

Toodoo by sixpack



Group members: Sakina, Monika, Martin, Jugal and Zoe

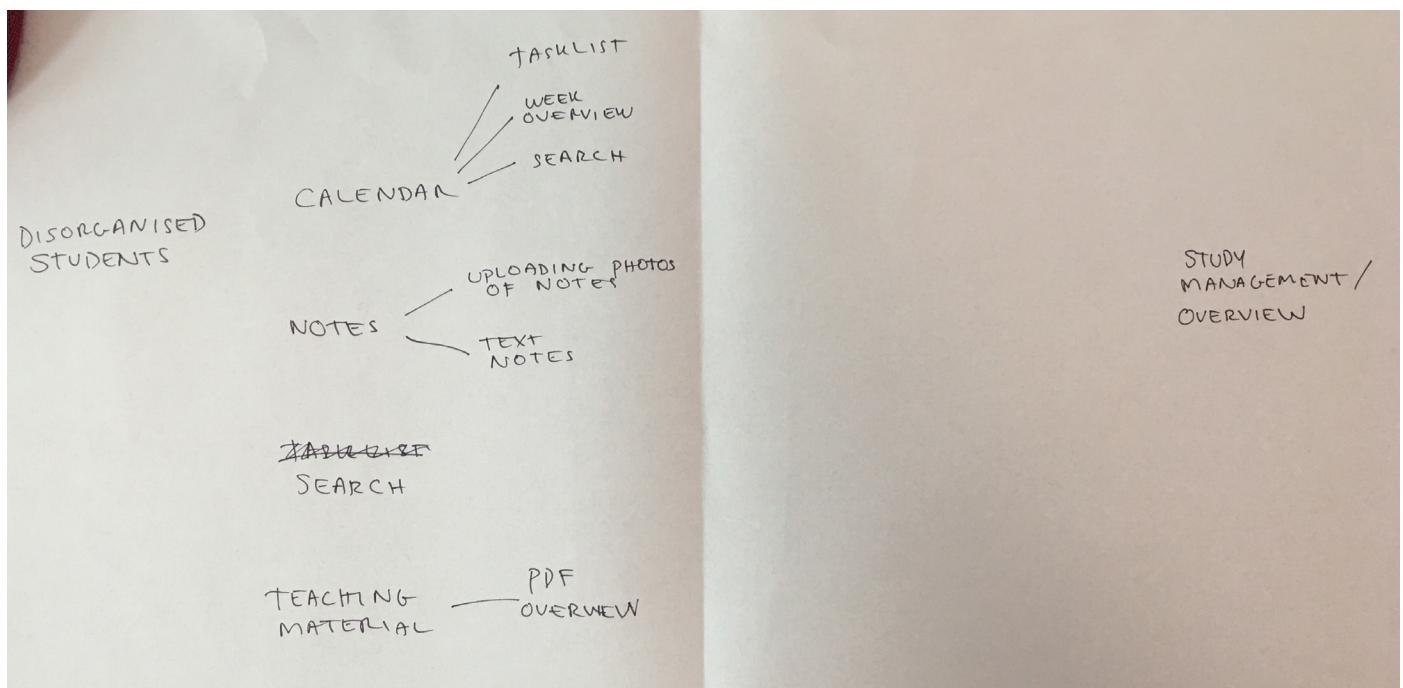
Link to XD: <https://xd.adobe.com/view/3236b419-45b8-46cc-7144-20aa4c51e6c0-4407/?fullscreen>

Sprint day 1:

The first day of the sprint was spent mapping out the app and conducting expert reviews. We also created a team canvas.

Our longterm goal was to create an app that would help students organize their study lives in an easy and structured way. Focusing on notes, teaching materials and a simple calendar.

Below you can see our map:



We conducted 3 expert reviews with fellow classmates.

