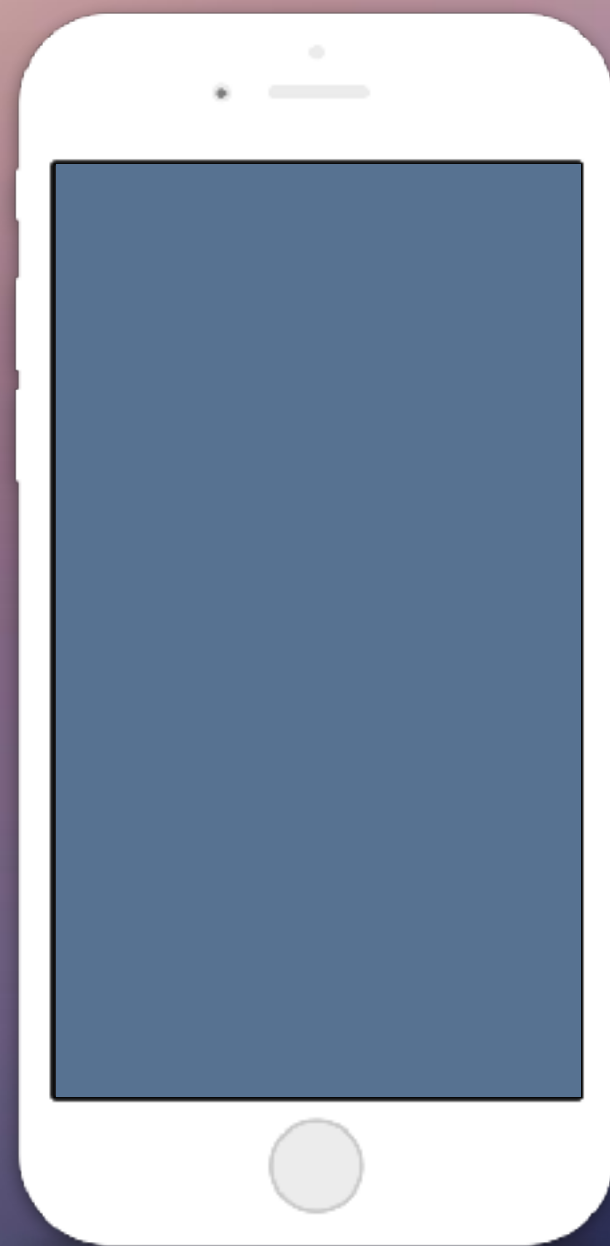# Feedback Report

General Feedback

Proposal

- ☐ *Overall great idea*

- ☐ *Should only touch upon high level details early on*

- ☐ *Being overly specific too early in a project can be bad in the IT world*

  - ☐ *Draws people away from overall purpose and vision*

- ☐ *Scope was missing in proposal*

  - ☐ *Remember ultimately we are proposing to create a prototype and video as way to explain our solution to the client's particular situation*

- ☐ *More needed on stakeholder…*

Stakeholder Community

- ☐ *Additional research needed*

- ☐ *Should be more in focus (should have made up two slides)*

- ☐ *Have a real person to talk to*

- ☐ *Possibly reach out to this person as they may be interested in our idea*

Feedback Summary

- ☐ *Overall great presentation*

- ☐ *Nice polished look*

- ☐ *Great branding for company so far*

- ☐ *Great idea for mobile application*

- ☐ *Sometimes beneficial to be less specific about features early on in a project*

- ☐ *Define scope*

- ☐ *Stakeholder is a crucial concept:*

  - ☐ *Find specific person, understand their story*

  - ☐ *Fully understand who the ultimate user and community is*

  - ☐ *Possibly reach out to person about idea*

- ☐ *Prepare for Sprint 2*

Suggestion To Pivot Or Move Forward

Question To Ask Ourselves:

01 Continue focus on RU Hungry?

Our idea is a good one that would be great to continue working on. We can move forward with developing this idea and possibly reach out to RU Hungry? in the near future. It is a good idea to help modernized them and keep students involved because they are historically tied to the history and culture here at Rutgers.

Do we want to keep focusing on RU Hungry? or attempt to focus on The Yard in general?

