



# NotiFyU

Figma project Link: [NFY](#)

Group name: DESPERADOS

Group members: Chiara Mondardini, Sofia Molinaroli, Margherita Codemo

## Introduction

For the contemporary online scholarly setting, students in universities fail to manage the large volume of notifications they obtain from various platforms such as OLE (Online Learning Environment), Microsoft Teams, and Outlook. It may result in announcements missed, assignments lost, and learning performance affected.

The proposed application will address this issue by providing a single hub for notifications from OLE and Microsoft Teams. The application will identify the classes the student has enrolled in upon login and show notifications appropriately. Each notification will include a click-through link to the relevant platform for additional details or action.

In addition to the notification centre, the app will feature an assignments section where students can view upcoming deadlines. Assignments can be sorted either by due date or by priority, allowing students to better manage their workload and improve productivity.

With one easy solution, the app is set to free students from cognitive overload and keep them organized, focused, and in control of their study assignments.

# Vision and Scope

The aim of this application is to act as a point of reference productivity tool for students at universities by making it more convenient for them to manage academic communications. With a world in which students switch between platforms like OLE and Microsoft Teams back and forth constantly, this app gives a central solution that collapses all the notifications into one user-friendly interface.

The primary project scope is:

- Consolidating notifications from OLE and Microsoft Teams.
- Automatically recognizing a student's enrolled courses upon login.
- Displaying notifications organized by course, with direct links to the source platform.
- Providing an assignments section with options to sort by due date or priority.

The application does not aim to replace existing learning platforms but complement them by making the user experience an intermediary between them. By minimizing distraction and time-saving, the application helps students stay up-to-date, well-organized, and motivated towards their studies. It offers a pleasant, engaging, and friendly experience.

# Persona & User Journeys

## Target Users

The primary users of the application are university students who feel bombarded by the amount of notifications from systems such as OLE and Microsoft Teams. The students have difficulty keeping track of important updates, deadlines, and announcements across different systems.

They are typically:

- Busy and juggling multiple responsibilities;
- Easily distracted or stressed by excessive app-switching;
- Seeking a more efficient and organized way to manage their academic life;

## User journey

- Login: as user, after downloading the app, I have two login options:
  - ScientificNet: if I choose this option I am redirected to the ScientificNet portal and can authenticate there. After that I am directly redirected back to the app.
  - Email: if I choose this option I am asked to input my institutional email and password and the app connects to the institutional APIs to authenticate the inputs.
- Homepage: after logging in, I can already see in the homepage all the notifications both from OLE and TEAMS because “Genera” in the top navigation bar is selected.
  - ◆ Notification Selection: I can decide to view a notification in more detail by clicking on it.
    - Redirection to the source: if I want to open the notification in the original platform I can simply click the dedicated button and I am redirected to the original notification.
- Assignment page: if I want to check my assignments in order of due date I click on “Assignments” in the top navigation bar.
  - ◆ Assignment Selection: I can decide to view an assignment in more detail by clicking on it.
    - Redirection to the source: if I want to open the assignment in the original platform I can simply click the dedicated button and I am redirected to the original notification.
- Course sidebar: by clicking on my profile picture in the top navigation bar I can see in which course I am enrolled in and the name of the professors teaching it.
  - ◆ Course Selection: I can decide to display only course specific notifications by selecting a course.

# Project Organization

The project is designed and coordinated by a three-member team.

- Margherita Codemo

Responsible for overall project management. Coordinates planning, coordination, team communication, and scheduling of tasks to enable timely delivery.

- Sofia Molinaroli

Oversees core development tasks and updates stakeholders or customers. Ensures user requirements and feedback are integrated into the development process.

- Chiara Mondardini

Mentors development and research initiatives with a focus on interface and user experience design. Leads the design process using Figma and maintains product ease of use and visual coherence.

# Features

The application is designed with simplicity and efficiency in mind, focusing on the essential tools students need to stay organized and up to date with their academic responsibilities. Key features include:

## 1) Login

Students log in using their university credentials, ensuring secure access to their personalized dashboard.

## 2) Top Navigation bar

After the login the app automatically identifies the courses the student is enrolled in eliminating the need for manual setup. The homepage presents a top bar composed by: profile picture, "General" and "Assignments" options. The general option is preselected and the user can decide if they want to stay in "General" and get displayed all the notification or selecting "Assignments" being displayed only assignments ordered by due date.

## 3) Course sidebar

By clicking the profile picture in the homepage, a sidebar displaying all the courses names with the relative professors' name to which the user is enrolled appears.

## 4) Centralized Notification Centre

All notifications from OLE and Microsoft Teams are gathered in one place and displayed in the homepage under the selection "General", allowing students to view important updates without opening OLE and Teams platforms separately.

## 5) Notification selection and button redirecting to the source

Each notification can be selected to be displayed, this action opens an overlay in which the notification is displayed with a button that, if clicked, redirects the user to the source (OLE or Teams).

## 6) Assignment list per due date

A dedicated section to assignments can be accessed through the "Courses display bar" by selecting "Assignments". Assignments are displayed in order by due date.

