Team Laugh's Project Deliverable

Jarod Castillo - (2) Six Questions (Required)
Sharon Fitzpatrick - (3)
Daisy Le - (4)
Dominic Nance - (5) Impact Map with -- why, who, how, what (Required)
Mohammed Msallam (6)
Matthew Mendoza - (7) Mind Map of Acceptance Criteria (Required)
Belle Nguyen - (8)

Chapters

Chapter 11: Understanding Stakeholders:

(1) User Modeling: Categories and Specific types within each category (Required)

We have two kinds of users: one - the tenants who own, rent, or sublease a property and two - the subtenants who are seeking a place to stay. Our product, RYM (pronounced as "room"), is to bridge the gap in pairing both the tenants and subtenants by location, budget,

persona, allow communication between the two, and manage payment from subtenant to the tenant; as a result, RYM needs to be able to let both users, the tenant and subtenant, create a user profile, allow the tenant to specify the location they have a room available and for the subtenant to search for roommate based on their location, budget, and compatible persona.

Chapter 12: Understanding Context:

Jarod Castillo (2) Six Questions (Required)

Differentiating activities within our organization:

Whom do we serve?

The customer; The average college student

What do they want and need the most?

They need a place to stay and want to split the rent to save money.

What do we provide to help them?

A faster way of searching for people and housing that are available for renting.

What is the best way to provide this?

Giving users an easier time through our application.

Implications of our differentiating activities for our organization:

How do we know we are succeeding?

If our daily-active users are either linearly increasing or exponentially increasing.

How should we organize to deliver?

An iOS/Android application that works as a service for the customer. Users will be able to create a profile and match with other profiles that suit their preferences.

Chapter 13: Understanding the Need:

Sharon Fitzpatrick (3) Project Opportunity Assessment (Required)

1. Exactly what problem will this solve?

The problem of trying to find compatible roommates who are in the same location with the same price range and shared interests.

2. For whom do we solve this problem?

We solve this problem for homeowners seeking roommates and individuals looking to become roommates.

3. What can be gained from solving this problem?

Individuals can easily and quickly find roommates. Helps individuals moving to a new place quickly find a place to stay that suits their needs.

4. How will we measure success?

Does a user find a suitable roommate within 30 days? On average do most users leave feedback that they liked the roommate they found?

5. What alternatives are out there now?

    1. Circle for Roommates
    2. CirTru

6. Do we have the right people to solve this problem?

Yes, we have a team of dedicated developers with first-hand experience with finding roommates.

7. Why now?

    With the upcoming housing crisis as a direct result of people who were not able to pay rent during the pandemic, there will be many people looking for cheap places to stay.

8. How will we encourage adoption?

We will initially advertise this to college students and offer in-app bonuses for those who refer their friends to the app.

9. What factors are critical to success?

The factors critical to success are the initial adoption of the app by a large group of users seeking roommates in at least one location. The matching function finds roommates who meet the users' matching parameters and the user interface being easy to use and easy for the user to customize.

10. Is this problem worth solving?

    Yes, there needs to be an easy way for people to find roommates.

Daisy Le (4) Problem Statement (Required)

PROBLEM:

In developing this app, we will face budget issues with no income from future app users as well as security problems such as verifying users and property owners.

Assumptions:

- Users will not want to spend money, they will want a free platform to get their needs fulfilled.
- Assume that there will be users who have malicious intent such as wanting to catfish or manipulate other users for their own amusement or scam others for profit.
- There will be underaged users who will try to get on the app. We would need to find a way to enforce rules and verification to filter out not serious users.

Constraints:

- Money especially will be extremely limited. We will need money to maintain and upkeep the app's server and future updates.
- Time limit for each release. We will want to meet stakeholders' needs first but we will not be able to implement every single feature we want at the first initial release.
- We will also need to take account for our team's abilities, just because there is a feature we want does not mean we will be able to do them in a certain way or even able to implement the feature successfully.

