



Project Plan

NMIX Capstone Fall 2024

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Project Plan

Our team will be working closely with the UGArden to create an app that will track the UGArden's herb inventory; using the old UGArden Herbs record keeping app and updating it to function with current IOS softwares and user friendly interfaces. The app will focus on tracking yield, batches, inventory, along with a dashboard. While we have creative freedom to customize the dashboard and user interface, we also will feature a product menu, editable drop downs, auto generation for batch numbers, search features, camera accessibility, and so much more.



Reach Goal

An iPad app and desktop version which seamlessly tracks and sorts all of UGArden's herbs with three main forms on the app: Drying form, Harvest form, Product Form. App includes user identity, editable entries, camera button for QR codes, easily printable labels, visuals, and automated inventory updates.



Main Goal

An iPad app which tracks and sorts all of UGArden's herbs with three main forms on the app: Drying form, Harvest form, Product Form. App includes user identity, editable entries, camera button for QR codes, easily printable labels, and automated inventory updates.



Safety Goal

A functional app that is able to track and manage the inventory/process of tea making, developed using SwiftUI and has a solid user experience.

Potential Challenges

Problem Solution

Our group could have more experience in App Design/Development. Which is worrisome because the project requires quite a bit of work in that field.

Our team members have taken a proactive leap to study SwiftUI and Adobe Creative Cloud, in order to be able to help our Lead Developer and Designer wherever help is needed.

Being unable to review the old code to study how it was built and to see what did/did not work.

This problem was resolved when we first met with the client. They were able to run through the program with us and give us access.

Difficulty being able to find consistent time for everyone to come together to work on the project.

While we all hold busy schedules, we are committed to working on deliverables routinely. We have also set up a recurring meeting for an hour on Sunday afternoons.

Schedule



Checkpoint 1:
Harvesting



Checkpoint 2:
Withering



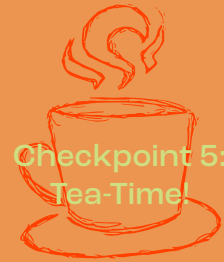
Checkpoint 2:
Oxidation

	09/08	09/27	10/18
Gargee	Alpha	UX Map Beta	1.0
Maddy	Project Plan	UX Map User Research	Visual Design Guide & Poster Website Plan
Mason	PR/FAQ	Presentation	Website Plan
Anna	Exploratory Research	Presentation User Research	SLAM Promo- tional Matieral Presentation Visual Design Guide & Poster
Jim	PR/FAQ	Presentation User Research	Presentation SLAM Promo- tional Matieral
	09/08	09/27	10/18

Schedule



Checkpoint 4:
Drying



Checkpoint 5:
Tea-Time!

Gargee

Maddy

Mason

Anna

Jim

Resume

1.1

1.1

Stage Present-
ation Beta

Launch/Handoff/
Social Devilerables

Stage Present-
ation Beta

Launch/Handoff/
Social Devilerables

Booth & Stage Presentation

Operational
Project

Operational
Project

Project Website

Project Website

Project Trailer

Project Trailer

11/10

11/21

Sources

<https://ugarden.uga.edu/2023/07/meet-ty/>

<https://newswire.caes.uga.edu/story/7506/>

[ugardens-herb-garden.html](#)

<https://newswire.caes.uga.edu/story/10390/>

[ugarden-tea-in-dining-halls.html](#)

<https://ugarden.uga.edu/files/2019/02/Original-UGArden-Proposal.pdf>

[nal-UGArden-Proposal.pdf](#)

