Metropolia

Product Vision – Digital Note-taking and Annotation Tool

Problem Statement: ICT and Computer Science students often find it challenging to take notes in clear and efficient way. The existing features of general note-taking applications are not well suited for creating programming notes. Code snippets attached to the notes are often poorly formatted, which makes them look messy and reduces writing efficiency.

Target Audience: Our software product is designed for technology students in universities, upper secondary schools and educational centres. As skilled technology users they prefer fast applications and clear user interfaces. Staff members of educational institutions, such as lecturers play a central role as key stakeholders, supporting adoption of the product into learning environment.

Value Proposition: Our product offers digital note-taking and annotation tool tailored for programming students, enabling users to create and organize notes in a visually clear way, surpassing general note applications. During lectures, topics are often covered at fast pace. Our product enables students to take notes efficiently, thereby enhancing their learning.

Key Features and Objectives:

- Add, edit, and delete notes.
- Organize notes into custom groups and categories.
- Search and filter notes by topic or keyword.
- Keep multiple note pages open simultaneously in tabs or side-by-side view.
- Invite other users to collaborate on notes.
- Add code snippets that retain proper code formatting.
- Attach images and diagrams.
- Write, format, and highlight text.

Goals and Objectives:

- Achieve at least 40% usage among test group within the first two weeks after deployment.
- Increase user satisfaction scores to 70% or higher.
- Keep it as an open-source product.

Vision Statement: Our vision is to help technology students take clear notes and capture their thoughts using note-taking tool that supports code snippets, images, diagrams and annotations for more efficient studying.

Timeline: Product development begins on 19 August, with planning and requirement analysis. In week 2, the user interface and database are designed. Implementation takes place during weeks 3 and 4, with the functional prototype delivered on 16 September. Testing is scheduled for weeks 5 and 6 and the product will be completed and ready for deployment on 14 October.

Team: The product will be developed by a team of four members. Team members will take on different roles, including Scrum Master, developer, UI/UX designer and a tester.