Chapter 14: Understanding the Solution:

Dominic Nance (5) Impact Map with -- why, who, how, what (Required)

Why are we doing this?

The goal that our project is trying to accomplish is making housing much more affordable to a wider audience. While the audience includes everyone, this product specifically helps out young adults; since real estate is booming in prices, being able to afford to live in a home is growing much more difficult. This application aims to reduce the stress of having a roof over people's heads and hopes to build close relationships and understandings with potential roommates as they attempt to find a home to rent.

Who can bring the organization closer to this objective, or conversely who may prevent us from reaching the objective?

Any stakeholder, whether it's a user, developer, or any person a part of the development process, can bring the organization closer or prevent us from reaching the objective. If you invest your time into building a foundation that'll help many people rent a home, such as advertising or finding potential users, the system can thrive with more people. Or if you're a user looking to lease your home(s) to other users, help to add more options for people in our market.

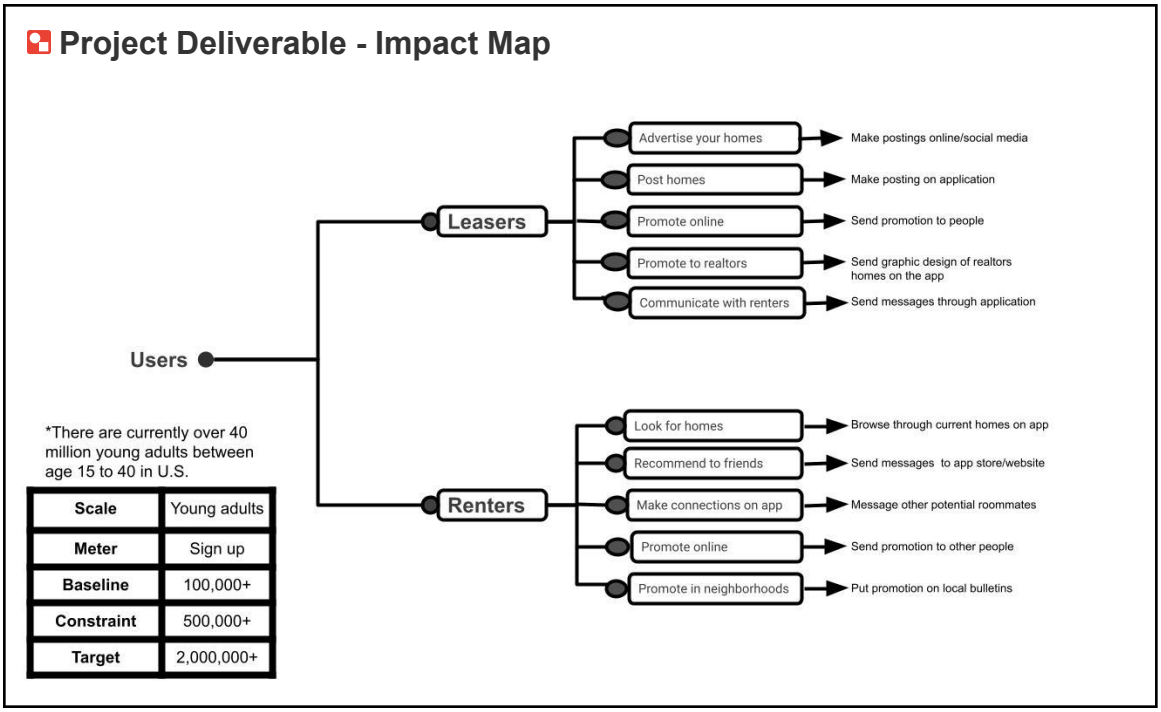
Conversely, if there's not enough people putting effort to add their color into the product, then the product will not succeed.

How should our actors' behavior change?

