

Problem Solving (A3) Report

1. Identify a Problem

PLAN

User wants to be part of a community and connect with other users with similar interest of tea.

User will need a platform that allows them to upload and view tea-related content such as recipes and photos. Events could be included as well

This platform will foster new life into an underrepresented community and strengthen its social impact.

The platform will also promote the sales of tea related products by exposing them to the user under different contexts.

2. Set the Target

PLAN

The target audience for the platform is individuals who are interested in tea related content and recipes.

This platform would provide our users a medium to consume and share different forms of media related to tea. Forming new connections based on similar interests and strengthening existing bonds. Subcommunities can be made with a focus on specific type of tea or by local area. By the end of semester our users will have a tea-themed social media platform that will have great user experience and providing rich and efficient social features.

3. Analyze the Causes

PLAN

Relevancy

Communication

Trends

Notifications

Mainstream interest

Publishing

Well-known

Sign-in / Sign-up

Exposure

User roles / permissions

Popularity

Security

Lack of platforms that help with the representation of a tea-loving community.

4. Propose & Implement Countermeasures

PLAN/DO

Root Cause:	Agile Methodology	Cloud Related services	Time to production:
Lack of team organization and efficiency	X		
Insufficient tools and computing power to provide a feature or service.		X	
With strict deadlines, having little time to complete more complex features.			X

5. Check/Evaluate

CHECK

***ESTIMATED**

With the nature of estimating these quantifiable values, here we are considering them in factors. On a base of value of 10, we can estimate the effect that the previously mentioned countermeasures will have on the overall progress of the project.

Evaluation line chart

Factor	Start Value (Base)	End Value (Estimated)
Time to Market	10	3
Meeting efficiency	10	7
Cost reduce	10	6

6. Act and/or Standardize

ACT

- How will we ensure the process continues to work (stays solved)?
 - Maintaining the project’s relevancy within the community.
 - Enable open relationship with potential partner’s and increase the project’s scope/
- What have we learned?
 - Tools and skill that are currently in demand such as React.js, Node.js and Cloud functions.
 - Planning, development, deploying and maintaining real applications.
- Where else can we apply this learning?
 - In university project’s and investigations
 - Full-time Software Engineering job, internships, and COOP.
 - Personal projects and interests.