**Essential Questions for the Plant-E Park Project**

**What are the core objectives of the project?**

**Objective**: To create a vibrant, interactive park that not only entertains but also educates visitors on sustainable energy practices using Plant-E technology.

**Why is this project important?**

**Relevance:** The project aims to raise awareness about sustainable living through interactive exhibits and educational workshops, making it suitable for promoting environmental responsibility among the community.

**How will we achieve these objectives?**

**Must Have**: Develop interactive plant exhibits that use motion-activated lighting to engage visitors right from their first steps into the park, ensuring they leave with a strong impression of the festival's theme.

**Should Have:** Construct pathways that light up and change colors powered by sustainable energy, enhancing the park's visual appeal and demonstrating practical uses of Plant-E technology. Additionally, run educational workshops to deepen visitors' understanding of sustainability.

**What are the expected outcomes of the project?**

**Results:** The park is expected to become a popular attraction that offers educational value and showcases innovative energy solutions, thereby influencing visitors' perspectives and behaviors towards sustainable practices.

**How will we measure the success of the project?**

**Assessment Methods:** Success will be measured through visitor engagement rates at interactive exhibits and pathways, feedback from educational workshops, and overall visitor satisfaction.

**What are the next steps for development and potential future expansions?**

**Next Steps and Future Plans:** Initial development will focus on must-have and should-have features. Future expansions may include integrating a mobile app for enhanced visitor interaction and potentially exploring VR experiences as budget and resources allow.

**What methods will be used to ensure the project remains aligned with its goals?**

**Continuous Improvement:** Implement feedback stations as part of the 'Could Have' features to gather ongoing visitor input, which will be crucial for continuous improvement and ensuring the park meets its educational and engagement goals.

**Conclusion**

The MoSCoW method has effectively helped prioritize the development tasks for Plant-E Park, ensuring that essential features are implemented while leaving room for future enhancements. By focusing on interactive and educational elements, the project is well-positioned to offer a unique experience that aligns with our sustainability goals. As the project progresses, we will adapt and expand features to further enhance the visitor experience, reflecting our commitment to innovation and environmental awareness.