

P3: Design Requirements

Project HUE

Vrishti Bhowmik, Mohamed Mohamed, Takahiro Ishii, Warisha Soomro

List of Requirements (not graded):

1. User must match with mentor.
2. User must be able to communicate anonymously.
3. User must recognize their progress.
4. User must receive feedback on progress.
5. User must receive rewards for participating.
6. User must input information for matching.
7. User must log achievements to view progress.
8. User must earn points for achievements.
9. User must reference mentor milestones for reference.
10. User must have option to publicize personal information for personable content.

Green - object

Blue - action

Yellow - context

Action, Object, Context:

- Enable mentees to find suitable mentors who match their career trajectory.
- Enable mentees to anonymously communicate to mentors for guidance in a professional setting.
- Enable mentees to reflect on weekly experiences in the company with their mentors.
- Enable mentees to receive feedback from mentors.
- Allow mentees to receive rewards for achieving their communication goals.

Green - data

Blue - functional

Yellow - contextual

Data, Functional, Contextual:

- Enable mentees to input their background, role, project's, goals, and trajectories in order to be matched with a suitable mentor.
- Mentees can publicize their names and face pictures while creating accounts.

- Enable mentees to log (with text) their weekly achievements, challenges, and opportunities to improve so that later, they can view their own progress.
- Enable mentors to record professional milestones for mentees to refer to and explore career trajectories.
- Allow mentees to earn points in their account for achieving weekly or monthly goals.