

PRD- StarQuest by Ti Space

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Trello Epic	[Link the epic link for reference - helpful to track engineering team's progress]
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Overview

- There are some key elements for succeeding in the 'all stars program'.
It is extremely hard and extremely important to maintain a healthy daily routine which allows self growth and professional development.
 - There are some key elements for succeeding in life (personally and professionally). One of the key elements is consistency. It is very important to build and maintain a healthy daily routine to support a person in achieving personal and professional growth.
- By using the app, each participant will be able to track their professional development, document their daily routines, and analyze their performance.
 - By using the platform, each participant will be able to log in and keep track of their professional development by documenting their daily routine and analyzing the results of their actions.

Pain points:

- There are some key pain points that we discovered by participating in the program ourselves and interviewing others:
 - Lack of structure and clarity - participants need to have an organized platform to understand what is required in each stage of the program and how much time it should take.
 - Difficulties building consistency over time by documenting and analyzing their reports: participants need to have a platform which they can:
 - Easily track, access and document all of their reports.
 - Analyze and create for themselves actionable items and insights.
 - Easily access and submit the workbooks and projects required
- The Platform is meant for ti- space participants at all stages of the 'all stars' program and their mentors and administrative staff.
 - Our platform will help that:
 - Mentee will be able to easily submit their reports and document them.
 - Mentee will be able to access their reports and get an analysis that will reflect their performance, progress, and drive them to action
 - Mentors and Mentees will be on the same page- eliminates miscommunication or lack of coordination with the program's chores, projects, workbooks as they will be opened for participants at the right time and will have a tracking timeline for execution.
 - Mentee will be able to understand their learning roadmap and the program structure for each stage in the program.
 - Mentees will be less discouraged and will be able to easily reach out to other participants/ mentors/ staff and get the motivation/ help they need to move on
 - Disorientation and level of confusion will be reduced as far as the required materials to submit, adoption of habits and morning routines that each mentee has to execute.
 - On the mentors side:
The platform will provide:
 - An easy way to track the mentee's progress in the program
 - Mentors will be able to easily communicate with the mentees and assist when needed via chatbot
 - Mentors will be able to give points for good behavior, chores performed, daily routine consistency that will further drive the mentee for success.

Pain Points - Individual:

- There are some key pain points for people who are looking for professional and personal development:
 - a. No platform that provides both aspects in one place, not online, not offline. Traditional schools usually don't emphasize personal growth only career development (working on LinkedIn and networking at most outside of technical knowledge). Bootcamps, same. Online platforms usually focus on one aspect:
 - Mindvally - personal growth.
 - 369Data, Product school, etc. - specific professional knowledge.

- => You need to have multiple spaces, and platforms to build the “world” you want.
- b. There are a few platforms that offer content on both aspects (personal and professional development). However, they are too big, have too many courses and no guidance, no outside accountability, and if you don’t know exactly what you need - you will get lost, there will be no clear path to your development => churn, people will not complete courses let alone a complex program that combines both development aspects. None that offers to build an individually tailored path that combines both aspects for you.
- c. No real tracking with insights on what to improve - no tracking and monitoring of input vs. output, the time it takes the individual, on avg., to complete different tasks, and no analysis of what points to improve on. To have a full system of tracking, learning (professional and personal content), and using behavioral indicators to incentivize the individual, nowadays an individual needs to have multiple applications and a personal tracking system to combine all the little pieces.
- d. Self-learning can be hard, lonely, and hard to stick with in the long run to see genuine results. Some platforms have different incentive systems, most are streak-based, and the longer you are on the platform the more XP you will get, coins, and so on, but none have an incentive program to match and reflect the effort put into an action. Or, collecting coins and XP is not leading to anything (only in apps with in-app purchases and games).
- Using apps has no human connection and no mentoring to support -
 - a. Most apps are self-learned and self-paced. No human connection outside of that, no support group, no mentoring or guidance on what to do when stuck with a problem, etc. Some apps, for some programs (like Mindvally, Tony Robins, etc.) have group meetings for support but they are restricted to specific aspects (financial/ personal/ marketing and so on). Or, they offer retreats for people to come together. These are usually very expensive, and not suited for people with full-time jobs. The ones that happen online, still relatively expensive, are a few days grouped (again, hard for people with full-time jobs), and have no personal connection again. The problems are general for the majority of the public without personal references. The majority of people attending don’t see results as there is no real follow-up and accountability system built. In a way - they fail to build the strategy to accomplish what they want, or fail to build the plan to execute the strategy, or fail to build an actionable system to support the strategy. All these parts are needed to turn a dream into a reality.