02 Pivot and focus on entire Yard

It could be a great opportunity to focus on The Yard in general, as it is new and no one has focused specifically on the entire area yet. We could maybe brainstorm ways to develop a sense of community and incorporate all vendors in the vicinity. This would be great for both Rutgers and all vendors established there.
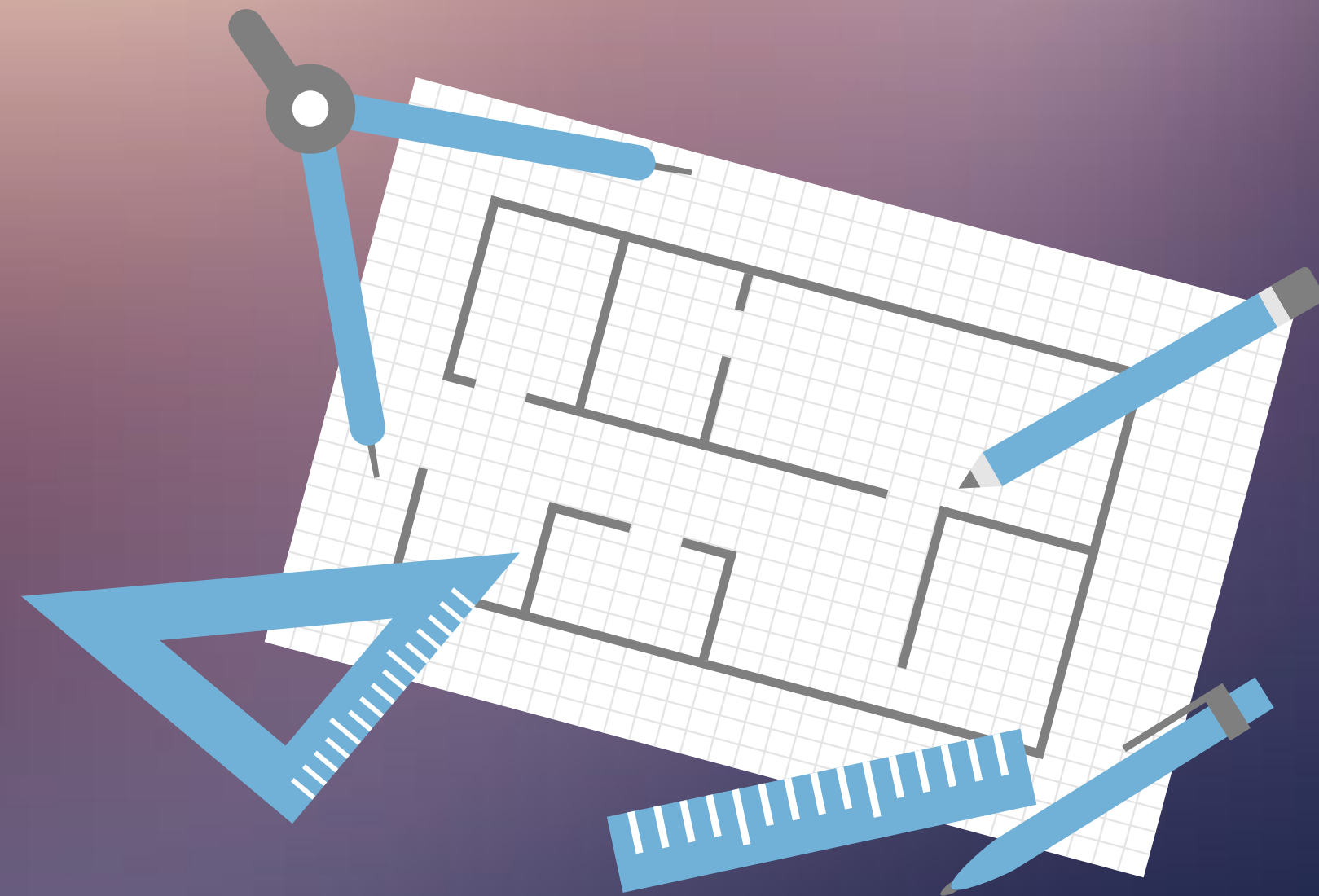
RU Hungry?

The Yard

Weeks To Come

Sprint 2: Design And Prototype

- ☐ *Due April 4th, 2017*

- ☐ *13% of course grade*

- ☐ *150 points possible*

- ☐ *9 deliverables in this iteration, presentation is 10th deliverable*

- ☐ *Can find details on Sakai course site (link under Unit 7)*

Breakdown Of Teams And Goals

Developing a User Persona Story

User Interface

- ☐ *Case diagram*

  - ☐ *This is a list of actions or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an actor) and a system, to achieve a goal*

  - ☐ *Actor can be a human or other external system*

  - ☐ *Start by taking the user experience story apart and figuring out exactly what the user needs to do to accomplish his/her goal*

  - ☐ *Good lesson on use case design at http://www.agilemodeling.com/artifacts/useCaseDiagram.htm*

- ☐ *Low fidelity prototype of application (Indigo Studio)*

  - ☐ *Takes the Use Case and translates that into what the screen and flow of the the application would actually look like to the user*

User Experience

- ☐ *Understand the ultimate user*

- ☐ *Draft a storyboard for User Experience video*

- ☐ *Draft a script to follow video*

- ☐ *Record video (no longer than 3 minutes)*

- ☐ *High-level rough draft of showcase poster*

- ☐ *Final cut of video not due until Sprint 3 Review on April 25 as part of our team's final package*

A quick reference to the Sakai page explaining Sprint 2 instructions will be pinned to our general thread in Slack (pdf file) for easy access.