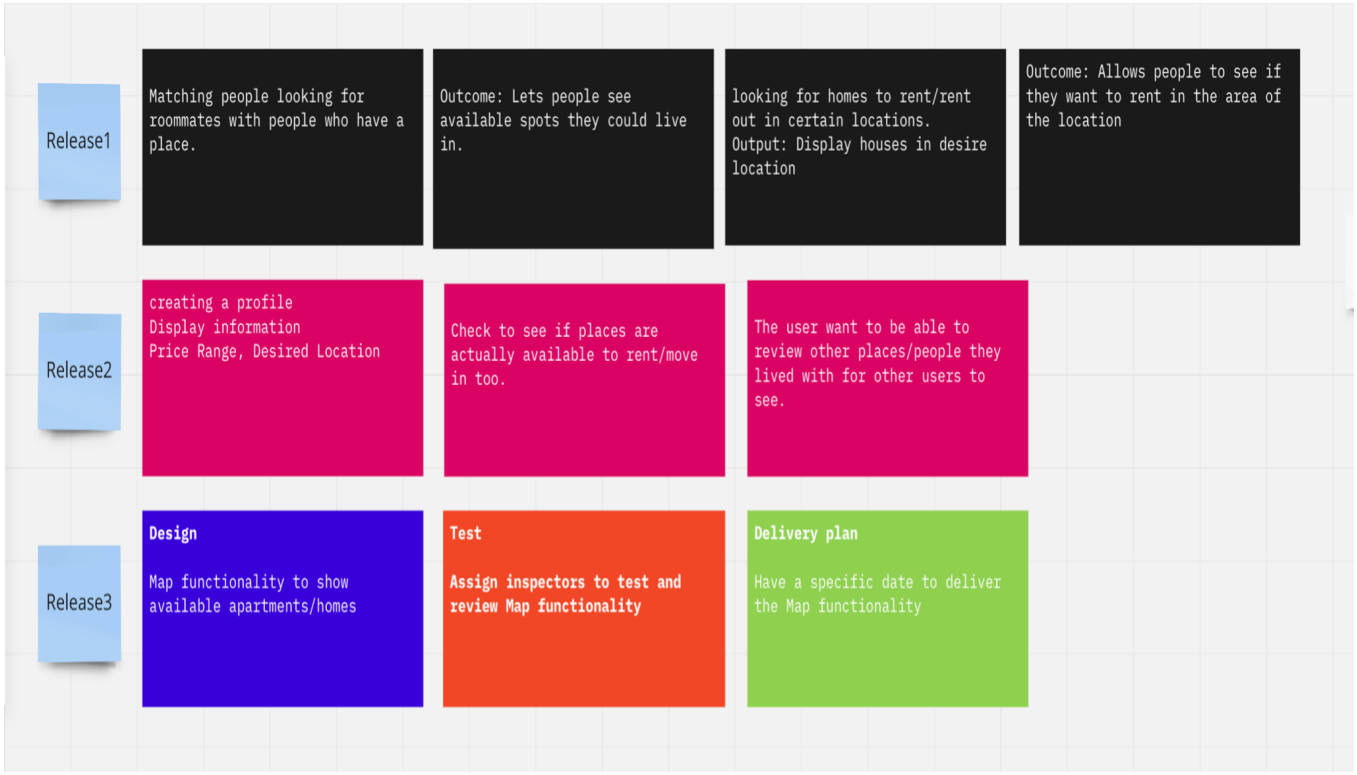
We're trying to generate a large group of users so that the system works. In order for this to work, the actors must be enthusiastic about this product so that, like other systems like social media with large networks of people, many people can interact and create conversations about living scenarios.

What can the organization (specifically the delivery team) do to support the desired impacts?

