

Homelink Client Feedback Report

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For whoever came up with the project idea: how does your finished product compare to what you thought it would look like? What functionality do you have that is similar or different from what you expected?

The finished product looks way better than what I thought it would look like. We added a ton more features than I could have anticipated, it's really well-polished and the user experience is great. The basic functionality that I had originally wanted is all there, namely tenants and landlords having an easier communication method for requests, but there are a ton more features built on top of that; things like functional payments, a tab for roommates with embedded google maps, a calendar, and a bunch more so I'm really happy with what the team produced.

Instead of discussing what it was like working with your client, you can talk about what it was like working as a team. You can also discuss what it was like without a client - was the person who came up with the idea acting as a client and making most of the design decisions? Was designing the functionality and UI of the application a group effort? If so, were there any disagreements along the way?

Our team has been very successful in both application production and collaboration. Levon, who proposed our project idea, naturally took on the role of team leader. He has done an excellent job making sure the team is aware of deadlines and expectations (his use of Asana to delegate specific tasks to team members with deadlines and priority rankings was very helpful), fairly distributing and redistributing workload, identifying team members' strengths for ideal task assignment, and running productive and time-efficient checkin/integration meetings. Communication between individual team members has also been successful. Team members working on related components have had separate meetings to ensure seamless integration.

Because we did not have a client, our team was largely responsible for design decisions. Extensive market research through surveying helped narrow down critical features. Timmy created mockups that provided an artistic template and overall application structure. Upon division of labor, team members took on responsibility for the design (both UI and functionality) of their individual components, making some useful adjustments to the provided mockups. Feedback from the poster fair was also applied, changing some of our initial design decisions.

So far our team's communication has been respectful and conflict-free. It is my impression that everyone feels comfortable voicing their opinions and feels that they have made significant contributions to the project.

Without a client, what was it like prioritizing functionality? How did you make these decisions?

Because we did not have a client, we had to make some decisions regarding functionality with our own intuition on what would be best for the user. We brainstormed as a group at first, listing out all possible functions of the app. Then we broke these into primary, secondary, and tertiary goals. We also spoke with a number of landlords who had experience managing properties and used their feedback to determine which features were most important. Obviously, it is more difficult to prioritize functionality without a client, but I believe that we were able to do so effectively by using our own brainstorming as well as feedback from our target market.