

GreenMind Project Reflection

Working on GreenMind was an insightful experience that deepened my understanding of product management, user research, and feature prioritization. Here are some key reflections from this project:

What Went Well:

- Conducting user research through Google Forms helped validate the need for a student-focused break reminder app.
- Prioritizing features using the MoSCoW method (Must-Have, Should-Have, Could-Have) gave clarity and focus to development goals.
- Competitive analysis of existing apps like Stretchly and TimeOut allowed me to identify gaps and differentiate GreenMind with a user-friendly design and unique features.
- Creating wireframes helped visualize the product and prepare for development and stakeholder communication.

Challenges Faced:

- Balancing simplicity and functionality was sometimes difficult, especially when considering which features to include in the MVP.
- Gathering a larger and more diverse sample size for user research would strengthen future validation efforts.
- Defining a clear roadmap required synthesizing user needs, technical feasibility, and timeline constraints.

Lessons Learned:

- Early user engagement is critical to align product features with real user needs.
 - Clear documentation at each stage ensures smoother transitions between phases and better communication with collaborators.
- Flexibility in planning is important; priorities may shift as new insights emerge.

Next Steps:

- Develop a working prototype based on wireframes and specs to test user interactions.
- Plan and implement MVP features, focusing on the must-have functionalities first.
- Expand user research with more participants and gather feedback on prototype usability.
- Explore potential integrations and gamification features for future versions.

This project has strengthened my skills in product management and reinforced the importance of iterative development and user-centered design.