Assignment 4 - Project Plan

Nathannya Satyaviana, Serene Lam, Chaewon Ko, Kristie Ng, Kiley Zheng, Johnny Wu
ICCIT, University of Toronto Mississauga

CCT 361: Speculative Design II

Luke Russell

September 27, 2024

1. App vision

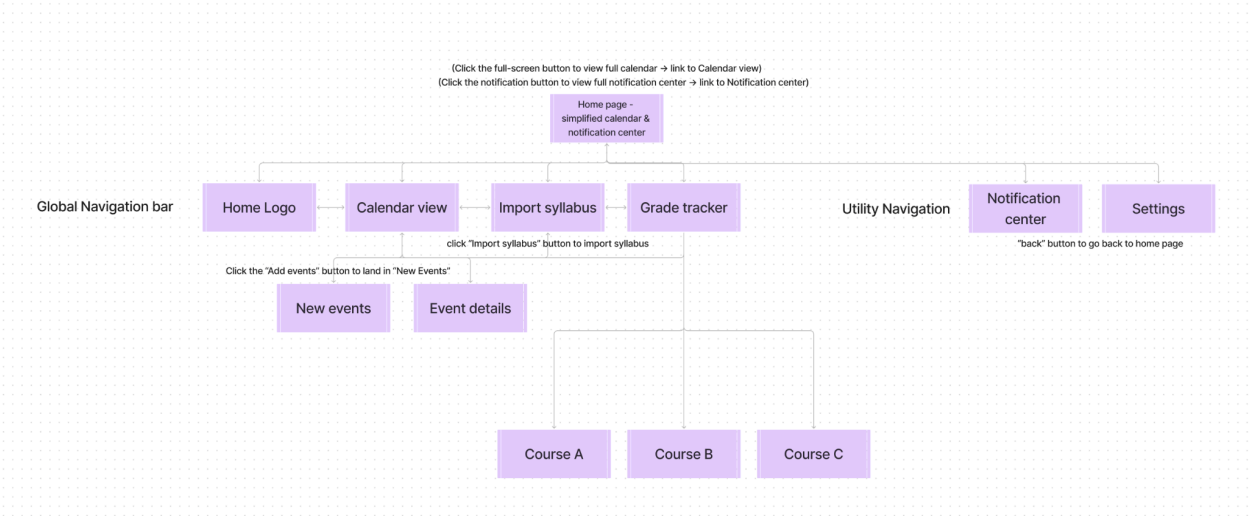
Overview:

Our app is designed to streamline the process of managing academic deadlines by allowing students to scan their syllabus PDF files and automatically input important dates into their digital calendar. The primary problem it addresses is the inefficiency and hassle students face in manually adding deadlines, due dates, and other important events from course syllabi into their personal calendars. Our target audience is university students who need a more efficient way to organize their academic schedules alongside their personal commitments.

Key Features:

1. Syllabus Scanning:
   This feature allows users to upload a syllabus PDF file. The app will scan and extract dates, assignment names, and other relevant information.
2. Event Categorization:
   Extracted information is categorized into different types of academic events such as exams, assignments, quizzes, and other important deadlines. Users can view categorized events in their calendar.
3. Calendar Integration:
   After categorization, the app will automatically sync the events with the user's preferred calendar (Apple Calendar, Google Calendar, Notion, etc.), allowing users to see their academic schedule seamlessly alongside their personal commitments.
4. Manual Editing:
   Users will be able to manually edit events or add custom events in case something was missed or extracted incorrectly by the app.
5. Reminders & Notifications:
   The app will offer customizable reminders for each event, enabling users to set notification alerts based on their preferences (e.g., 1 hour, 1 day, 1 week before the event).
6. In-App Calendar and List View with Filtering Options:
   Users can view important dates in-app through a calendar or list format. Filters allow sorting by category (e.g., assignments, exams), date range, or priority, helping users focus on specific tasks and stay organized.
7. Grade Tracker
   Users can input grades received or estimated to oversee academic performances.