## 7) Filtering by courses

This feature is directly connected to the course sidebar, this allows users to filter notifications by course by selecting any of the courses in the sidebar.

## 8) Filter & Organization Tools (optional/for future implementation)

Filters to view specific types of notifications (e.g., announcements, assignments, messages), for improved usability.

# Roadmap

Product roadmap						
Date	Feature	Iteration	Status	Feature Relevance	Notes	Client's Feedback
27/03/2025	Log in	1	L... ▾	● Indispensable to access all other screens/features	Log in options with ScientificNet or email	Feature and graphic were approved
03/04/2025	Topbar	1	L... ▾	● Necessary for the homepage organization	Top bar to navigate between general and assignment specific notifications	Feature and graphic were approved
10/04/2025	Course sidebar	1	L... ▾	● Directly related to the top bar design	Side bar accessed from the profile picture in the Topbar. It displays all the courses in which the user is enrolled and their professors.	Feature and graphic were approved
17/04/2025	Centralized Notification center	2	I... ▾	● Core function of the app	Homepage in which all the notifications of Teams and OLE are available. It is displayed when "General" is selected.	
24/04/2025	Notification selection and button	2	I... ▾	● Core function of the app	When selecting a notification,	

## Product roadmap

Date	Feature	Iteration	Status	Tt Feature Relevance	Tt Notes	Client's Feedback
	redirecting to the source				the user gets displayed the notification and a button which redirects the user to the original source is present.	
01/05/2025	Assignment list per due date	2	I... ▾	● Useful for the user to remind assignments due dates	Page connected to the homepage in which all the assignment are available ordered by due date. It is displayed when "Assignments" is selected.	
08/05/2025	Filtering by courses	3	N... ▾	● Useful for the user to display course specific notifications	When selecting a course from the sidebar the user is displayed a similar page "General" but containing notifications only from the selected course.	

# Product roadmap

Date	Feature	Iteration	Status	Feature Relevance	Notes	Client's Feedback
08/05/2025	Filter & Organization Tools	3	N... ▾	● Applied for enhanced UX	Multiple filters will be applied such as reorganizing assignments or pinning notifications.	

Legend:

- super important
- medium importance
- superficial importance



## Effort Evaluation

	Effort	Iteration 1	Iteration 2	Iteration 3
START				
Team Forming	5			
Specifications	30			
Effort Estimation	25			
User Stories	25			
LIFE CYCLE				
Log in (Figma design and prototyping)	5			
Top bar	20			
Course sidebar (Figma design and prototyping)	15			
Centralized notification center (Figma design and prototyping)	30			
Notification selection and button redirecting	15			
Assignment list per due date (Figma design and prototyping)	15			
Filtering by courses (Figma design and prototyping)	20			
Filter & Organization Tools (Figma design and prototyping)	25			
Feedback gathering	15			
Final Presentation + Report	30			
GitLab Upload	15			

\*The numbers used for the effort identifiactions are on a scale of 1 to 30

The effort estimation was carried out using the online platform “Planning Poker Online,” which enabled team members to share their assumptions regarding the effort required for each task. The initial evaluation was based on the Fibonacci sequence; the results were later converted to a scale from 1 to 30 to simplify the table representation.

# Risk Analysis

During the development of the application, several potential risks have been identified that could affect the success or timeline of the project. Below is a summary of the main risks, along with descriptions and proposed mitigation strategies.

## 1. User Adoption

One of the primary risks is that students may not perceive enough value in using an additional app. They might prefer to continue accessing OLE and Teams directly, without feeling the need for a unified interface.

To address this, the app will be designed to be lightweight, fast, and focused only on essential functionalities. Time-saving benefits and user convenience will be clearly highlighted. Real user testing phases will also be conducted to collect feedback and ensure the app meets students' real needs.

## 2. Integration with OLE and Microsoft Teams

Integrating with official university platforms like OLE and Teams may present technical or legal challenges, particularly in terms of API access or data permissions.

To prevent this issue, early research will be carried out to assess integration possibilities. Alternative solutions such as email parsing or browser scraping will be explored if necessary. The university's IT department may also be contacted for support or authorization.

## 3. Data Privacy and GDPR Compliance

The app will handle personal student data, such as enrolled courses and notifications, which could raise concerns regarding privacy and compliance with GDPR.

To mitigate this, sensitive data will not be stored locally. All communication will be encrypted, and a clear privacy policy will be provided to ensure transparency and compliance with data protection regulations.

## 4. Login and Authentication Complexity

Implementing a secure login system, especially if tied to the university's Single Sign-On (SSO), may present technical difficulties.

To manage this risk, the login system will be developed in the early stages of the project. OAuth2 or similar authentication methods will be explored, and a mock login will be created for use during the initial development phase.

## 5. Overcomplicated Interface

Including too many features could clutter the interface and result in a confusing user experience.

To avoid this, the team will focus on developing a Minimum Viable Product (MVP), offering only the core features needed to solve the main user problem. The design will be developed on Figma with focus in clean and intuitive interfaces. User feedback will play a key role in gradually improving the experience without overloading the app.