Overall the map/app was understood and seemed simple to everyone. The main feedback we received was that maybe it should be a task app rather than a note taking app, as you wouldn't take long notes on your phone. We all agreed on that point, and decided to focus more on a task app. The idea being, that you could take longer notes on the desktop version.

Team Canvas

Version 0.8 | theteamcanvas.com | hello@theteamcanvas.com

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

Team name	6-pack	Date	03/06/19
PEOPLE & ROLES	 Facilitator - Sakina, Lisa Decider - Zoe, Martin Stitcher - Stitcher's assistant -	COMMON GOALS	 What you as a group really want to achieve? What is our key goal that is feasible, measurable and time-bound?
			By Friday, we want to have made an XD prototype-stress free
STRENGTHS & ASSETS	 What are the skills we have in the team that will help us achieve our goals? What are interpersonal/soft skills that we have? What are we good at, individually and as a team?	PERSONAL GOALS	 What are our individual personal goals? Are there personal agendas that we want to open up?
	Sakina: Has a lot of ideas, Lisa: Strengths in typography, design, photo	We all want to understand the UI-kits better!	PURPOSE We want to learn!
WEAKNESSES & RISKS	 What are the weaknesses we have, individually and as a team? What are some obstacles we see ahead us that we are likely to face?	NEEDS & EXPECTATIONS	 What each one of us needs to be successful? What are our personal needs towards the team to be at our best?
	Sakina: away 4th june (happy bday) Zoe + Lisa: working wednesday Monika: work from 12 monday tuesday	Transparency Communication	VALUES What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team? RULES & ACTIVITIES What are the rules we want to introduce after doing this session? How do we communicate and keep everyone in tip to date? How do we make decisions? How do we execute and evaluate what we do? Everyday we round up what's happened during the day, what's gonna happen tomorrow and who's handing in stuff
			Ask for help and be helpful Always upload your things in Drive Communication through FB

Another question that came up was whether the app would be connected to a learning management system and if it would have notifications or not.

