

# Flashcard MacOS Application: Project Plan

*Nicolas Tschirhart | Raika Kachwala | Gabriella Austin | Owen  
Reynolds | Viktoria Kangas*

Capstone Fall 2022

---



macOS

# Final Deliverables:

## 1. Operational MacOS Application:

Optimal Goal: If all goes perfectly, our team will develop a MacOS application that replaces the need for other flashcard study apps. We hope that by integrating Apple's LiveText capabilities, users will be able to quickly turn their iCloud images into digital flashcards with the tap of a button. We want to keep the app as simple and intuitive as possible in order to differentiate from our competitors. Some extra features we hope to have, include the ability to create and organize multiple decks, flag certain cards, and shuffle cards. These features should be very possible as we learned some of them in Native App Development. Our “reaching for the stars” goal is to find a way to package and share these flashcard decks with others. This feature may be beyond our abilities, but would make for an exceptional project.

Bottom Line Goal: If we run into multiple roadblocks, we hope to at least create a MacOS app that allows for anyone to scan a local image from their device and create a simple and modern digital flashcard that reveals the answer when tapped on.

We will develop this app week by week following the checkpoint deadlines as our guide. Owen will lead in development and Nicolas will aid in gathering resources and information that may help in direct relation to the code. Gabby, Viktoria, and Raika will aid in exploratory research as well as UX design and overall aesthetic using figma.

So far we have proven that live text can be integrated into a scan button. Our next big challenge is to figure out how a user will import photos into the app as well as access iCloud.

### App Development Steps and Benchmark Goals:

1. Prove LiveText can be integrated
2. Allow user to import / access photos from local device
3. Move from iOS to MacOS - **completed**

4. Design UX in Figma
5. Build flippable and editable flashcard
6. Make flashcards addable to a specific deck - **Goal for checkpoint 2**
7. Prove iCloud can be easily accessed from app
8. Add delete card and add card feature
9. Add shuffle feature
10. Add flagging a card feature - **Goal for checkpoint 3**
11. Refine design and fix bugs
12. Work on sharing the deck feature - **Goal for Checkpoint 4**

## **2. Stage Presentation**

Our presentations will be made using Canva and will follow rules we discussed in class, such as minimal text on screen, guiding the audience's attention, and using plenty of slides. As we develop the app and refine our ideas, we will be able to pull the key information and challenges to present to the class. We plan to rehearse each presentation many times for proper flow. We will demonstrate the app and prompt the audience to download it at the end of the presentation.

### **Steps:**

1. Create a fun and well rehearsed pitch (thinking Shark Tank)
2. Use best aspects of previous presentations and use in final stage presentation
3. Work on a live demo
4. Be ready for questions related to your role
5. Rehearse

## **3. Booth Presentation + One-pager**

Our one page document will have an image of our app interface and will explain our key features such as live text, simplicity, and best use case.

Our team will collectively write a quick pitch and we will rehearse many times before presenting. We will also create an elevator style pitch to guide us whenever someone asks about our project individually. We will bring props and think of creative ways to get our audience excited about the next best flashcard.

**Steps:**

1. Create rough draft of flyer design and get groups approval
2. Create the final design (maybe have a QR code to have people download the app as we are talking to them.)
3. Print 20 copies on good paper and with a good printer
4. Bring props and dress well
5. Music at our Booth - Lofi study beats

**4. Project Trailer**

Our team will write a script and brainstorm a short list to best demonstrate and explain our product and the problem it solves. Nicolas will lead in the filming and editing of the final trailer.

**Steps:**

1. Brainstorm fun ways to capture the best use case - show a student struggling to type notes then show the student next to them taking pictures of a teacher's slides and having a complete study deck by the end of class.
2. Write Script
3. Filming day
4. Edit trailer

**5. Project Website**

Our team will use the given template to start our website and will modify it as needed.

**Steps:**

1. Create landing page with final deliverables - or placeholders for these
2. Add informational tabs for each checkpoint
3. Import all information and refine design

**6. Final peer evaluation:**

Everyone must complete this in order to avoid getting a Zero.

## Details:

### How we will communicate:

Our team has created a text group chat for quick communication. We will use slack whenever we have a question or need something to be proofread by Professor Weatherford. We will meet every Sunday at 7:30pm over zoom to check in on weekly progress. If an extra meeting is needed before class we will meet in person on Monday.

### Staying Organized:

Our Team has created a google calendar and a shared google folder. Our calendar has all key dates and our Sunday zoom meetings along with the zoom link for quick and easy access.

### Task Management:

Our Team has created a specific google document for Tasks that need to get done. Checkpoint by checkpoint we will assign tasks that best meet our individual abilities and will check in on these tasks every Sunday. All of our work has been compiled in a shared Google folder.

## Project Timeline / Key Dates:

- 9/13 Checkpoint 1
  - Brainstorm a great idea for a MacOS specific app
  - Deliverables: Presentation that includes Alpha, PR/FAQ Doc, Exploratory Research Doc, Project Plan Doc
- 10/6 Checkpoint 2
  - Deliverables: Presentation that includes Beta, User Research Doc, UX Map, Decide on Team Name + Desired URL
- 11/1 CheckPoint 3
  - Deliverables: Presentation that includes Minimum Viable Product, Visual Design, Poster, Website Beta, SLAM Promo Material
- 11/17 Checkpoint 4

- Deliverables: Presentation, 1.1, Submit to app store, Resume
- 12/1 Trailer Due
- 12/10 SLAM
  - FINAL DELIVERABLES:
    - Operational MacOS Application
    - Stage Presentation
    - Booth Presentation + One-pager
    - Project Trailer
    - Project Website
    - Final peer evaluation