility]

🔗 Prototype Links

Links

- https://www.figma.com/design/SVaiFQtkvj9T0iJogmv2Sb/EDU-Murphy?node-id=0-1&t=MckS4oyLCReZ57EI-0