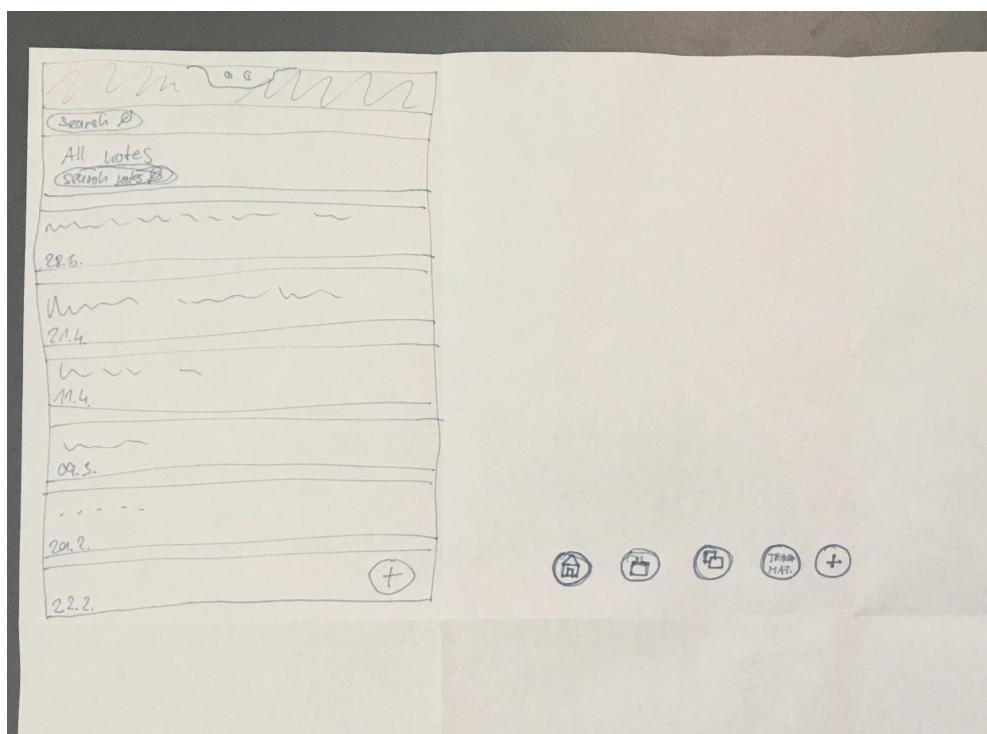
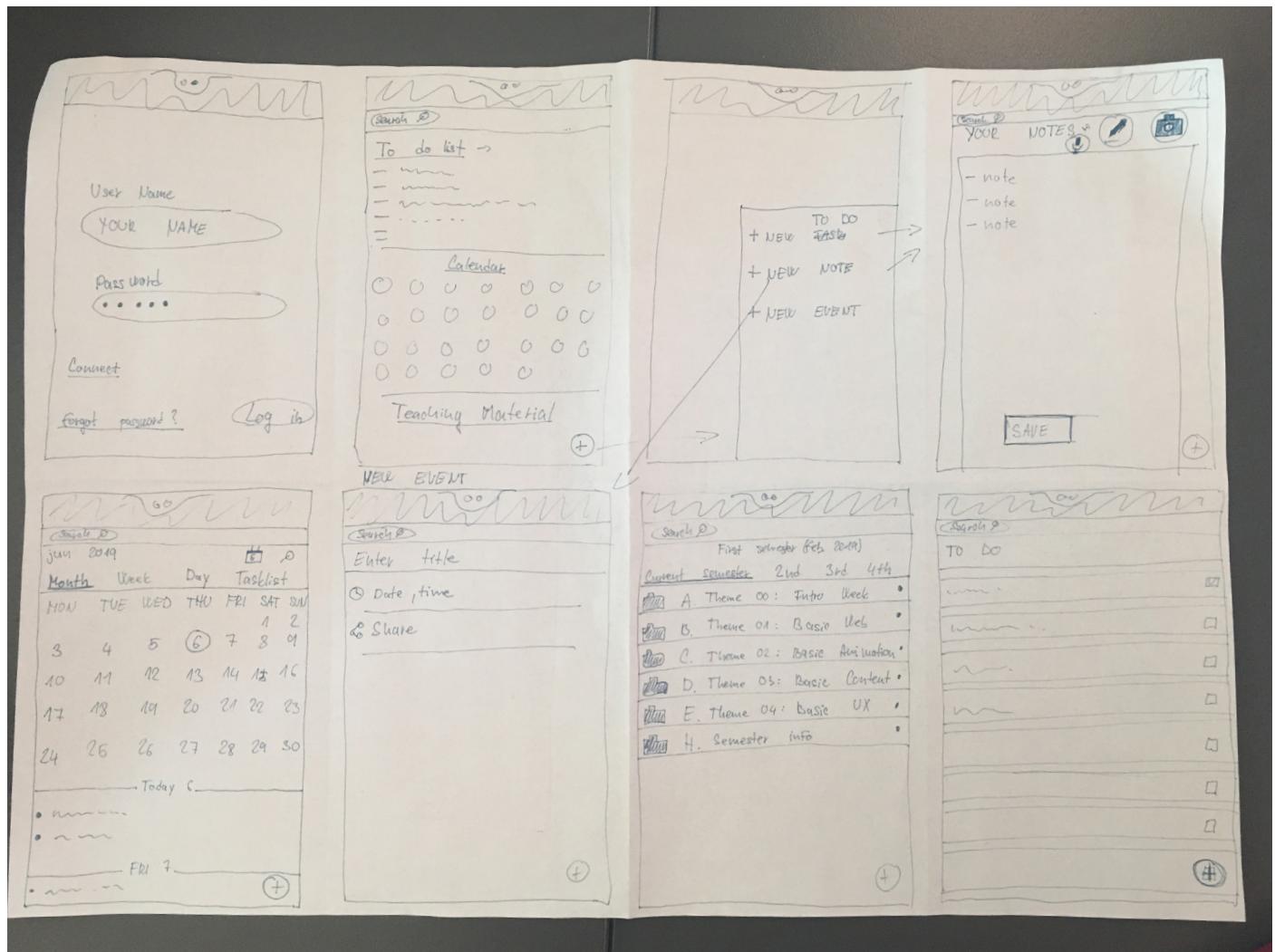
Sprint day 2:

