Deliverable 2- [Time 2 weeks]
Define

- Define the Problem
    - For instance, after D1 [interviewing your users] you have realized that your user is a student, and she is tech pro, but she is facing issues in setting reminders on google calendar and phone calendar separately for multiple things. Whenever she changes her phone, she can't restore her calendar markings. Her phone calendar doesn't pick up appointments from emails and WhatsApp messages.
    - That means your user wants a full-fledged solution for her daily task scheduling, setting reminders, and assisting them to remember appointments all at one place. **[problem]**

For D2-Define-You need to submit the following:

- Project Scope (decide the scope (dos and don'ts) of your project)
    - *For instance, if you are designing a schedular it won't order your food (Don't, but it will remind you to order food before leaving office/work/university (Do).*
- Project Objectives (decide features or objectives of your project from users' perspective).
    - *Transform your feature list from D1 into user stories.*
    - User standard user story format.
    - *For instance, as a user, (I want) the scheduler should remind me of my daily meds post-dinner.*

Ideate

During the third stage of the Design Thinking process, designers are ready to start generating ideas. You've grown to understand your users and their needs in the Empathize stage, and you've analyzed and synthesized your observations in the Define stage and ended up with a human-centered problem statement.

- **Generate Ideas:**
    - for each of the users' problems you must generate ideas to resolve.
    - You may use the following approaches to generate ideas:
        - **Movement** – You take a "what if?" approach to overcoming obstacles in ideation and finding themes/trends/attributes towards reliable solutions.
        - **Cheatstorm** – You use previously ideated material as stimuli. For instance, any existing application.
        - **Crowdstorming** – Your target audiences generate and validate ideas through feedback (e.g., social media) to provide valuable solution insights.
        - **Brainwriting –** This is like brainstorming, but everyone writes down and passes ideas for others to add to before discussing these.

For D3-Ideate-You need to do:

- Use above mentioned method for ideation.

- For instance, Problem: I am hugely bugged by the garbage collection method used by our cleaners. There is no concept of keeping degradable stuff separate from non-biodegradable. Solution: idea 1: an app that categorizes the garbage into biodegradable and non-biodegradable stuff by analyzing garbage pictures. **Whatif** the picture is not clear enough? Idea 2: an app that has a list of all the possible items and when you enter any item it tells you if it is degradable or not. **What if** the item is not in the list?
- If you use **crowd storming:** post a question on FB or any other social media platform and see what people vote for. **(Use this at least for 5 questions)**
- For **Brainwriting** write everyone's ideas against each problem

For D3-Ideate-You need to submit:

- Prepare this sheet:

Problem	Ideas (each team member) Note: idea could be in the form of a picture	What ifs (against each idea)	Crowd storming results
I am hugely bugged by the garbage collection method used by our cleaners. There is no concept of keeping degradable stuff separate from non- biodegradable.	idea 1: an app that categorizes the garbage into biodegradable and non-biodegradable stuff by analyzing garbage pictures. Idea 2: an app with a list of all the possible items that tells you if it is degradable or not.	**What if** the item is not in the list? **What if** the picture is not clear enough?	@FB Question posted: same as problem Options provided same as ideas Results: 80% voted for idea 1 20% asked for intelligent bins