Student Grub Hubs

Project Plan (v3)

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Group: M2-1

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1. Project Definition

1.1 Client/Target Group

The target group of this project is mainly international students in Eindhoven, who have moved to the Netherlands to study. It is also catered towards people who need inspiration for cheap meals or who need help with cooking.

1.2 Team

Team: Student Grub Hubs

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1.3 Current situation

Students are starving because they do not know what to cook or how to cook and on top of this, they do not get enough financial support to buy beneficial food. This causes students often to eat only instant noodles or ready-made meals.

1.4 Problem description

There are not many websites that offer recipes specifically for the international students in the Netherlands. A lot of students who move here do not know where to go to shop and where to get good deals, resulting in them buying food way out of their budget. Providing them with a website that will showcase cheap recipe ideas, and with trips on how to shop in the Netherlands, will help these students with a healthier lifestyle and inspiration.

1.5 Project goal

The goal is to make a website that will reach our target audience and offer a variety of different cheap recipes and tips and tricks. There would be a section for recipes, a section on where to get the ingredients and ways to see what stores to buy ingredients from. Also, a small section of how costly different stores are and where specific stores are located, for example Indian markets, is necessary.

1.6 Constraints

Budget: None, we are making this without a budget hence it is our personal project.

Initiation: 14th November 2024

Deadline: 17th January 2025

1.7 Risk analysis

- **Low team motivation**
  Your team lacks motivation. This is a particularly common risk for long running projects.
- **Users reject the product**
  The general risk that users will reject your product.
- **Change management overload**
  A large number of change requests dramatically raises the complexity of the project.
- **Resource shortfalls**
  Inability to secure sufficient resources for the project.
- **Design fails peer review**
  It's a good idea to have peers or architectural experts review your designs.

1.8 Deliverables

- A working front end website
- User Research
  - Interviews
  - Surveys
  - User research analysis
- GitLab
- Final prototype in figma
- Final design
- Presentation

- Intermediate presentation
- Final presentation

1.9 Non-deliverables

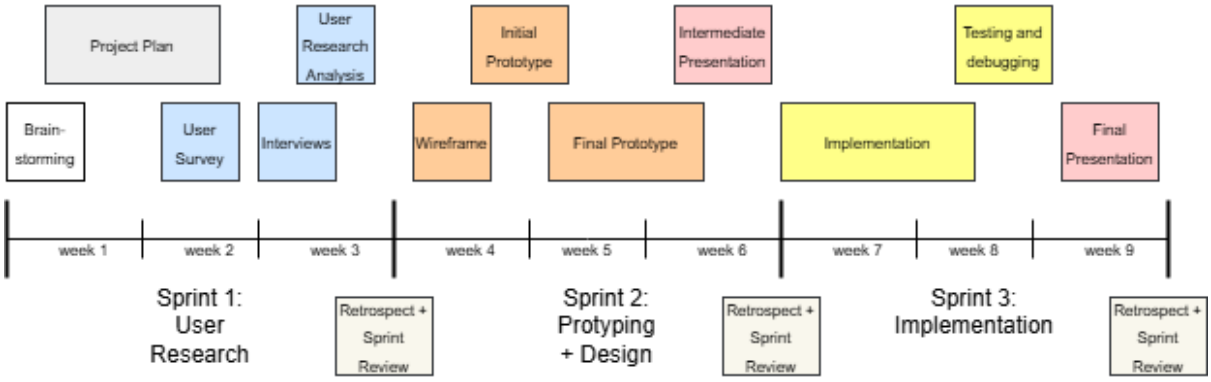
- Brainstorming documentations
- Weekly plan
- Prototypes that weren't used
- Maintenance after the product is done

MOSCOW

MUST HAVE (mandatory) ▪ Working frontend website ▪ Each recipe category has their own page ▪ Understanding of the target group	**COULD HAVE** (nice to have, small impact if left out) ▪ The difficulty level on where to get the ingredients ▪ Event calendar ▪ Chat room
SHOULD HAVE (important, not necessary but has value) ▪ The place where people can get the ingredients for the different recipes ▪ Website logo ▪ Different international foods	**WILL NOT HAVE** (not a priority for now) ▪ Functional Back end ▪ Price range ▪ Constant maintenance

2. Phasing

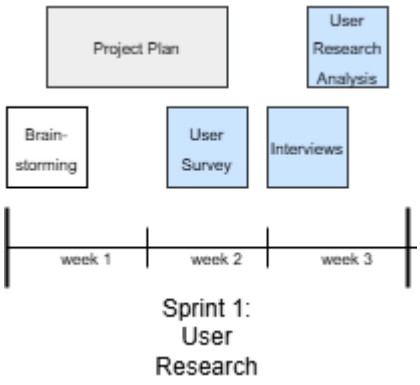
The recipe website is supposed to be done in around 9 weeks, which is divided into three sprints. After each sprint the team will have a sprint review, to see if they are in track and if something must be changed. A retrospect will also be done after each sprint to reflect on what the team has done.



Sprint 1:

During the first week, the team will go through brainstorming and making the project plan. During this stage we will also discuss how we work as a team and what expectations we have.

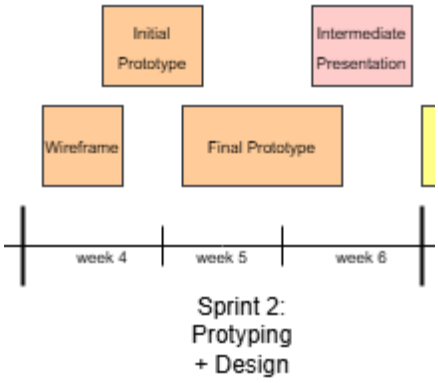
On the second week, there will be a user survey made, that will show us initial data from our target group. After a bit, we should have nice charts to see for example, how much money students use for groceries and what stores they use frequently.



The third week the team will conduct interviews, to get more specific information and wants from the target group. We will then conclude all the user research we have done and analyze it.

Sprint 2:

On the fourth week, the team will start prototyping and design phase. It will start of with the team coming up with wireframes in order to see which wireframe design they like the most. And then the initial prototyping will begin in Figma.

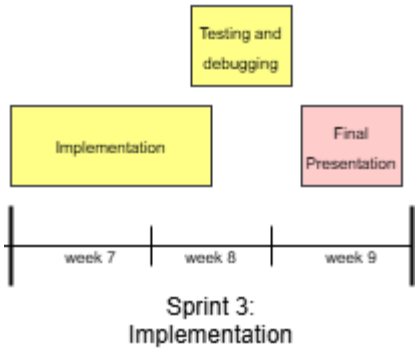


The fifth week will be spent on finishing the initial prototype and then starting to refine it. This refining stage will go on until the team is happy with the final prototype. Our final prototype should showcase elements from our user research.

On the sixth week, the team will present their idea and prototype for a selected group of students and get feedback. After the feedback the team will, if necessary, apply the suggestions onto their website prototype.

Sprint 3:

Weeks 7 and 8 will begin the implementation phase of the project. The team will divide tasks for each member to do, and they will keep working on it. At the end of the implementation, they will do final testing and debugging if needed, in order to have a finished front-end website product ready to deliver.



The final week the team will present the product in the final presentation and receive feedback for it. They will then deliver all the deliverables and end the project phase.