

# Student Survival Guide

## Project Plan

Group name: The Ordinary Minds

Members: Luc, Aisa, Ellyshia, Darius

# 1 Project Definition

Almost every student struggle with things related to deciding what to eat every day, where to find affordable groceries, organizing their home, and socializing and making new friends after moving into a new chapter in their lives. These are problems because many students don't know the solutions to these problems and don't have someone that can help them, leading to lower happiness more stress and a worse mental health. Our awareness on these problems that students are facing lead us to the ideation of making a website that stores helpful information for students regarding these matters. To learn more about the biggest problems that students face outside of the education, we made a survey with forty people filling it in, and we had several interviews with fellow students.

## 1.1 Client

All students in general, regardless of their age, gender, and nationality.

## 1.2 Team

### 1. Luc

Role: Gatekeeper, Compromiser, Initiator

- Encourage communication between group members.
- Make an effort to include everyone, particularly quieter members of the group.
- Recognizes when conflict occurs between team members
- Formulates strategies for reaching a compromise.
- Contribute ideas and suggestions for resolving problems within the group.
- Use the information they gather to propose alternative solutions.

### 2. Aisa

Role: Facilitator, Critic

Role description:

- Clarify the team's objectives, make sure every member understands their role.
- Assign tasks to members so they can help the team achieve their goals.
- Encourage others on their team to consider all sides of an idea or argument before concluding.
- Encourage people the think outside of the box, to not go with the flow.

### 3. Ellyshia

Role: Notetaker, Initiator

- Recording team meetings and maintaining documentation of group activities.
- Record important points team members make, data, updates, changes and

other important ideas and decisions.

- Contribute ideas and suggestions for resolving problems within the group.
- Use the information they gather to propose alternative solutions.

#### **4. Darius**

Role: Initiator

- Contribute ideas and suggestions for resolving problems within the group.
- Use the information they gather to propose alternative solutions.

### **1.3 Current Situation**

A lot of students are still struggling with knowing how to manage their daily-lives responsibilities well, regarding aspects like everyday food-preparation, and finding cheap groceries and daily necessities. Besides their responsibilities, some also find that socialising and meeting new people is a struggle for them, and some find that organizing their home is important, but they struggle with the expense for that.

### **1.4 Problem Description**

From the survey and interviews we conducted, we were able to get information on the problems and causes from our target users. Below is a more in-depth description of the problems that we got from the analyzation of the conducted user research.

#### **1.4.1 Meal Planning**

Most students find it exhausting having to think about what they have to eat and cook everyday, and some also think that cooking is time consuming.

#### **1.4.2 Cost-Effective Shopping**

For most students, they struggle with finding cheap daily necessities and groceries.

#### **1.4.3 Home Organization**

For some students, they find it important to decorate and organize their home, however most of them find it difficult to do because of the money they have to spend to organize their home.

#### **1.4.4 Socialising**

Some students find it hard to socialize and meet new people because, mostly they find it scary, and some do not know where they can meet the right people. For some other students, they also find that socializing

and meeting new people will make them having to spend money when going out.

## 1.5 Project Goal

The primary goal of this project is to help students live their daily lives easier by delivering a website in which they can find useful tips regarding the problems they are facing.

## 1.6 Deliverables

- Project plan
- User Study Report
- Sketches, wireframes, and prototypes
- Student Survival Guide website

## 1.7 Non-Deliverables

- MoSCoW chart
- Meeting notes

## 1.8 Constraints

- Programming languages that are going to be used:  
HTML and CSS
- Programming collaboration tool that is going to be used:  
FHICT GitLab