Pain Points - Companies:

- Employee churn (unsatisfied employees) - Employees' dissatisfaction with companies and workspaces is at an all-time high and companies are looking for more affordable ways to incentivize their employees. In-company programs are usually dedicated to “what you need to be better at your position”, or are all about the perks not incentives with true substance that will make an impact on the individuals.

- No mentoring programs (employees are left to self-prompt) - most companies don't have built-in mentoring programs. Usually, at most, you will have the manager or the "lead coder" to teach the newer personnel, but it is not structured, not incentivizing the people with seniority to mentor someone. Furthermore, some are capable on a professional level but not able to mentor for personal growth. This creates a situation where people either don't have any mentoring or have partial (sometimes very ineffective) mentoring.
- No clear path for professional growth - a lot of times, especially for the younger employees, they have big dreams of who they want to be and where they want to get but no idea how to achieve this.
- No help in personal growth - the majority of companies will pay for further education of people who excel, however, there is no
- No tracking or control over companies' incentives to personnel that excel in out-of-company rewards (company cannot see the benefits) - the majority of companies will pay for further education of people who excel, however, there are no real tracking or visage on the process. If the employee is attending, investing time in the education, and does not know the outcomes of it. Some employees never complete the program they requested, for this, some companies have placed a rule that once completed with a certified diploma (certificate) only then the company will reimburse the employee and other ways to make sure no lost investments.
- Out-of-company programs are not "seen" as linked to the company. No direct linkage between the benefits from the program, in the mind of the employee, to the company that is sponsoring it.

Goals

- A platform dedicated to creating and implementing tailored programs that empower individuals to reach their career aspirations while fostering both professional and personal development through the integration of gamification strategies and solutions.
- The goal of the app is to facilitate the way mentees learn, document reports, and track their performance. This will be done by creating one centralized location for all of the program needs for both mentors and mentees.
- Mentees will have their personalized learning plan, their personal development plan, one location for all of the work, performance tracking, daily and weekly reports.
- The app will also be a communication center to manage your communication with the staff and professional mentors (will not get lost in a sea of communication apps). Same for mentors and staff
- Adding a gamification aspect to the learning to increase engagement with the platform, enhances the learning experience in an environment that is mostly virtual. Keeping mentees more engaged and on track with their learning to reduce fatigue and maintain focus (more people will complete the program)
- In stage two of the development, the app will also include professional evaluation (skills readiness tests) for the role the manatee will want to apply to be able to personalize the learning path per true skill levels. options for ease of use as well). This part will also include plugging in the needed extra work material for the "life skills" and habit-building learning

Goals 2:

- A platform dedicated to creating and implementing tailored programs that empower individuals to reach their career aspirations while fostering both professional and personal development through the integration of gamification solutions.
- The goal of the app is to facilitate the way mentees learn, document reports, and track their performance. This will be done by creating one centralized location for all of the program needs for both mentors and mentees.
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- Adding a gamification aspect to the learning to increase engagement with the platform, enhances the learning experience in an environment that is mostly virtual. Keeping mentees more engaged and on track with their learning to reduce fatigue and maintain focus (more people will complete the program)
- In Stage 2 of development:
 - App will also include professional evaluation (skills readiness tests) for the role the manatee will want to apply to be able to personalize the learning path per true skill levels.
 - Ability for the app to take the form (logo, colors) of the company as to help build the mental connection between the investment of the company in employees' growth (professional & personal) and the platform the employee will be using for it. Enhance employee satisfaction with company and develop individual connection with the company.

