You have been employed for 5 years at Dev4U, a digital services company of 120 employees with two software development entities:

an entity specialised in the development of mobile applications, which includes 10 people;

one dedicated to the Web, which includes 8 people.

Dev4U

You are the lead developer of the web entity.

You receive a message from your manager with good news...

Thomas: Hello, how are you? I've just had a meeting with Learn@Home! And I have a project for you!

You: How are you? Great! What is this project? 😂

Thomas: Learn@Home is an association that connects children with academic difficulties with volunteer tutors. Basically, their goal is to allow any student, anywhere, to have access to remote tutoring. They confirmed that they wanted to work with us on their website project.

You: Great! What will their website be used for?

Thomas: They want to make it easier for their students and volunteers to communicate directly from their site. Until now they were mostly using WhatsApp and SMS!

You: Oh yes, it's a great challenge!

Thomas: I wanted to suggest that you manage this project: your role would be to frame the project and then coordinate all developments with the team. It's an ambitious and interesting project!

You: Thank you! Wery nice project indeed, I can't wait to start. Will you send me more elements?

Thomas: Yes of course, I will send you an email tomorrow.

The next day, you receive the following email...

Subject: Return from Learn@Home meeting

From: Thomas

To: You

Hello,

As promised I am sending you more information, following the meeting we had yesterday with Learn@Home.

Learn@Home wishes to work with us on the entire design of its website.

Our first step is to clearly define the client's needs, before starting the pure software development. We have scheduled a new meeting in a few weeks, the objective is for you to present them with the following elements:

Use case diagrams for each of the major functionalities of each page (login, chat, calendar, task manager, dashboard), no need to use UML.

User stories with acceptance criteria for each feature, shared in a standard format (PDF, DOCX, XLSX).

Mock-ups of the site with a simple design and at least one mock-up per page (you can use Figma or Sketch).

A Kanban breaking down the project, in a macro way (technical details excluded) into blocks of features and sub-features for development. I have started the breakdown in this kanban on Notion, it's up to you to complete the "ANALYZE" column on the same model. You can work on Notion, Trello or GitHub.

I am sending you a document in which I have summarised the client's expectations. You will find our notes and some sketches. Of course, you'll have to provide the mock-ups for desktop and mobile.

As far as deadlines are concerned, don't worry, we managed to negotiate with the client so that you have enough time to design all the documents and prepare your meeting.

If you have any questions, don't hesitate!

**Thomas** 

You now hold all the cards: it's time to get started on this project!

## **Deliverables**

- Use case diagrams.
- User stories with acceptance criteria.
- Site mock-ups.
- Kanban board (Notion, Trello, or GitHub).

## **Presentation**

Your presentation corresponds to the meeting with your client: Learn@Home. The objective of this meeting is to validate the project framework with the client, before starting the functional development. As the person in charge of the project, it is you who will present the different elements on which you have worked. The evaluator of your presentation will play the role of the client. Your presentation will be structured as follows:

Presentation of deliverables (10 minutes). After summarising the client's needs and the solution envisaged, you will present your deliverables:

- the mock-ups;
- user stories with acceptance criteria;
- Use case diagrams;
- Kanban board (Notion, Trello or GitHub).

Discussion (15 minutes). The evaluator, still playing the role of the customer, may ask you some questions about your presentation. You must be able to justify your choices. If any errors or omissions are highlighted, you should propose corrections or solutions.

Debrief (5 minutes). The assessor will step out of his or her role to debrief with you.

## Skills

- Contribute to a project using an agile methodology
- Create a mock-up for a client
- Identify application requirements from a specification
- Model a technical solution for a client