

HCI - Assignment n.2

Design and prototyping of an application using a human-centered approach

Deliverable n. 1: Requirement Analysis

Project Title: ScoutPanel

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Lab Class: P5

Introduction

ScoutPanel

- ScoutPanel is a platform that allows scouts (or their parents) to perform actions and consult information related to their scout unit
- We chose this project because one of the members of the group is a scout and knows the movement very well, being from São Tomé and knowing the need to have a system to facilitate and help in the management of this group, which, according to him, is a large group and currently the only means of management is paper and ballpoint pen. He proposed the theme and we found it interesting to use in the discipline.
- We have personal interest in this project because as our colleague would like to implement this project in the real world, we as a group would like to take the opportunity to, in addition to doing the project from an academic point of view, also live the work experience in the real world.

Project Objectives

ScoutPanel

- Define high-level goals.
 - Chat with other members of the unit;
 - Share photos with other scouts/parents;
 - Pay fees through online platforms;
 - Check news and future activities;
 - Manage enrolled scouts.
- What are the expected outcomes?
 - Having a platform with a simple (and easy to navigate) user interface and the aforementioned features.
- What are the benefits?
 - Communication between members without needing an external platform (e.g. Facebook);
 - Less reliance on paper records for management;
 - Common news feed available to all members.



Personas

ScoutPanel

- Maria Alves
 - 19 years old
 - Student
 - Is enrolled in the Movimento de Escuteiros de Trindade, group n.º 2
 - Would like to share photos that she took during activities with the other scouts and parents
- Gabriel Nogueira
 - 30 years old
 - Professor
 - Leader of scout group n.º 2
 - Would like to manage the list of enrolled scouts and verify their payments without needing to check paper records



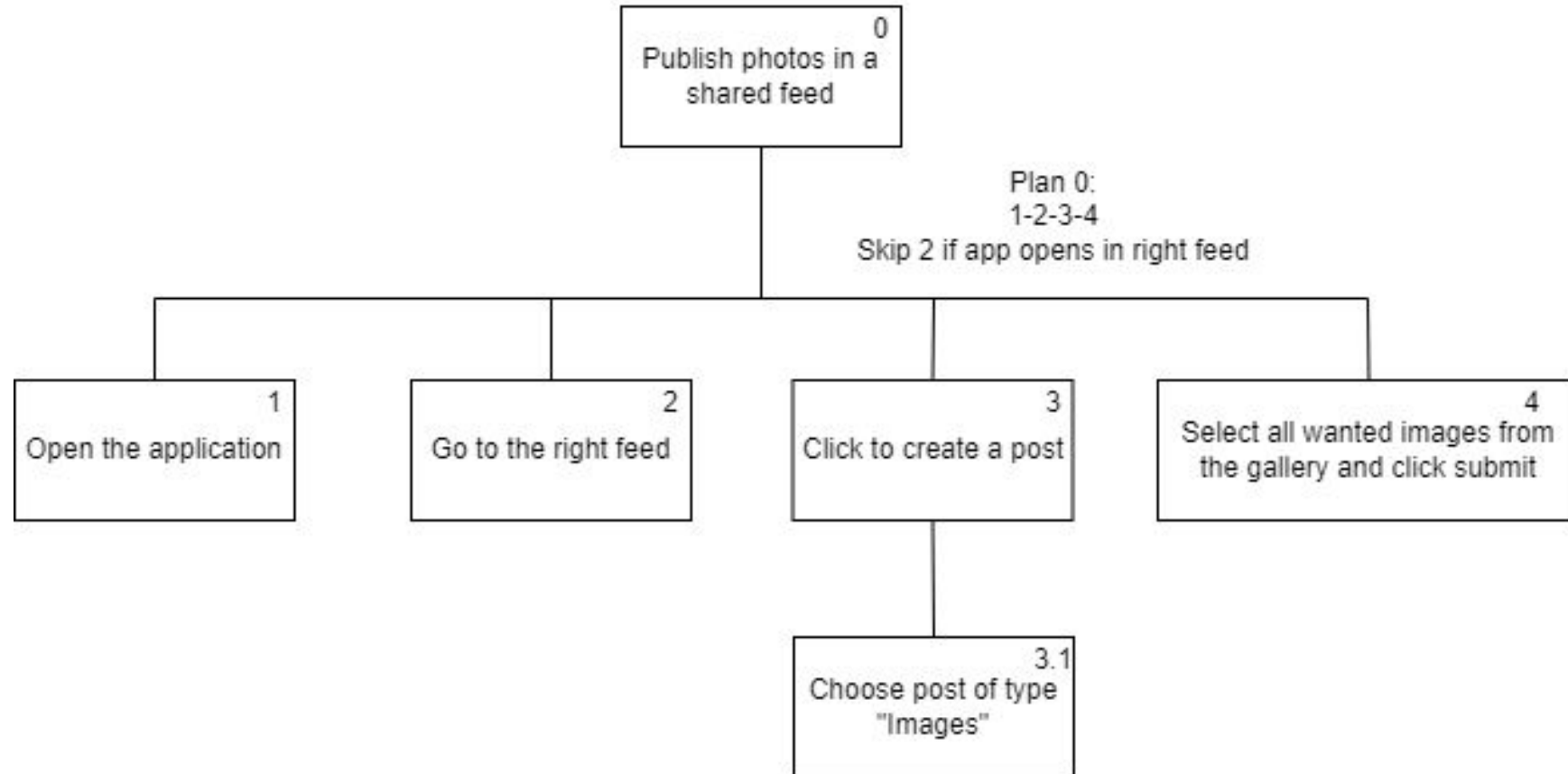
Scenarios

ScoutPanel

- Scenario 1:
 - Maria took a lot of photos during the last scout activity and now wants to share them with other scouts and parents, without making them public, so that only them can see the pictures.
 - To do this, she will open the ScoutPanel platform and post the photo album in a feed that is shared between all members.
 - They will all receive a notification, which they can click to see the photo album. All pictures will be kept in the feed so that they can be seen in the future.
- Scenario 2:
 - Gabriel wants to enroll a new member to the scout group n.º 2.
 - To do this, he will open the ScoutPanel platform and go to the “new member” page. He will fill all the information about the new member and submit the registration form.
 - The new member will be added to the members list, which can be seen by everyone on the platform.