Success Metrics

- [Include key metrics that your team will track to measure success]
 - How do we know if we've solved this problem?
 - *We will track the following metrics to measure success:*
 - *Engagement: Active time spent on the app*
 - *# of Weekly active users*
 - *# of daily reports submitted in a row per person*
 - *# of weekly reports in a row submitted per person*
 - *# of tasks completed per person*
 - *# of courses completed per month*
 - *# of calls/reachouts to Ti space staff reduced by 10%*
 - *# number of Inmails sent via the app*
 - *Percentage decrease in time invested per participant*
 - *Decrease Avg. time spent on a level*

Assumptions & Dependencies

- Mentees will be less confused if they have a platform on which they can get all the needed information about the program.
- Mentees will have a clear path layed out for them both for professional and personal growth. No getting lost in a sea of courses and platforms.
- Mentees will change their behavior based on analysis from the reports and improve their results.
- Mentors will get a much clearer picture of their mentee's status and will be able to resolve issues quickly.
- Companies will be able to track employees progress on a personal level and professional level.

Requirements

- List or link to the user stories involved. Also link to customer interviews, and include screenshots of what you've seen. Provide enough detail to make a complete story.

#	Title	User Story	Acceptance Criteria	Priority	Trello Link	Notes
1	Dashboard	<p>As a user i want to get immediate insights about my performance so i can improve on a daily basis</p> <p>As a user i want to understand what are the categories i need to focus on so i can be as efficient as possible</p> <p>As a user i want to know how much time i am investing in each category so i can make changes if needed</p> <p>As a user i want to examine/compare my weekly progress so i can understand that i am progressing in a healthy paste/</p>	<p>High level workflow: User logs in the app and by default he is navigated to Dashboard - where he can see:</p> <ul style="list-style-type: none">- Weekly view (by default)- Monthly view <p>Weekly view: Page displays 6 tiles Each of the tiles has 2 states:</p> <ul style="list-style-type: none">- Active state- Hover state <p><u>In active state:</u></p> <ul style="list-style-type: none">- Learning: weekly hours spent on learning his courses (courses are matched according to profession and level of seniority)- Product refinement: weekly hours spent on workbooks and tasks given by ti-space (mandatory to everyone)- Better me: avg. weekly hours spent on self nurturing and daily	Must have		<p>This main goal of the dashboard is to show the mentee his weekly output - so he can get a better picture of where to shift his focus to, how he is doing in general.</p>

		according to my capabilities	<p> routines <ul style="list-style-type: none"> - Technical sessions: time spent per session spent on technical sessions - Networking: time spent /hours spent on linkedin and networking - Meizam: time spent/ hours spent on the meizam </p> <p> <u>In hover state:</u> When user hovers each of the tiles a drill down with relevant parameters for each tile will be displayed showing: <ul style="list-style-type: none"> - Time spent on each of the 6 tiles (basing on end of day reviews that are submitted at the end of each day displaying the user's actual output) daily average until a certain point of the week </p>			
2	Submitting daily, weekly, end of day reports	<p>Daily: As a user i want to submit daily reports so i can monitor my daily progress</p> <p>As a user i want to plan my day in a structured manner so i can increase the chances of reaching my daily goals</p> <p>As a user i want to drag and drop my activities so i can build my day in a more structured manager that will provide better results</p> <p>As a user I want to submit a daily report so my mentor can review it and can analyze my behavior and improve it.</p>	<p>High level workflow::</p> <p>User hovers the side menu and clicks on reports. User is being navigated to reports page where he can click on one of the sub tabs below:</p> <p>Page has 3 sub tabs:</p> <ul style="list-style-type: none"> - Daily - Weekly - End of day <p>On the left side of each type of report there's a list of all the reports that's already been submitted.</p> <p>When the clicks on one of the reports in the list he can view it (not edit or delete it)</p> <p>Daily report: User clicks on subtab daily reports - an empty template is displayed to him (if he didn't submit it on that day yet)</p> <p>When to submit: User submits it in the beginning of each day Sun-Thu</p> <p>Contains: Bar 1-5: Personal feeling: user chooses from 1-5 how he feels today by clicking on the radio button</p>	Must have	[Insert link to Jira ticket]	[Use this section to: - List open questions or action items - Link relevant docs]

