



Project scope

Name:

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Community & UN SDG(s):

Date:

Quality Education – 4, Responsible Consumption and Production – 12, Climate Action - 13

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Project Name

EcoExplorers

Project Deliverables

MVP 1 - Simple Calculator

Work Package/User Story: Create a user-friendly carbon footprint calculator application.

Description: This work package involves the development of the core carbon footprint calculator, including the user interface, data input forms, calculation algorithms, and basic educational content. It aims to create the foundation of the software.

Work Package/User Story: Incorporate educational content covering climate change, carbon emissions, and sustainability.

Description: This work package focuses on integrating educational resources, such as articles, videos, and interactive lessons, to educate users about the environmental impact of their actions. Plan to integration into the application.

MVP 2 – Show tips to users and videos

Work Package/User Story: Develop a feature that offers dynamic tips and recommendations when users input activities or behaviors with a significant carbon footprint.

Description: This work package focuses on creating an intelligent system that, when users input activities or choices with substantial environmental impact, provides immediate, context-aware tips and recommendations for more sustainable alternatives. For example, if a user logs a long car commute, the system suggests carpooling, biking, or using public transportation.

MVP 3 – Export data

Work Package/User Story: Develop a feature that enables users to export their carbon footprint data for further analysis and reporting.

Description: This work package centers on enhancing the user experience by providing a functionality that allows users to export their carbon footprint data. Users will have the option to generate comprehensive reports or export raw data for personal analysis or sharing with educators, peers, or environmental organizations. The export feature should support various data formats, ensuring flexibility for users to use the data as they see fit.

Project Exclusions

- 1. **Hardware Procurement:** The project does not include the procurement of hardware devices or infrastructure. Users are expected to access the software using their existing devices.
- 2. **Content Creation:** Content creation, such as writing articles and recording videos, is not within the project scope. The project will focus on sourcing and integrating existing educational content.