## 2 Phasing

### **Week 10-12**

- Problem definition
- Ideation
- User research
- Target group and appeal

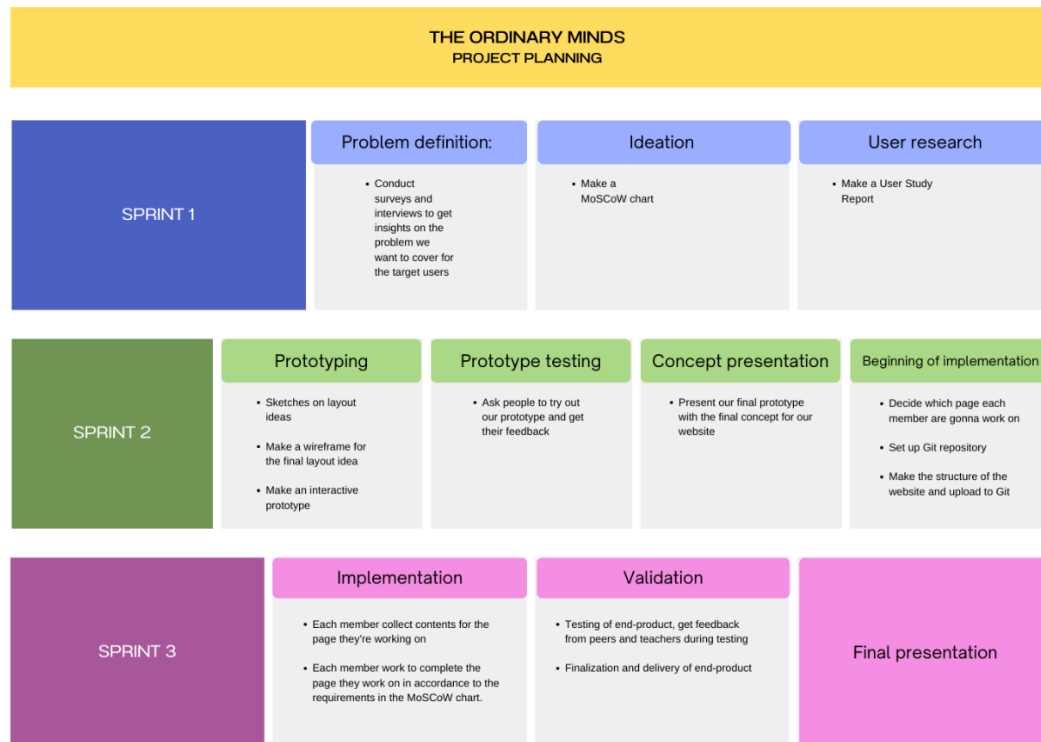
### **Week 13-15**

- Prototyping
- Prototype testing
- Beginning of implementation

### **Week 16-18**

- Implementation
- Validation
- Project finalization

## 2.1 Planning



## 2.2 Risk Assessment

In order to not fall into traps that could damage the group's process and make them lose valuable time. It is important to think about potential risks that the group might face and make rules or agreements to avoid risks.

- Every member have to be all on the same page before we start working on something so we don't lose time unnecessary
- Stay realistic. The group has to keep the expectations realistic and think about how much time they have and how much time it is going to take so that they can reach their deadline and show a finished prototype.
- The members have to keep each other accountable. We need to make sure to call members out if they don't stick to the rules so that we can expect a functioning team everyday.

## 2.3 Methodology

For this project we are going to use 4 different methods of research to further analyze our target users.

### Field research

With this method of research, we are going to do it by conducting interviews with our target users, and sending out surveys to our target users. Then, the information obtained from the interviews and surveys will be further analyzed with a problem analysis method, to finally define the main

problem and scope of our project, and come up with solutions for the problem.

### **Library research**

With this method of research, we are going to adopt the method of literature study by looking up and exploring resources online.

### **Showroom**

We are going to use this method to pitch our ideas to the stakeholders (currently they are the teachers), and also use the peer and product review methods to get feedbacks on our product before finalizing and delivering it.

### **Workshop**

We are going to use this method to generate and develop new ideas by brainstorming, and to further support our ideas and make better visualizations of it, we're going to use the prototyping method.