2. App Map



Link to Figma:
https://www.figma.com/board/Bk5qxPXjZoqbEf3SnNrdyE/Untitled?node-id=0-1&t=8Oc3fJ65yQEV27OV-1

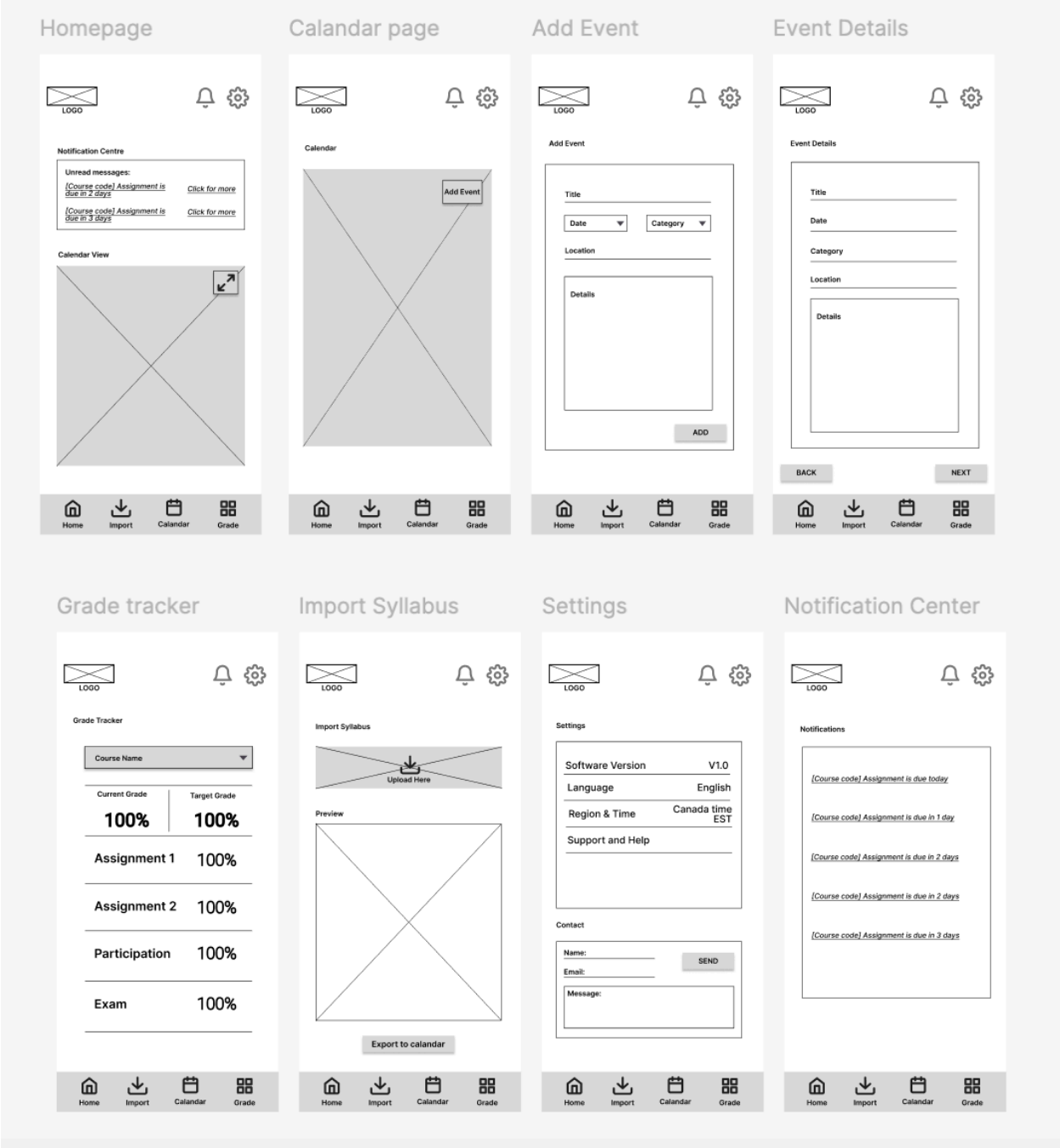
On the homepage, we have a condensed calendar view displaying upcoming events. Above the calendar, notifications are placed prominently to alert students of impending deadlines. The top-right corner features utility navigation, providing quick access to the notification center and settings, ensuring users can easily scan through notifications and adjust app preferences. A global navigation bar sits at the bottom of the screen, featuring four icons leading to "Home," "Calendar," "Import Syllabus," and "Grade Tracker," designed for intuitive navigation. Users can always use the “Home” icon to redirect back to the homepage.

