**Team: NoiseHub (Team #8)**

**Team Leader: Ibrahim Chand**

**Next Team Leader: Benjamin Brewer**

**Goals:**

* Project Definition and Requirements Review (Due 10/22)
  + Define MVP
  + Business Plan
  + Establish engineering requirements
  + Market research
  + Design architecture
* Mobile Application Wireframe
* Application Flow

**Roles:**

* Benjamin Brewer - Fullstack Developer
  + Wireframe design
  + Application flow design
  + PDRR Report
* Ibrahim Chand - Fullstack Developer
  + Wireframe design
  + Application flow design
  + UI/UX research
  + PDRR Report
* Alex Prior - Hardware Engineer
  + Research headcount methods
  + Market research
  + Business Model
  + PDRR Report
* Allen Zou - Hardware Engineer
  + Research headcount methods
  + Hardware cost research
  + PDRR Report

**Progress:**

Our team was able to accomplish everything we planned for this period and is on schedule. The PDRR report was nearly completed with only some parts needing to be completed or polished. Otherwise, the MVP and are core deliverables were established along with the basic architecture needed for the project. Our market research also yielded positive results, confirming the unique value proposition of our product.

Significant progress was also made on the UI/UX design of the mobile application. A wireframe with the authentication and basic home screen portions of the application was created. The application flow was also started to begin planning the user experience and ask important design questions early on.

**Issues:**

The most important issue our team is currently facing is how the product will measure headcount in study environments. Counting the number of people in a space is a far more complex issue than we thought initially, with a plethora of privacy and technical challenges to overcome. We plan on meeting with Professor Konrad who has in-depth knowledge on this matter to get insight on a solution that would fit our use-case.

Our team has established rough budget constraints which limit our options and privacy concerns limit them even further as we want the product to be as non-invasive as possible since the goal is to help students find comfortable places to work. As a result, the accuracy of our measurement will likely be limited and alternative approaches will need to be used in conjunction with the hardware. The current working solution is to utilize user feedback and measure “busyness” rather than headcount. Using a relative measurement will reduce the need for accuracy while still fulfilling its purpose of letting students determine how busy a study space is.

**Progress Measurement Methodology:**

Rather than an Agile structure using Scrum or some other development framework, our team felt a dynamic and less structured approach would benefit our workflows in this early stage as we still explored and established a foundation for our project. We held several meetings to discuss each aspect of our project, using the PDRR report as a way to guide our discussions and research. Throughout the discussions, we would pinpoint key action items, and each member would target them based on strengths and interests. As we progressed, each member would share their progress on specific tasks and share new insights or roadblocks they faced or saw coming down the road. The PDRR report and first presentation were used as landmarks to measure the progress along with application flow and wireframe.

**Work for Next Period:**

* Continue to develop wireframe and refined UI/UX
* Expand application flow with new features and design, particularly user feedback
* Select headcount measure methodology
* Research specific hardware components and establish a defined budget
  + Begin ordering components (Dependent upon headcount)

**Personal Assessment:**

My time as a team leader was friction-free and a fairly straightforward experience. Our team had no compatibility issues and was able to work well together from the beginning. Each member had a thorough understanding of the project that aligned with the collective vision. They understood the tasks at hand and were diligent in completing them. Communication was clear and efficient so tasks were quickly completed and decisions were smoothly made.