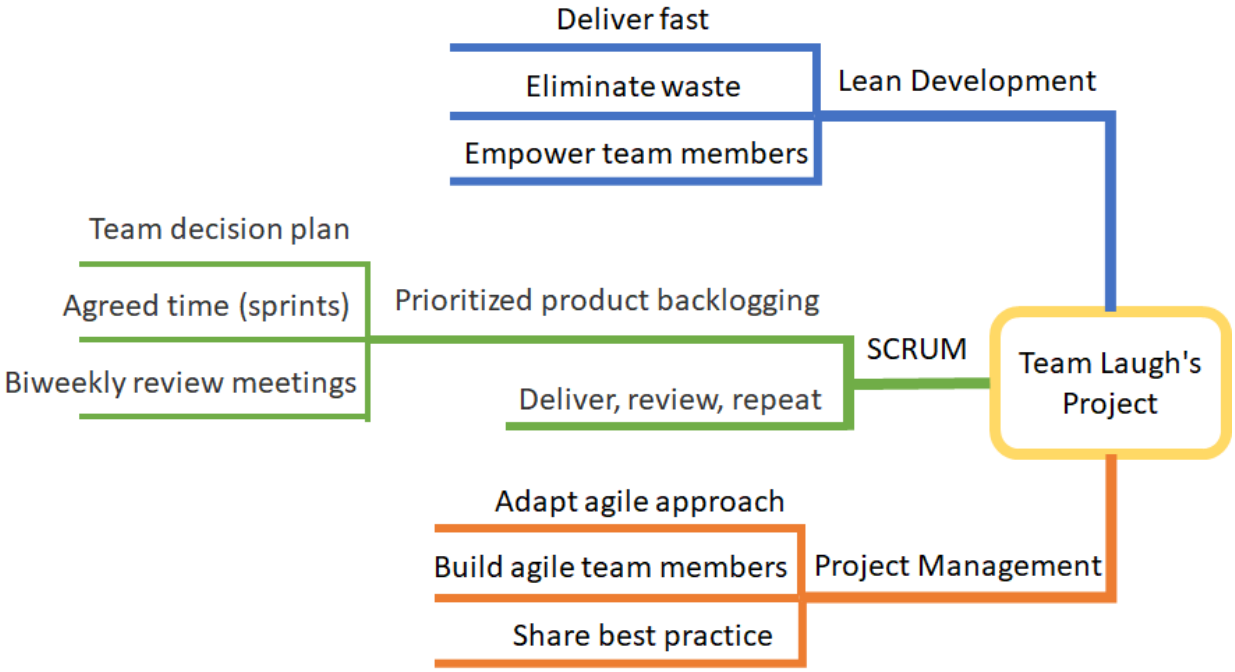
Since this is much more of an iterative process in terms of development, the delivery team should take their time to listen to feedback and incorporate it into their user stories and epics. At first, only the necessary requirements should make the cut, but the "should have/could have" ideas will give the product more personality and better UI as the iterative development continues.



Mohammed Msallam (6) Story map (Required) (you may use the above JIRA starter for this and go all the way up to releases which is how story map is done.)



Matthew Mendoza (7) Mind Map of Acceptance Criteria (Required)



