ProjectMatchingHat_V02-01_RoadMap

1. Matching → Wireframe_V02 →

https://docs.google.com/presentation/d/1eIf7gQuMdDeu28IfEn3dWZn9Kp_gZMS8dR2cipnwMjQ/edit?usp=sharing

Low-Fidelity prototype& user testing: to test the flow
Molly C, Justinmind

→ Design → High-Fidelity prototype & User testing

2. Taxonomy
Justin & Jessica
→ Survey: to collect keywords

https://goo.gl/forms/UEE9CLiZqSveopfs1

→ Card-sorting: to categorize keywords

3. ProjectList → Brainstorming → Wireframing → Low-Fidelity prototype& user testing: to test the flow
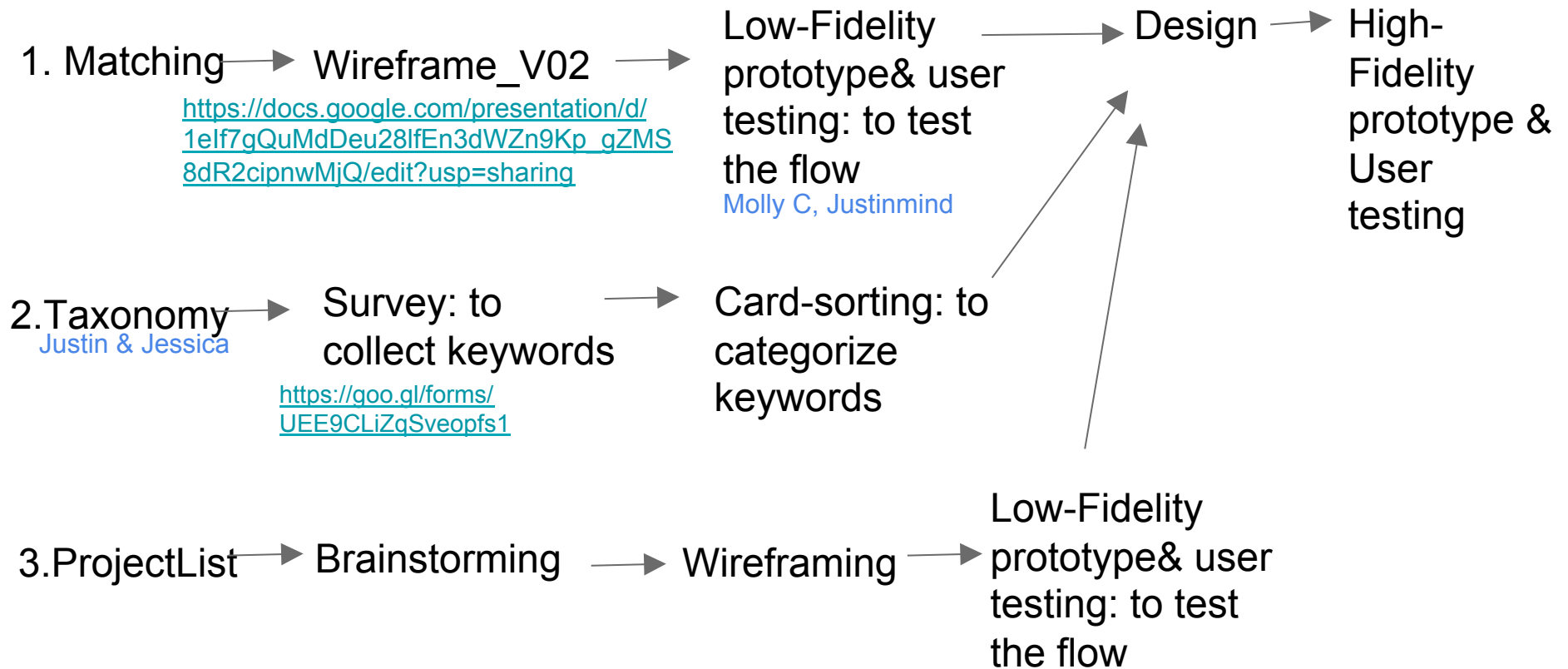
Project list background

For project team information, new members want to know (1) project team mission/goals (2) what skills are project teams looking for (3) whats is participation level is expected (4) frequency of meeting /working (5) Any learning opportunities? Related to that, do they take inexperienced members? (6) What are some deliverables form the project teams?

Connect module:
https://docs.google.com/presentation/d/1KrUcaB0qdM4cJchJvJ2QvRaC_591Vj9tuczC6OH4lYs/edit?usp=sharing
- Mark as "interested"
- Be able to save matches
- Be able to organize matches, e.g marked as important, or delete, etc
- Message team leads, possibly with self introduction

- Pictures of the team leads
- Information about locations
- Having team leads reach out to new members

Prototyping tool

Marvel

Justinmind prototyping tool

invision