PROJECT PLAN SUMMARY

Under UI/UX Concept Design, I understood the project is about a Web App and Website. From the Overview of Wizard Amigos' goals, it looked like blueprints for the Discord-like platform called "Cabal Chat".

I checked all wireframes with different iteration sections.

For Iteration 1
- Content
- In Folder
- Tool
- Chat
- Gigs
- Exercise/Homework
- Notes
- Maintainers

For Iteration 2 & 3
More wireframes for
- Profile
- Notifications
- Dark/Light Mode
- Layout
- Shortcuts

Wizard Amigos Concept Slide Desk
Why?
- Coding (Everyone needs to learn)
- Reduction of distraction (Learners may be juggling work and school)
- Presence of outdated topics
- Free Open Source education

Where?
- Curriculum (this being Virtual Code Camp)
- The Earn while you learn incentive (Workshops would have exercises for practice and gigs related to learning tracks)
- Free resources
- Maintenance fee

The Offer
- Digital Workshop
- Virtual Code Camp
- Paid gig contracts (chats, Worklog videos and results)
- Chapters
- Value Network Sustainability mechanism
- Skill tree with Code Camp areas
- Wizard profile page

For My Suggested First Tasks

1. **Code Camp Task**
- Are these code camps that the User attended?
- Or created? Contributed to?
- Or gigs posted?
- Or gigs applied for?

I have highlighted same questions I saw on the Worklog comment because I'd need clarification

A codecamp is similar to the workshop website, having details like :
- Theme
- Title
- Description
- Logo/Icon
- Community chat

2. **Chapters Task**

Section for people to create events and go through workshops or code camps together virtually or physically

For the suggestion about Codecamp or Chapter being great first tasks.

I did see code pages for all but no designed wireframes for it
Would that be my task?