

Criterion A: Planning

Proposed Product

Mad Fox Labs have a product to share online tutorials to make video games so students from age 5 can learn how to code. There are a set of tutorials for different curriculums, but the curriculum is tailored for each student. We want to create a web application to view and share images of video game creations to present to the parents. Like a writing a story that can be shared on twitter, facebook or other social app to show the evolution of the student. The student can have the option to show with more or less details and add images to the story.

Success Criteria

1. Create a prototype
2. Redefine the UX – UI of the application based on the client and advisor feedback
3. Define the data – Information Architecture
4. Planning and creation of the product backlog
5. Development
6. Internal testing
7. Testing with students and present to parents
8. Report and future work

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