			<p>Free text: User fills in the time when he woke up</p> <p>Free text: user tells about his morning routine</p> <p>Daily goals: Free text: user fills his daily goals based on:</p> <ul style="list-style-type: none"> - what he wrote on the whatsapp group <p>Plus Button:</p> <ul style="list-style-type: none"> - when clicked it can add up to 3 more empty fields - each user can only add 5 daily goals per day <p>Share on whatsapp checkbox:</p> <ul style="list-style-type: none"> - User needs to check the box only if he sent his daily goals on the whatsapp group - User can only submit the report if he shared his daily goals on whatsapp <p>How my day looks: User needs to drag and drop tiles in the empty text field below in order to build his day</p> <p>Grid of 10 tiles: There are 10 tiles in general Each tile has an activity and the by default designated time to perform it.</p> <p>The user can change the by default time of each activity by: clicking on the duration.</p> <ul style="list-style-type: none"> - Once clicked: a dropdown with time intervals will be displayed to the user. 15 min, 30 min, 45 min, 60 min, 90 min <p>Empty field to add activities: Each user can drag up to 10 activities per day Once the user drags an activity a new activity is being generated</p> <p>Grid always remains intact 10 activities in total</p> <p>Free text: fill in details about the current course in his learning roadmap</p>			
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			<p>Deleting tiles: Once the user hovers on the tile in the empty text field: an X is displayed in each tile/ once clicked the tile is deleted</p> <p>Name of tiles can not be edited Only duration time for each tile</p> <p>Edit: The entire report can be edited as long as the user does not click on 'Submit'</p> <p>User can delete tiles but he can not edit their name (only duration)</p> <p>Submit report button:</p> <ul style="list-style-type: none"> - Once the user clicks on Submit a task success text / notification will be displayed to the user letting him know that the daily report has been submitted successfully - The report will be added to the list of reports on the left side where the user can view the report but not delete or edit - An error message will be displayed to the user if the report hasn't been submitted successfully - A new report will be generated on midnight of each day - 'Submit Report' button is in active state, if the user tries to submit a report without checking the box of "i confirm that i shared my daily goals on whatsapp group" a pop up with lock will be displayed letting him know that he must check the box in order to submit the report 			
		<p>Weekly: As a user i want to submit weekly reports so i can review my progress throughout the week</p>	<p>Weekly: User clicks on subtab weekly reports: an empty template of the weekly report is displayed to the user. (if he didn't submit it yet)</p> <p>Mind, Body & Soul: Free text fields: for the user to fill</p>			

		<p>As a user i want to submit weekly reports so a mentor can examine my weekly progress</p> <p>As a user i want to submit weekly report so my mentor can advise me how to improve my weekly performance</p>	<p>in his daily weeks on each of those aspects</p> <p>Question about goals and routines where the user can check 'Yes', 'No' free text field- where he can write another answer</p> <p>Things the user wants to share: Free text box for the user to share things with his mentor</p> <p>Meizam progress: 3 empty textbox fields regarding the progress of the meizam for the user th share</p> <p>Weekly wisdom: 3 empty text box fields where the user can share 3 accomplishments/ skills acquired from learning courses</p> <p>Challenges: 3 empty textbox fields where the user can share things he finds difficult to cope with</p> <p>Submit Report button:</p> <ul style="list-style-type: none"> - Once the user clicks on Submit Report: a task success notification/ text will be displayed to the user letting him know that the weekly report has been submitted successfully - The report will be added to the list of reports on the left side where the user can view the report but not delete or edit - An error message will be displayed to the user if the report hasn't been submitted successfully A new report will be generated on midnight of each day that the weekly report is submitted at 			
		<p>End of day review: As a user i want to submit an end of day review so i can view and examine my actual vs expected output As a user i want to submit an end of day review so i can share my actual</p>	<p>End of day review: User clicks on the subtab end of day: an empty template of the end of day review with the goals from the daily report is displayed to the user.</p> <p>If it's the first time: an empty template will be displayed to the user</p>			

