[3/10/20]

System Request
Lauren McMillen and Junior Garcia

Project Name: SmallWorld: A Platform for Humanitarian Engagement

Business Need: SmallWorld is a student-led non-profit start-up. It aims to facilitate more effective, long-term humanitarian engagement among high school students through mentorship and an online platform. Teams of high school students, supported by a mentor, complete a year-long project solving a humanitarian problem. They complete the program, and their impact is displayed on the online platform.

Functionality:
- Register users as either students or mentors
- Mentors create teams
- Student sign up for a team
- Students and mentors access the curriculum in module-style components
- Students and mentors submit text as part of the curriculum
- Mentors create a final profile of 5 main steps of the project
- This final profile is displayed on a public platform

The public platform will display the results of teams' year-long problem-solving projects. Each team will complete 5 steps, and each step will comprise a portion of the public profile. This public profile will be displayed on the platform in order for other teams to learn and gain inspiration from. The 5 steps are:
1) Identify the problem.
2) Become educated about its causes and effects.
3) Identify a solution.
4) Create an Action Blueprint (a detailed step-by-step plan).
5) Show your impact.

The profile is only displayed on the public platform once the 5 steps are completed on the module-style components. While the 5 steps are unfinished, the progress is only available to the team itself.

Expected Value:
Tangible:
- The registration of users, and their participation in the program, gives SmallWorld value as an organization. By demonstrating its value, this will increase funds raised for the program.

Intangible:
- The platform's online nature, as opposed to in-person facilitation, streamlines the program. It decreases the discrepancy between training for mentors and implementation by mentors, because the task instructions are clearly presented and equal for each team.
- By streamlining the organizational aspects of a project, students can spend more time and energy focusing on the implementation details of their project, increasing their total impact on the humanitarian problem.
- By displaying team's project results on the public platform, teams feel a greater sense of completion and accomplishment, and will be more motivated to continue solving problems.

Special Issues or Constraints:
- The progress of the team while the project is unfinished is only displayed for the team itself. Thus, a general user cannot access it, only a student or mentor member of the team.
- To join a team, a mentor must accept a student's request to join. Thus, only certain students can join, presumably whom the mentor has already established an agreement with in a school setting, for example.
- A team can have no more than 2 mentors. Each mentor must approve the acceptance of students to a team, and each mentor must approve the final submission of the profile to the public platform.