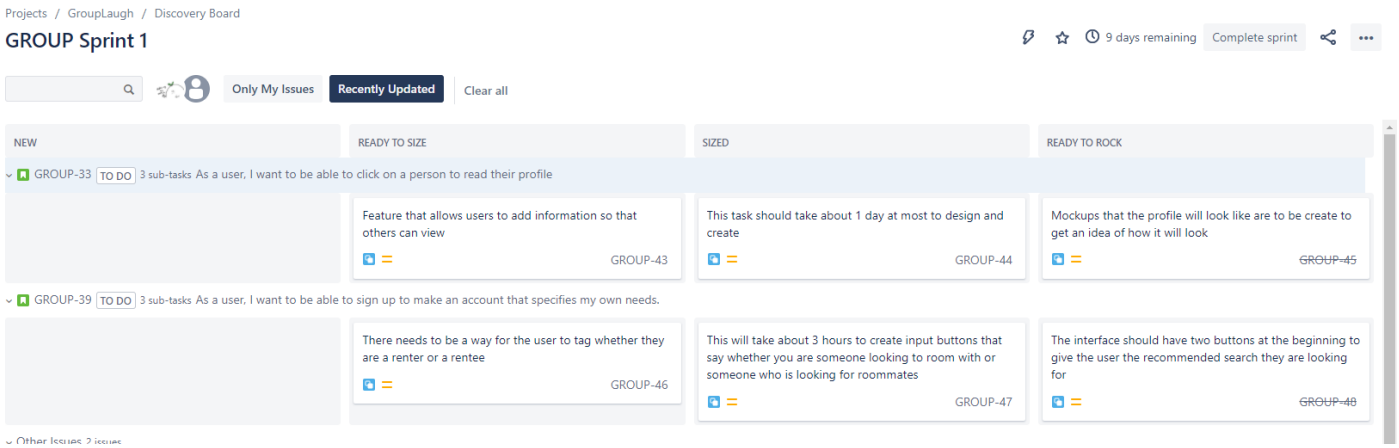
Chapter 15: Organizing and Persisting Solution Information (use JIRA):(Required)

Belle Nguyen (8) You may use JIRA for this last part (from Chapter 15 below)

(**Any two or three out of the following five are Required**. Treat this task as one group of items done by **one team member.**)

(1) Discovery board

https://grouplaugh.atlassian.net/secure/RapidBoard.jspa?rapidView=10&atlOrigin=eyJpIjoiYmM0OGI3OWY4YTg0NGZmMTg5MzBkNGEzNjEzZTZkODUiLCJwIjoiaiJ9



(2) https://storiesonboard.com/blog/product-discovery-jira (Links to an external site.) (optional)

(3) Definition of Ready

What qualifies as “ready” in terms from our team would be that from our user stories, we can determine what features need to be made for our project. Thus for our discovery board we take into account the user stories, like in this case the example shown will discuss how the users want to have profile-like features. Then for the size we can see how long or what we can get done within our power, in which the feature to allow users to input info and to let users distinguish whether they are someone looking for more roommates or looking to roommate will take us about one day and three hours. We then have our ready to rock in which once we figure out how exactly we want the layout to be and we can see that the section from the user story about wanting to use profiles to find what they are looking for is ready to be integrated.

(4) Delivery Board

(5) Definition of Done

Optional Requirements

Chapter 11:

(1) Stakeholder map (Influence/Interest map) (optional)

(2) Commitment Scale (optional)

(4) Persona (name, role, quotes, demographic, description, activities) (optional)

Chapter 12:

(1) Purpose based Alignment Model (Mission Critical Vs Market Differentiation) (optional)

(3) Context Leadership model (Complexity vs Uncertainty graph) (optional)

Chapter 13:

(3) Collaborative Modeling --- (Either Swim Lane Diagram Use Case) or State Diagram (optional)

(1) Decision Filters (optional) (This is very important but it takes time to understand this section from the textbook. Do this only if you feel comfortable.).

Chapter 14:

(1) Collaborative Modeling --- (Either Swim Lane Diagram Use Case) or State Diagram (optional)

***NOTE: Please add SRS requirements (using the style and categories in

- Files --> Model Project -- > scrum project artifacts ---> SRSxxxx.pdf file)
  - https://csus.instructure.com/courses/78779/files/folder/Model%20Project/scrum%20project%20artifacts

at the end of your PDF document. The SRS requirements will not be graded. However, it is important for your interviews. ***

Collect each member's work and paste it together into a single document under the above chapter names and submit the full document with team member names alongside the techniques.
Prepare your presentation. You do not have to be experts. Just share your experiences preparing for this and share any one single concept or point you liked doing and why, during your presentation. Each team member will share something about one concept on the item he or she worked on.
From each team, I would like one team member to send me an email as soon as possible with your chosen templates in case you are adding the optional ones too