Ideation Phase Brainstorm & Idea Prioritization Template

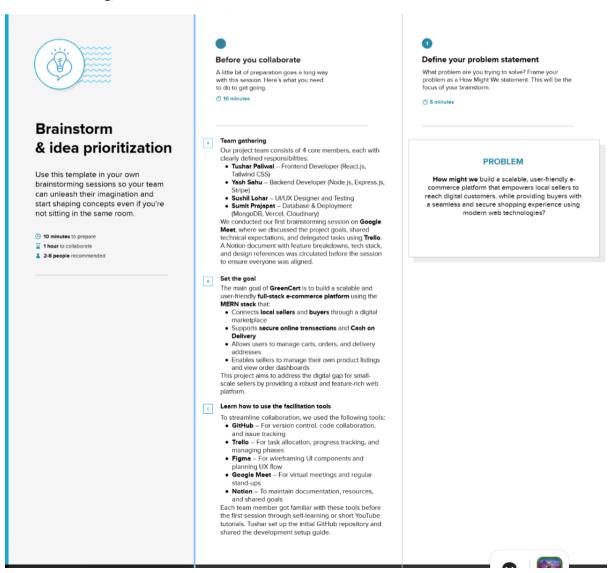
Date	6 August 2025
Team ID	PNT2025TMID10267
Project Name	GreenCart –Grocery-WebApp
Maximum Marks	4 Marks

Brainstorm & Idea Prioritization Template:

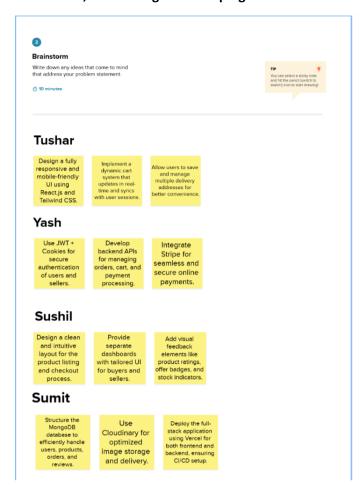
Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

Team Gathering, Collaboration and Select the Problem Statement



Brainstorm, Idea Listing and Grouping





Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you and break it up into smaller sub-groups.

20 minutes



- Responsive UI with Tailwind and React
- Visual feedback (offers, ratings, stock indicators)
- Separate dashboards for sellers and buyers
- Clean product listings and checkout flow
- Real-time cart updates
- Mobile-friendly design
- Use of JWT and cookies
- Route protection
- Role-based access (users vs sellers)
- Defer judgment in authentication flow
- Secure login/logout flow
- Stripe payment integration
- Support for both online payment and COD
- Order tracking system
- Backend APIs for ordersAddress management
 - View past orders
- MongoDB + Mongoose schemas
 - Cloudinary image hosting
- Deployment with Vercel
- Organized backend routing
- Server-side controllers & models

Idea Prioritization

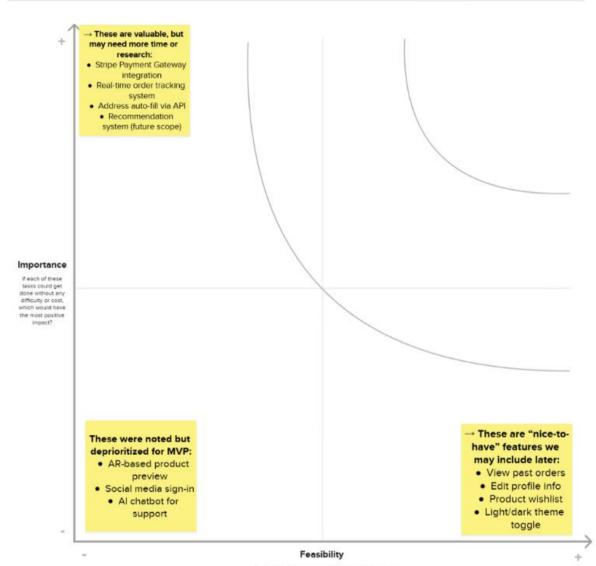


Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.



Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the H key on the keyboard.



Regardless of their Importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)