		<p>daily progress with my mentor As a user i want to submit an end of review so i can reflect on my day and think how to improve my performance (accomplish all my daily goals)</p>	<p>Daily overview: A table with the goals that the user added in the daily report will be displayed</p> <p>The user needs to select yes/no (radio buttons) if the goals were accomplished or not and how much time it took to accomplish each one.</p> <p>If Yes:</p> <ul style="list-style-type: none"> - User selects yes - User chooses time spent on the goal <p>If no:</p> <ul style="list-style-type: none"> - User selects No for each of the goals that he wasn't able to accomplish and specifies the reason in the textbox below <p>Each of the tiles that the user dragged and chose duration for in the daily report will be displayed in the end of day review report.</p> <ul style="list-style-type: none"> - User can remove tiles (his actual output VS expected) by hovering over a tile - User can change the duration time by clicking on it and a dropdown will be opened - User can not edit names of tiles <p>User has empty textboxes: Fields where he can share about:</p> <ul style="list-style-type: none"> - 3 good things that happed to him on that day - 3 things he can improve for tomorrow <p>A bar letting us know how he feels at the end of his day in comparison to the daily report he filled earlier that day</p> <p>Linkedin activity summary: This part is only relevant from Solaris Major planet</p> <ul style="list-style-type: none"> - How many new connections/ requests he sent - How many comments he made - Once a user tries to fill this report and he is in a 			
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			<p>lower planet please display a modal with a lock letting the user know that he is not there yet (planet wise)</p> <p>Course progress: Fill in the # of section he reached in his current course</p> <p>Freeflow section: Empty text box field where the user can pour his thoughts and empty his mind</p> <p>Submit report button:</p> <ul style="list-style-type: none"> - Once the user clicks on Submit a task success text / notification will be displayed to the user letting him know that the end of day review has been submitted successfully - The report will be added to the list of reports on the left side where the user can view the report but not delete or edit - An error message will be displayed to the user if the report hasn't been submitted successfully - A new report will be generated on midnight of each day - User needs to submit the report just once at the end of his day - Please support submitting the report for users in lower levels without filling the 'linkedin activity summary' that is locked for Nebulae and Solaris Minor planets 			
3	Learning roadmap	As a user I want to know what my remaining tasks are so I	<p>High level workflow:</p> <p>User goes to side menu and clicks on Learning roadmap</p> <p>User is being redirected to that</p>	<i>Should have</i>		

