

Design Proposal

Your design proposal builds on your Project Proposal.

Where the Project Proposal was about understanding users and their problems, the Design Proposal is about brainstorming possible solutions and generating prototypes for feedback. This document reflects the Design Thinking process.

What to include

This document should be a Wiki page in your project named [Design Proposal](#). Link this page to the file so users can easily find it.

You should include the following sections.

1. Ideate

This section should include the following:

1. A list of ideas to address the problem statement. You will not likely have “one solution for everything” but instead will have a *bunch* of ideas for each use case. Your solution will be some combination of these.
Tip: Put down everything; a bullet list is fine. This should be more ideas than you include in your solution e.g., you may initially have 10-20 broad ideas, that you will distill to a smaller number in your solution below.
 - a. **University Overview:**
 - If you can't see the web page or are unable to access it, either contact our helpdesk or go to our FaQ for more information on how to fix it.
 - The University overview page is meant to aid students that are about to enter university or students who are about to
 - b. **If servers are down:** If the website is down or certain webpages are down then wait 5-10 minutes or check our FaQ page for any information. If it's still down, come back later.
 - c. **If you are seeing any outdated scholarships or grants:** either contact us or wait till we update it.
 - d. **Discounts:**
 - Our discount section is for students who desire to spend less and students who are living on limited cash.
 - If the discounts page is unavailable or inaccessible, you can go to our FaQ page to find out what the problem is, reload you page or wait for a while before trying again.
 - e. **Healthcare:**
 - **The healthcare page is meant for students with disabilities or health issues**
 - If our healthcare webpage isn't opening go to our FaQ page or contact us.
 - f. **Budgeting:**

- Our budgeting web page is for students who have a limit on what they can spend or students who are seeking methods to save money for any reason.
- If you are unable to see anything on the webpage or are having trouble accessing it, contact us or go to the FaQ section to figure out how to solve the problem

2. A proposed solution. Which combination of ideas from above do you want to pursue? Which ideas together reflect the best solution to your problem statement (from the Project Proposal)?

Tip: Write a paragraph explaining why you think this combination of ideas is *most suitable*. You can consider technical reasons, logistical challenges, and even design problems like how features will work together.

This does NOT need to be an exhaustive design document! It's enough to have a paragraph or two explaining your thinking and a bullet list of 5-10 sentences describing features you expect to implement. You want enough detail to know what to prototype, but no more than that.

Our Proposed Solution is to Create a website that Includes a university overview, discounts, healthcare, FAQ, budgeting, help contact. We choose these options because it would impact a student in university the most out of the other options.

University Overview will help students to get info about the university they are attending, Discounts will help students save money which will help students save money for their tuition. The Help contact and FAQ is useful for students who have questions about University.

2. Prototype

Finally, you want to generate low-fidelity prototypes that reflect your solution.

You should have:

1. Mockups of every screen that you anticipate needing. Generally, you will have one or more screens to address each user story. These should be low-fidelity or wireframe diagrams, i.e., screens showing a sketch of the screen contents, with labels if necessary to make the sketch clear.
2. There should be some indication of progression through the application. Explain to us how the user progresses through the application (e.g., "clicking on the Create Account button on this screen moves to the Create dialogue"). Drawing arrows between screens is fine if you label them to clarify how and when transitions occur.

Tip: It's highly recommended that you create prototypes in Figma or some other online wireframe tool. Make sure to include these diagrams in your actual design document, i.e., as screenshots or images. You cannot just provide links to Figma!

Where to store this document

Your proposal should be contained in a Wiki page titled **Design Proposal**, and linked from the **README.md** file of your GitLab project.

GitHub: <https://github.com/denish1633/LE-CSSD-1161-M-project>

Figma:

<https://www.figma.com/proto/Wrm6TIGvX4I62iBI73U0JE/UniSavvy?node-id=0-1&t=mmRfEsy3AAIsAfLx-1>



