WEEK 1: RESEARCH & PROTOTYPING

Goal: By the end of this week you should understand energy producers' workflows, identify pain points in those workflows, choose a single workflow to automate and have the automation software prototype up on Figma to use as reference during development.

Here are your week's deliverables broken down day-by-day:

Tuesday: Research

- Understand Rayfield System's main goal. Re-read the internship onboarding document and visit Rayfield System's website to better understand the startup.
- You should look up energy producer and developer companies and research:
    - Their key workflows such as data entry, planning, reporting, etc.
    - Typical roles in such firms, e.g., Ops Manager, Environmental Engineer, Energy Manager, etc.
- Study automation tools that might be used by these companies and note their pros and cons.

Tools: You may use tools such as DOE, EIA datasets, SmartGrid Insights and energy firm websites when performing research.

Wednesday: Pain points identification

- After performing research, you should identify pain points such as manual data entry or inconsistent data, at least 3 for each workflow, and understand how they affect typical employees in energy firms.
- Each of you should create at least 2 user personas outlining their jobs, their goals and the pain points they experience while working.
- Brainstorm solutions to the pain points identified above and improvements to the flaws you identified in typical automation tools used by energy firms yesterday.
- Each of you should choose a workflow you believe has the most critical pain points where your solutions can make the biggest impact. You will share this workflow with the team and all of you will have to settle on a workflow you want to prioritize and automate.

Tools: Use Figma to build your user personas

Thursday: Sketch software's user flow

- All of you should understand the chosen workflow including its steps, pain points and solutions suggested.
- Brainstorm automation and AI opportunities.
- Sketch a basic diagram of the user flow. The user flow is an outline of how users will interact with the software and you should include key steps, decision points and navigation paths, etc., in your sketch.

- Integrate this user flow into a low-fidelity prototype of the software, focusing on functionality over aesthetics.

Tools: Use Figma when creating your low-fidelity prototype

Friday: Design software's UI

- Design the UI of the software, settling on a color palette, typography, icons, etc., as a team. Ensure that the UI is accessible by choosing contrasting colors and suitable fonts for better visibility.
- Create a high-fidelity prototype of the software including detailed visual elements such as chart views, loading screens, form submissions and email alerts.

Tools: Figma