		<p>can be more motivated to level up sooner. (advance to the next planet)</p> <p>As a user i want to see my personalized roadmap so i can further understand the leaning levels and what kind of professional courses i am about to take in each planet</p> <p>As a user I want to know what challenges I am going to face (quests - learning courses, product refinement - networking +ti-space materials) in each star so I won't be surprised.</p>	<p>page.</p> <p>Page shows a map of the planets the user has to go in the program:</p> <ul style="list-style-type: none"> - Nebulae - Solaris minor - Solaris major - White dwarf - Supernova - Space station <p>Current planet + planet completed has 2 states</p> <ul style="list-style-type: none"> - Active state - Hover state <ul style="list-style-type: none"> - Planets he completed: shown in a active mode - Current planet - shown in a active mode - Future planets - planets he hasn't started yet shown as locked and disabled <p>Active state:</p> <p>When the user clicks on his current planet.</p> <p>The user can see:</p> <ul style="list-style-type: none"> - What is left for him in his current planet in order to level up. (information is drawn from end of day reports + quest) - When the user clicks on planets completed he can see a crossed list of what he already finished - When the user clicks on future planets: a message is displayed letting him know that he needs to unlock other planets in order to reach the planet he is clicking on <p>Hover state: for all planets</p> <ul style="list-style-type: none"> - User can hover over each planet and see what's the content for each star - what kind of tasks/ courses are there in each the planets 			
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			.			
4	Quest	<p>User stories:</p> <p>As a user i want to submit/ upload my tasks for review so i can learn and improve professionally</p> <p>As a user i want to have control on what i am working so i can manage my tasks in an efficient manner</p> <p>As a user i want to easily add my tasks to a task management system so i will not lose/ forget to perform any task</p> <p>As a user i want sort my tasks by course/product refinement/ sessions so i can better understand what's in front of me</p>	<p>Quest:</p> <p>User clicks on 'Quest' in the side menu and is being navigated to that page</p> <p>The behavior is this page is similar to backlog management system (monday/jira)</p> <p>Workflow with 4 statuses and 4 columns:</p> <ul style="list-style-type: none"> - Backlog: all tasks for a current planet will be displayed on backlog - To do: user can drag tasks that he plans to do to this column - In progress: user can drag a task from to do to in progress for tasks he is currently completing - In Review: once the user finished his task he can drag it to "under review" - "Under review" once a task is dragged, the mentor will get a notification about it and needs to review it - Done - only the mentor can move tasks to done by dragging them from 'in review' to done <p>Task categories:</p> <ul style="list-style-type: none"> - Product refinement: tasks/ workbooks by ti-space that the user news to submit - Learning courses - courses that user needs to complete from his learning roadmap - Mandatory sessions: sessions the user must participate in order to move to the next level <p>Information about tasks:</p> <p>Each task can be opened by clicking on it</p> <p>Once a task is clicked a modal is displayed to the user showing him:</p> <ul style="list-style-type: none"> - Status of task: 	Must have		

			<p>user can change by clicking on it and a dropdown with remaining statuses of work flow will be displayed</p> <ul style="list-style-type: none"> - Category: which category does this task belong to - Amount of starts received for completing it/ amount of badges - Description of the task/ link - Comments: empty textbox where the user can comment on the task/ upload a CSV file <p>Clicking X will close the modal / task</p>			
5	Leaderboard	<p>As a user i want to have a leaderboard so i can keep track of my progress and strive for more</p> <p>As a user i want to have a leaderboard so i can help others with courses i already took and further substantiate my professional status</p> <p>As a user i want to have a leaderboard so i can view my recent achievements and obtain more goals in</p>	<p>Leaderboard: User clicks on leaderboard and is being redirected to that page</p> <p>Leaderboard is a table showing the participants of the current planet with the following fields:</p> <ul style="list-style-type: none"> - Rank - Name - Position - Badges - Weekly stars - Total stars <p>User can view the leaderboard table</p> <ul style="list-style-type: none"> - Support sorting table by rank, total stars, position - Support hover state for badges. While user hovers over the badge he can see what courses the participant took for each badge 	<i>Must have</i>		

		<p>order to level up faster</p> <p>As a user i want to have a leaderboard so i can see what kind of badges the other participants have and ask for help if i have the same course</p> <p>As a user i want to have a leaderboard so i can keep of my participants progress and pass their scores</p>				
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UX Mocks

- [Work with your designer to include any mockups or wireframes here. Also, include a link to the main figma or sketch file here for reference.]

Questions

[Create a table to document any questions that the team may have, this will be helpful as stakeholders may have the same types of questions and this can become an FAQs you can refer them to.]

Question	Outcome

Out of Scope

- [What are the things we are not doing as part of this project and why]