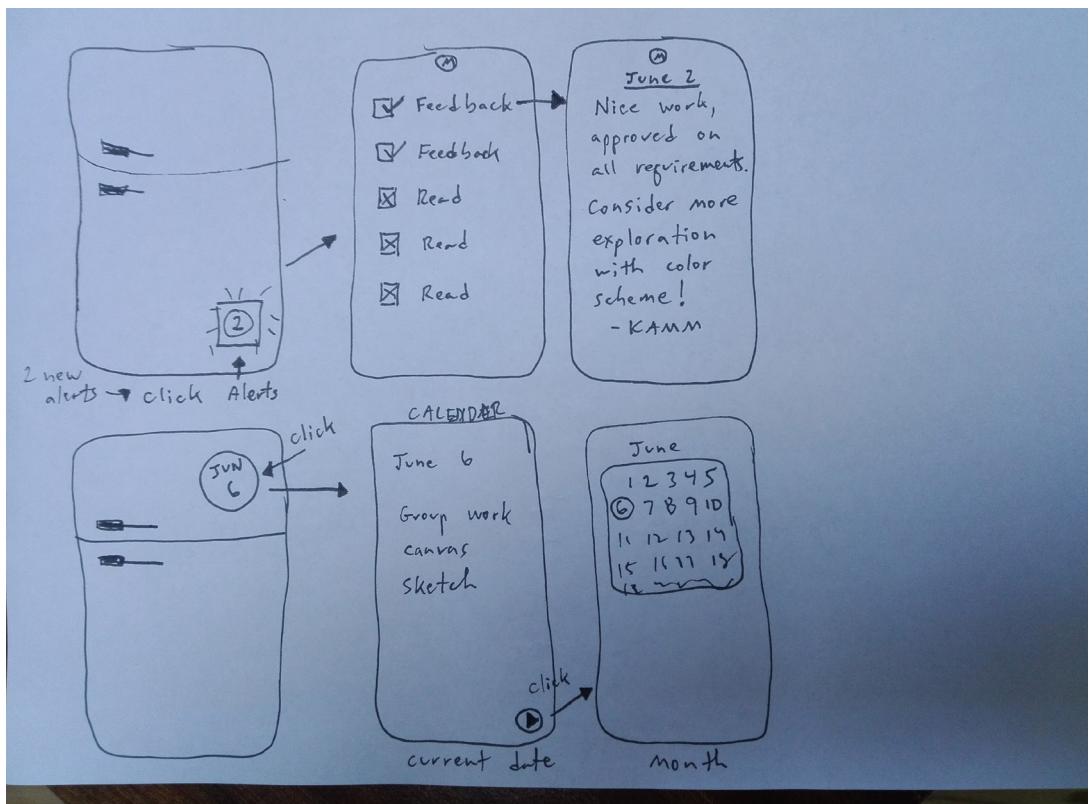
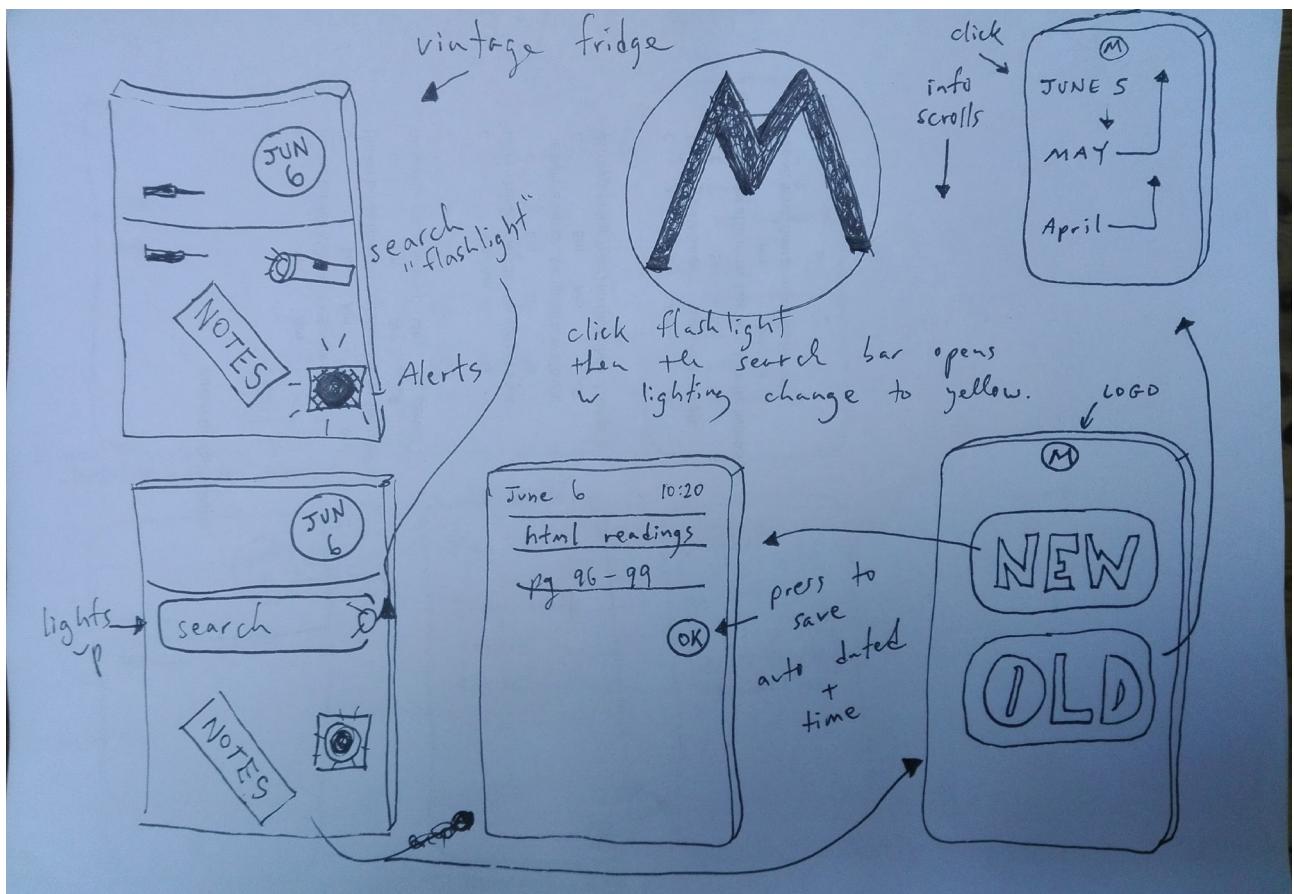
The second day of the sprint was spent sketching. Here are some of our sketches.