On the “Calendar” page, users can view a typical calendar view with events embedded in specific dates assigned automatically or manually. By clicking the “Add events” button, users can add a new event, and then customize it by specifying the date, time, category, and optional labels for personal organization. Users can click on any events to view the details.

On the “Import Syllabus” page, users can upload PDF attachments of their course syllabus. They will be able to preview the document uploaded and confirm before proceeding. Once confirmed, the app automatically parses the syllabus, extracting key dates and deadlines, then adds them to the calendar and grade track function.

On the “Grade Tracker” page, users can track grades and enter estimated grades for predictions. This section allows students to input their grades for each course as they receive them and track their progress in real time. Students can insert estimated or expected grades to receive predictions on how future performance will impact their overall course grade.

3. Wireframes



Figma link:
https://www.figma.com/design/gla4sMLZMA2gARnbOqwDuG/CCT361-UniSync-App-Wireframe?node-id=0-1&t=WM2BwYWHZlDprM9T-1

4. Team roles and responsibilities

- Breakdown of Responsibilities: Specify what each team member will focus on. This can include:
    - Coding and technical aspects (e.g., app interface, backend functionality) ▪ User experience and interface design
    - Project management (ensuring deadlines are met)
    - Testing and quality assurance
    - Documentation and presentation preparation
- While not all members need to focus on coding, each member must contribute substantively.

Roles	**Responsibilities**	**Members**
Developers	- Coding and technical aspects - Back-end development - Integrate functionality to designs from UX/UI designers	Johnny
UX/UI Designers	- UX/UI design - Creating wireframes and app visuals - Design usability test	Kiley, Kristie, Serene, Chaewon
Project Managers	- Oversee project management - Ensuring deadlines are met - Guide overall project direction - Evaluate feedbacks from stakeholder and usability testing	Nathannya, Serene
Technical Writers	- Documentation - Copywriting - Compile reports on usability test	Chaewon, Nathannya
Main Presenters	- Lead Demo and Stakeholder Presentation - Engage with stakeholders and their feedback	Nathannya, Johnny
Presentation Designer	- Design Final Presentation PPT	Kiley
Usability Testing Coordinator	- Coordinate usability testing	Kristie

5. Project Timeline

Milestones	Key Tasks	Deadline
Initial Development Phase	1) Finalize wireframes and app map based on initial design feedback. 2) Begin development of core features (syllabus scanning, calendar integration). 3) Set up app infrastructure (user accounts, data storage).	September 28 – October 9
MVP Completion & Submission	1) Complete the Minimum Viable Product with basic features functional. 2) Conduct internal testing to identify any critical bugs or issues. 3)Prepare screenshots and a progress report detailing development progress.	October 10 – October 17 Due Date: October 18th
Usability Testing & Feedback Integration	1) Conduct usability testing sessions, collect feedback from peers. 2) Analyze feedback and prioritize changes to improve the user experience. 3) Implement necessary changes based on the feedback received.	October 19 – November 6
Final Development & Refinement Phase	1) Present the final product: providing technical demonstration and highlighting key features, design decisions, and stakeholder feedback integration. 2) Discuss the project's development process, challenges, and successes.	November 7 – November 18