Solution Design:
Completing a Prototype
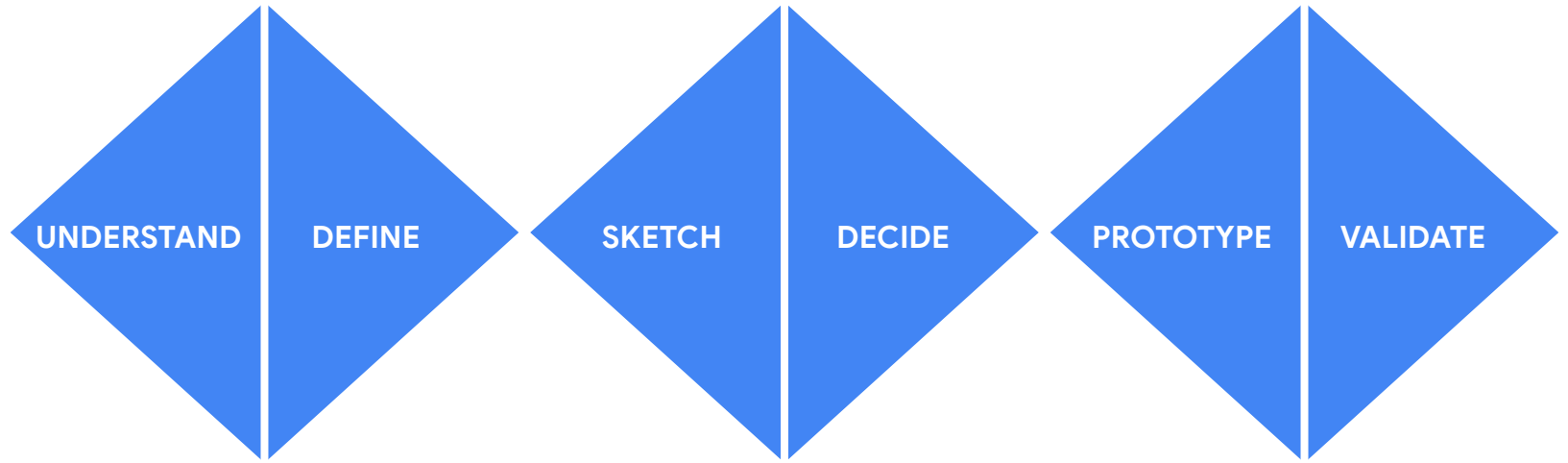
design sprint: five part workshop

Part 1	Part 2	Part 3	Part 4	Part 5	Part 6
[10 mins]	[8 mins]	[5 mins]	[20 mins]	[20 mins]	
Map the Problem	Sketch	Decisions	Prototype	Test	Demo

Write the Solution Challenge SDG's your team will be using and the problem you plan on solving below:

Type problem here!

Map out your Intended user below:

This can be typed or a photo!
Example of HUNGR map is on the next slide!

Amanda
- Single Mother
- Works 2 jobs
- doesn't have time
to grocery shop
For healthy, cost
effective food

Johnathon
- impoverished
man
- ~~begs for fo~~
- doesn't know
where to get food
- goes night w/o eatin

Zach
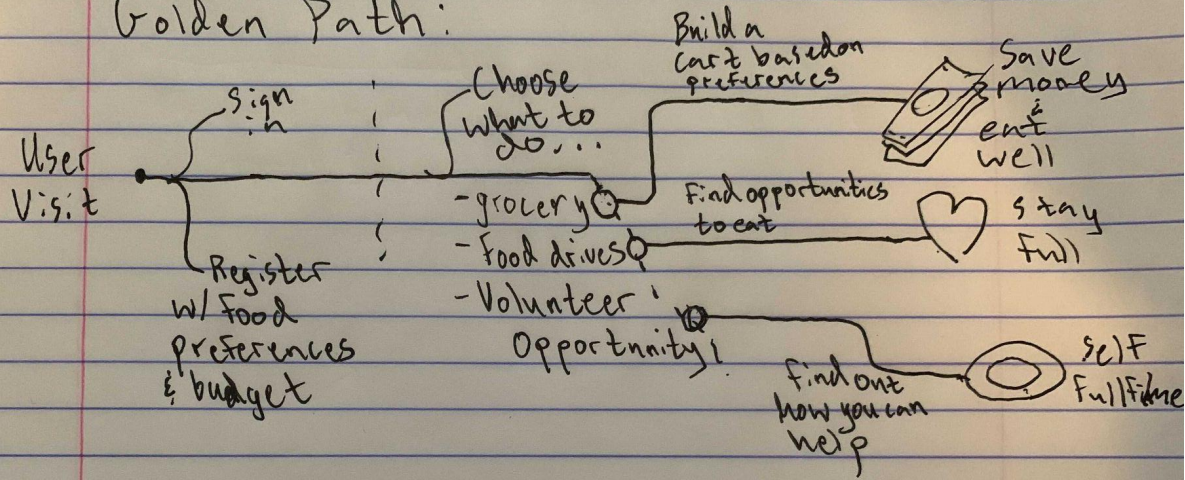- Young man
- looking to Volunteer
- Understands his
priveledge

Sketch a Golden path for you're user:

This can be typed or a photo!
Example of HUNGR map is on the next slide!

Golden Path:

User Visit

- Sign in
- Register w/ food Preferences & budget

Choose what to do...
- grocery
- food drives
- Volunteer Opportunity!

Build a cart based on preferences → Save money & eat well

Find opportunities to eat → Stay full

find out how you can help → Self Fulfilme

Crazy 8's Sketch:

In the Crazy 8's Sketch get together with your team and fold a paper in 8 sections. If you can only meet virtually load a google jam board and divide it into 8 sections. Set a timer for 8 seconds and begin sketching a design for your application!
This can be typed or a photo!
Example of HUNGR map is on the next slide!

Sign Up

[ ] ~~~~~
[ ] ~~~~~

Dietary Restrictions

[ ] ~~~~~
~~~~~
- - - -

# Scroll Down from Sign Up

### Budget

[ ] ~~~~~
[ ] ~~~~~

# Volunteer

[ ] ~~~~~
~~~~~
[ ] ~~~~~
[ ] ~~~~~

H

Food Pantry & Soup Kitchens

[ ] ~~~~~
~~~~~
[ ] ~~~~~
[ ] ~~~~~

## Groceries & Meals

[ ] $ ~~~~~
Health ~~~~~
[ ] $ ~~~~~
[ ] $

## Savings / #Xtra info

### Deals
~~~~~
~~~~~
~~~~~

checkout

Settings

update Profile
~~~~~
~~~~~
~~~~~
~~~~~

Prototype with application flow and purpose:

Does not need to be completely in depth. Have a scribe draw the prototype and nail down 3-5 key moments when using the application and think about what it will look like and do. It doesn't need to be complete flow, map out the most important places in your application.
This can be typed or a photo! A great online tool to help build a prototype is Miro.com!

Testing:

Ask your friends and club members to listen to your solution pitch! Record everything they have to say and don't be upset if they are harsh! All feedback is good!
Prepare a short pitch for your peers!
Let me know if you want the transcription of the HUNGR Pitch or any other useful things!