**Homework Tracker Project Plan**

Team Members:

Connor Radeloff: [Connor.Radeloff@colorado.edu](mailto:Connor.Radeloff@colorado.edu)

Yuehua Yang: [Yuehua.Yang@colorado.edu](mailto:Yuehua.Yang@colorado.edu)

Daniel Giger: [Daniel.Giger@colorado.edu](mailto:Daniel.Giger@colorado.edu)

**Product Description**

The current plan is to design an web application and/or a phone application that keeps track of homework assignments. The application should allow a user to input and schedule homework assignments with their due dates along with optional parameters of problem numbers, requirements, and user notes. The system should notify and remind users of upcoming assignments. The system may also provide options for repeat homework assignment, and workload distribution.

**Meeting Schedule**

Currently we plan on meeting once a week on thursdays around 4-5pm to discuss the project, however this will likely change as some group members are unsure of their availability of this timeslot.

**Chat and Documentation**

Currently, we have not established a proper means of official communication, however we will most likely use a Slack channel or a Discord Channel.

**Research Plan: Interviews**

One data collection method that we plan on using is personal interviews in order to collect data on how a Homework Tracker should behave and be designed.. The plan for these interviews is a series of one on one interviews with users that would be interested or have used other homework planners in the past.

Recruiting people for interviews should be an easy task: projected users of this application are college and highschool students. We could post flyers around campus with an email address for willing participants. Also, one of our members is a administrator of the CU Boulder Esports Club, and could recruit students for the interview in that way.

Interviews will be conducted in a public place, like the Engineering Center at CU or at a Coffee Shop like starbucks. The interview will most likely consist of verbal questions and a drawing section, in which we will have the subject sketch out ideas for a user interface.

Example Questions:

“How often do you use a homework planner?” “How do you schedule your assignments, if at all?” “How often would you use a homework planner?” “Describe some features you would like to see in a homework planner” “Do you think you would benefit from the use of a homework planner?” “Draw on this piece of paper the layout you think that the planner should take. Details are not necessary, rough blocking is perfectly fine.”

**Research plan: questionnaire**

Another data collection method we want to use is the questionnaire. The form will be a series questions in a word docx file since we have practiced it in week 4. The questions will focus on what functions the users want from our application and their using experience of other similar app.

The questionnaire will include some multiple choices questions, some true or false/yes or no questions and some short answer questions to adapt all the information we need from the users.

We want to spread the questionnaire by the internet such as email, messenger and other chatting softwares so that more people can take it and we can get feedbacks faster and efficiently. All three of us could send the questionnaires to our friends and ask our friends to advertise. The questionnaire will include our email address attached at the end so we can collect the questionnaires easily.

Examples:

“Do you use any homework planner application?”

“How often do you want to get the remind from our app?”

“Do you want to get the upcoming assignment remind everyday from the app even there’s still a long time from the due date?”

“What function do you use the most in other homework planner app?”

“What function do you want that is not included in our plan of the app?”