**Product Overview**

**JOLT Creativity Club App**

**Stakeholder:**

Creativity Club

**Context:**

Web app that allows students to see information on creativity club and for mentors to create events for the club on the app.

**Development Team:**

Adam Sorrell

Andres Galiasso

Issa Alrubaye

Peng Geng

**Objective**

**Goals**

The primary goal of this product is to create a web app where students belonging to the creativity club can see how many points they have and need to work towards a creativity badge. The administrator of this product should be able to make events that members can attend to earn the points required.

**Vision**

Our vision of this product is that of a web app with a very simple and readable interface that allows students to quickly access information on the creativity club they need, and administrators to manage the application as easily as possible.

**Background**

**Problem Definition**

The basic problem we intend to solve is giving students access to information about the creativity club. Students need to be able to see how many points they have towards working toward the creativity badge, and ways to get those points. For the club mentors, they need to ensure that students get those points, and are able to make events that work towards them. We need to make a method that allows both of those in one single place.

**Personas**

Students who are likely new to the University of Tulsa, want to join a club and want to know when events for the club happen. Club mentor who may not have much experience with technology and wants to inform students about the club as concisely and easily as possible.

**Features**

**Minimum Viable Product**

In order for this to be a working product, it must satisfy the basic needs of both the student and administrative users. On the administrative side, they must be able to have an administrator account, and with it create events with a name, description, date, and assigned point value, and be able to see existing created events. They must also be able to see all student accounts and how many points they have. On the student side, they must be able to make an account and see their total amount of points. They must also be able to see events, and be able to through some means be able to signify that they have completed that event and earn the requisite points.

**Additional Features**

On the administrative side, one of the more important additional features would be adding greater control over aspects of the events. Things such as whether or not students can see the events, and the ability to create QR codes for those events, and students should be able to scan them and get the points for that event through the QR code. Students should also be able to find the contact information of other students through the app, and form groups for the challenges.