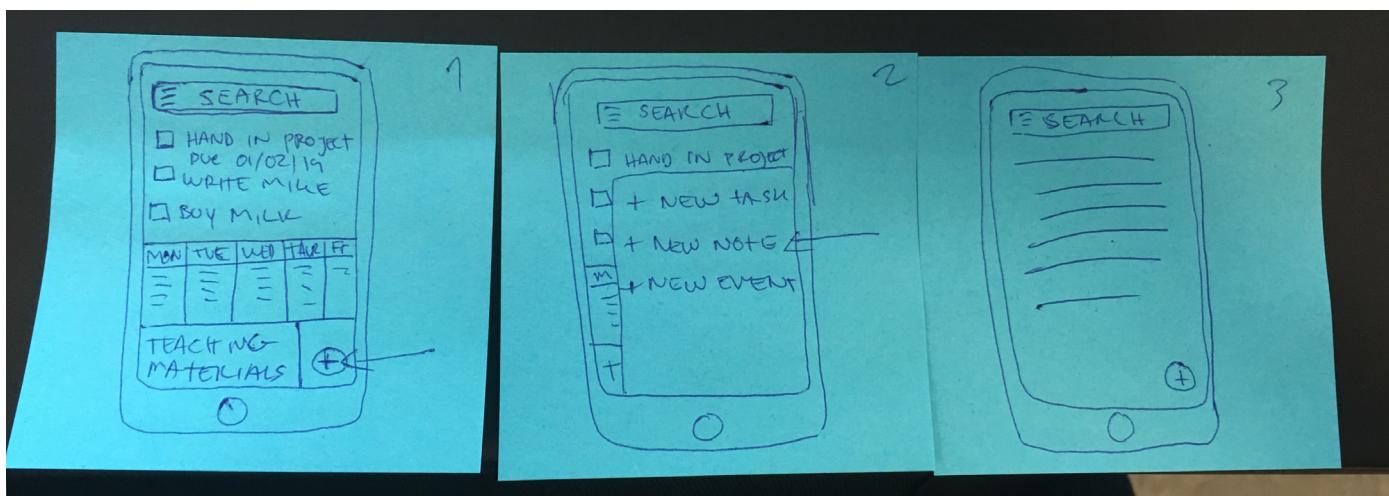


Sprint day 3+4:

We spent the 3rd and 4th day of the sprint storyboarding and deciding our idea, and finally began prototyping in XD. Below you can see our storyboard:







Search

You can choose to search within each section or across all sections
Or by pics, voice recs, teachers etc.

You could put tags on things w/out words?

task/note

A ~~note-taking~~ app for disorganised students

You login, and from there can access your tasks, calendar and teaching material.
It makes more sense for it to be a task app, where you view notes?

Note/task section
within your notes you can add pics and maybe voice recordings?
You can sort by teacher, class, dates etc.

teaching material

sorted by class, alphabetical, teacher or
View either as thumbnails or as titles

We split up the work by having one person stitching together wireframes + assets that the other people made. Everyone worked based on our style tile which you can see below here:

STYLE TILE 6. JUNE 2019

FONT

JUST ANOTHER HEADLINE

Montserrat, bold 25pt

Just another SUBheadline

Montserrat, regular 13pt

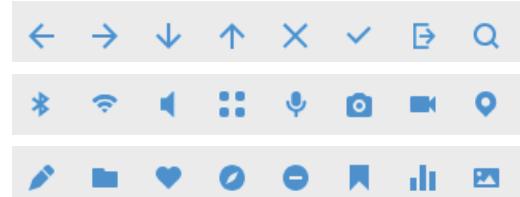
That is how our continious text look like

im dolorpo ribus, ut faccumq uissint, te
versperum ent excest facepubdic te quam
rem. Tae doluptis maximinciet eos et la
quunt.

im dolorpo ribus, ut faccumq uissint, te
versperum ent excest facepubdic te quam
rem. Tae doluptis maximinciet eos et l

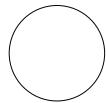
ELEMENTS & ICONS

Save



COLOURS

PRIMARY



White
#FFFFFF



Gray
#707070



Black
#000000

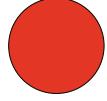
SECONDARY



Blue
#5499C7



Green
#229954



Red
#E3361F

Sprint day 5:

Based on the feedback we received we might want to reconsider the headline/logo font. It was also suggested that the headlines should be more 'doodle like' and less 50's/Coca Cola font. Another point was that the check mark is very common and overused today, so we should reconsider our logo and icons in the menu. Overall we are happy with the prototype and the outcome of our app.

