Project Scope Document

Title: Learning Outcomes Writing Assistant
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1. Project Title

Learning Outcome Writing Assistant
A web-based tool that helps students craft, format, and present learning outcomes effectively for their portfolio websites, without struggling with code.

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2. Project Goals

- **Primary Goal:** To create an easy-to-use tool that assists students in writing and integrating well-structured learning outcomes into their portfolio websites.

- **Specific Objectives:**

  1. Simplify the process of writing learning outcomes for lower-semester students.

  2. Provide pre-designed templates for displaying learning outcomes visually.

  3. Enhance the user experience with dynamic preview functionality.

  4. Ensure cross-platform and device compatibility.

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3. Target Audience

- **Primary Users:**
  Lower-semester students in ICT Media Design struggling with writing and presenting learning outcomes effectively.

- **Key Characteristics of Users:**

  - Minimal experience in writing professional outcomes.

  - Limited knowledge on coding.

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4. Features and Deliverables

Core Features:

1. **Input System:**

   - Fields for entering learning outcomes.

   - Image uploader to attach visuals that support the learning outcome.

2. **Dynamic Preview:**

   o Visual templates of the images display.

Additional Deliverables:

- **Deployed Website:**
  The final tool hosted online.

- **User Guide:**
  A simple built-in guide or tutorial to help users understand and use the tool.

- **Documentation:**

  Brief explanation of the tool's purpose, features, and how it benefits students.

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5. Technical Requirements

Frontend:

- **Languages:** HTML, CSS, JavaScript.

Hosting and Deployment:

- FileZilla

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6. Success Metrics

The project will be deemed successful if:

1. The tool is functional and deployed online.

2. It provides a seamless and intuitive experience for lower-semester students.

3. At least 2 students from the target audience test and find it helpful.

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7. Limitations

- The project will not include advanced AI-based suggestions for improving learning outcomes (can be a stretch goal for future iterations).

- Testing will be quick and limited due to the time constraints.

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8. Timeline

Phase 1 (Days 1–2): Planning and Research

Output: Clear requirements, features list, user research insights.

Phase 2 (Days 3–5): Wireframing and UI/UX Design

Output: Wireframes, high-fidelity designs with templates.

Phase 3 (Days 5–8): Development - Input Form and Basic Interface

Output: Functional tool with basic form validations.

Phase 4 (Days 8–10): Testing, Refinement, and Deployment

Output: Fully tested and deployed tool.