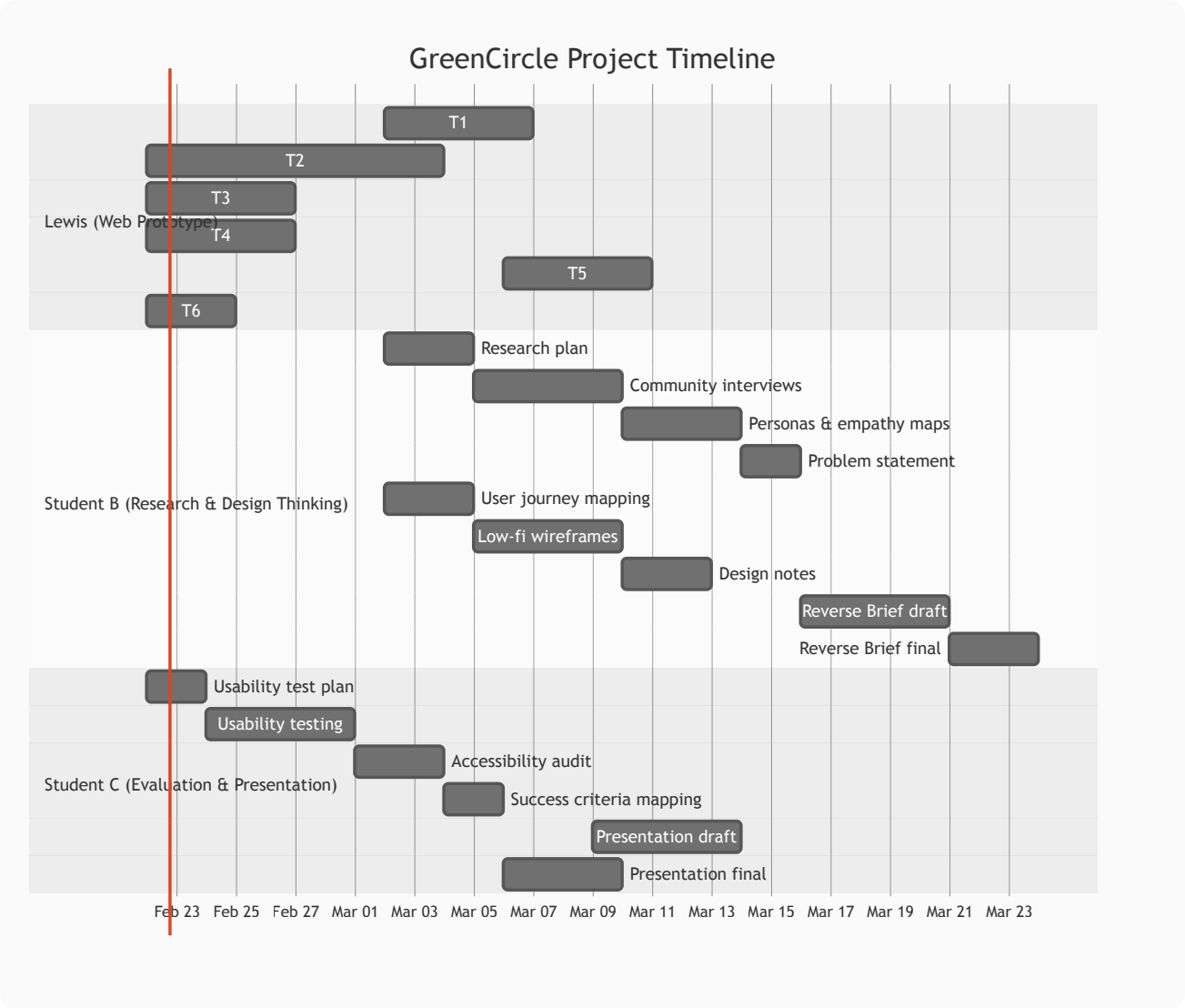# GreenCircle — Gantt Chart & Task Allocation

Duration: 6 weeks (adjust for term length)

Team: 3 students — Lewis builds web prototype (Cursor); B & C do design thinking

Mermaid Gantt Chart

Week-by-Week Allocation

Week	Lewis	Student B	Student C
1	T1: Scaffold	Research plan, interviews, journey mapping	—
2	T2: Core features	Personas, empathy maps, wireframes; hand off to Lewis	Draft presentation outline

Week	Lewis	Student B	Student C
3	T2: Core features	Problem statement, Reverse Brief draft	Usability test plan
4	T3: Admin & charts	Reverse Brief draft, design notes	Run usability tests (Lewis's prototype)
5	T4: i18n & polish	Reverse Brief final	Test report, accessibility audit, success criteria
6	T5: Feedback integration, T6: Deploy	Review & support	Presentation final

Task Checklist by Student

Lewis

- T1: Scaffold (T3 stack, Prisma, NextAuth, routes)
- T2: Core features (dashboard, bookings, reports, challenges)
- T3: Admin & charts (dashboard, user management)
- T4: i18n & polish (locales, UI refinements)
- T5: Apply feedback from B & C
- T6: Documentation & deploy
- Receive personas, journey maps, wireframes from B by Week 2
- Receive usability report and audit from C by Week 5

Student B

- Research plan, 3–5 interview notes, 2–3 persona cards
- Empathy maps, problem statement
- User journey maps (report, join challenge, admin)
- Low-fidelity wireframes (5+ screens)
- Design notes: navigation, accessibility
- Reverse Brief (Word) — all sections
- Share personas, journey maps, wireframes with Lewis by Week 2

Student C

- Usability test plan, 2–3 usability test sessions
- Usability test report, accessibility audit
- Success criteria checklist (all 5 items)
- Presentation (PowerPoint) — all slides
- Share test report and audit with Lewis by Week 5

Handoff Schedule

From	To	What	When
Student B	Lewis	Personas, journey maps, wireframes	Week 2

From	To	What	When
Lewis	Student C	Web prototype URL	Week 4
Student C	Lewis	Usability report, accessibility audit	Week 5
All	—	Reverse Brief, Presentation	Week 6

Success Criteria Cross-Check

Criterion	Evidence Source
Targets local community members	Reverse Brief §2, Personas (B)
UX design principles applied	Design notes, wireframes (B)
User-centred design thinking	Research, usability report (B, C)
Logical, accessible, realistic	Usability report, accessibility audit (C)
Computing Technology links	Presentation, Reverse Brief