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| **Problem Solving (A3) Report** | | **Topic: Tea-related Social Media platform** | **Date:** 1/15/2020  **Name: Diego M. Paris** |
| |  |  |  | | --- | --- | --- | | **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. | | |  |  | | --- | --- | | **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*** | | | | | | |

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| |  |  | | --- | --- | | **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 a have great user experience and providing rich and efficient social features. | | | |  |  |  | | --- | --- | --- | | **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. | 0  10  20  Evaluation line chart  Time to Market  Meeting efficiency  Cost reduce | | |

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| **3**  **. Analyze the Causes**    **PLAN**                                  Commu  nication      Lack of  platforms that help  with the rep  resentation of a  tea  -  loving community.        Security    Popularity      Relevancy      Notif  icat  ions    Publishing    Trends    Mainstream    int  erest    Sign  -  in /  Sign  -  up    User roles / permissions    Well  -  known    Exposure | |  |  |  | | --- | --- | --- | | **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. | |  | |

Template by Ignacio Tampe