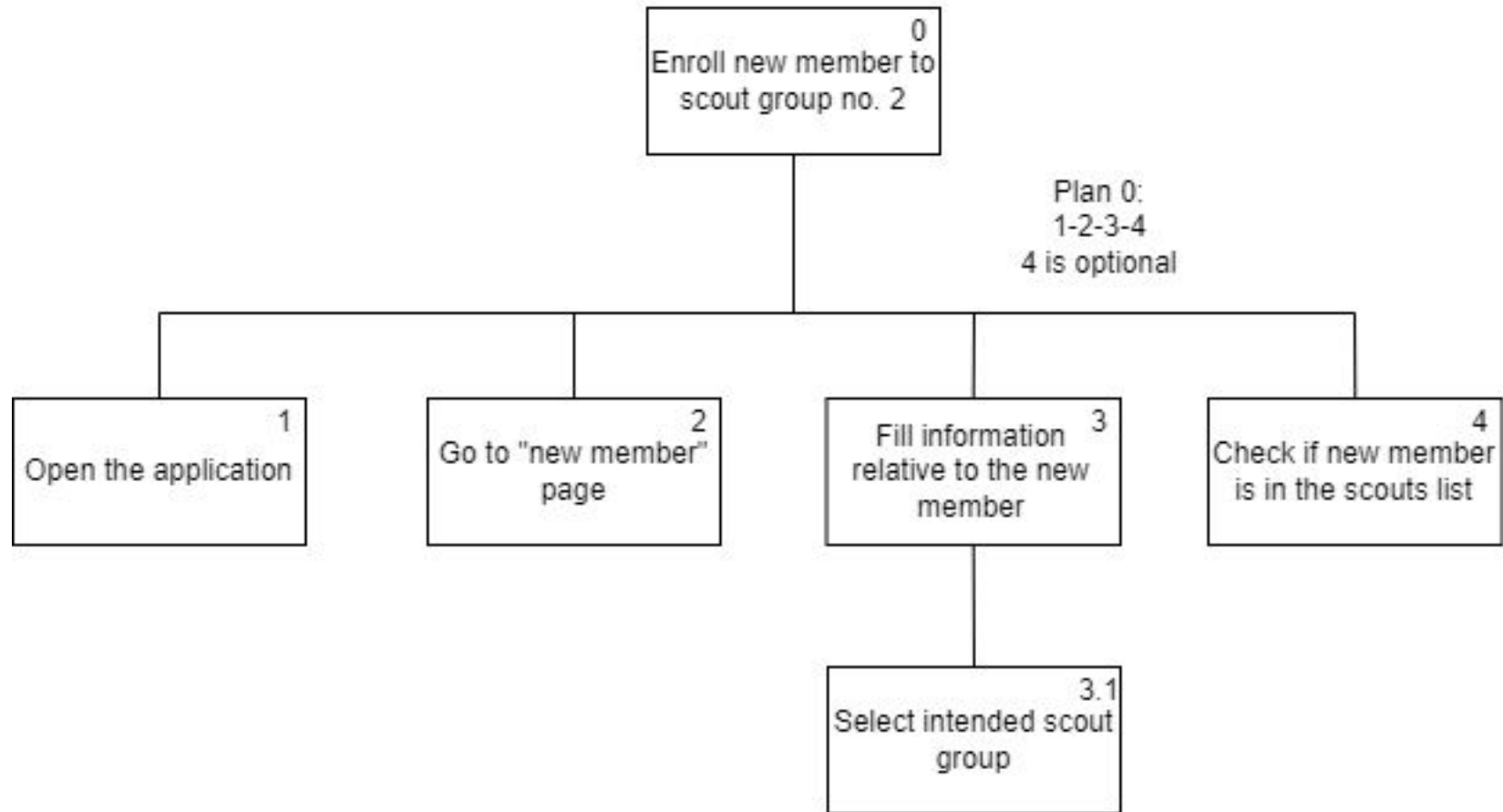
Tasks

ScoutPanel



Tasks

ScoutPanel



Requirements

ScoutPanel

- **Non-functional requirements** – The system must have fast feedback; It must be intuitive to use; The monthly fee invoice must be provided every first Sunday of the month; The payment receipt must be sent no later than 48 hours after payment, on working days.
- **Functional Requirements** - Make quota payments available through credit or debit; Consultation and alteration of the scouts' personal data; Inquiry of monthly fee or debt; Issuance of receipt of payments; Share and publish photos of activities; Consultation and change of subscribers by section heads; Receive notifications.



Next steps

ScoutPanel

- We are considering making a digital prototype, using tools such as proto.io.
- We'll test the prototype by observing users trying to perform tasks on it and asking questions based on their experience with the interface.

