

First Iteration Report



Group name: DESPERADOS

Group members:

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Introduction

This is the Phase 2 delivery document for our project NotiFyU. The scope of the project is to provide university students with a centralized notification system that integrates OLE and Microsoft Teams. The application also includes an assignment manager to help students stay organized and focused. In this iteration, we focused on building the first visual and functional prototype using Figma, targeting the login flow and initial app structure. These initial features form the basis for user onboarding and navigation within the app.

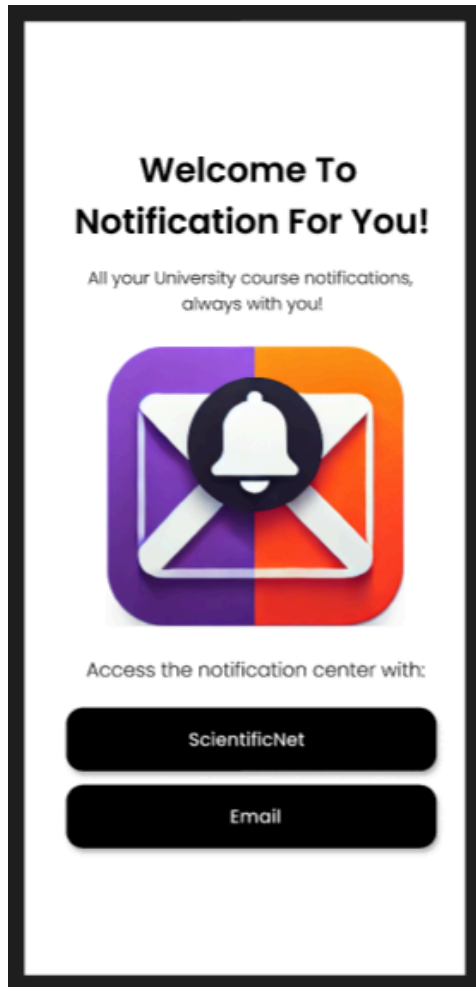
Implemented Feature(s)

We implemented the login workflow and created the skeleton for the main application dashboard. The features were prioritized based on their role in enabling user access and navigation. The team agreed that starting with the login system and layout would provide a strong foundation for upcoming iterations. This also allowed us to begin usability testing early and gather feedback on visual clarity and information hierarchy.

Demonstration of the Prototype


The prototype was created using Figma, and the working version can be found here: [NEY](#).

Implemented Views:



1. Welcome/Login Screen – Users are welcomed in the app and can decide to login via ScientificNet or Email.

Sign in



Insert your email and password to connect to your University account!

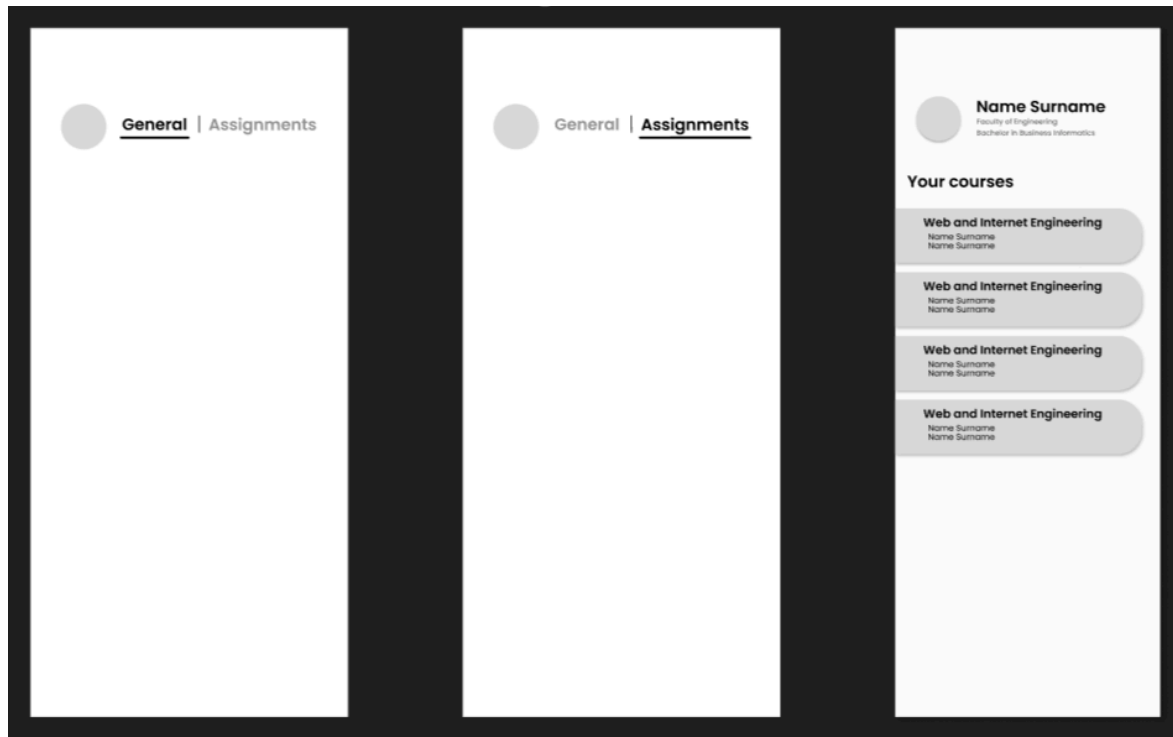
Email

Password

☐ Rememebr me [Forgot Password ?](#)

Submit

2. Sign-In Page – Fields for email and password, 'Remember Me' and 'Forgot Password?' options.














3. Main Dashboard for navigation – Structure with tabs 'General' and 'Assignments' prepared for next iteration. Students will be able to easily switch between seeing all general notifications or only assignments and will also be able to open a sidebar in which all courses are listed.

Changes and Reflection

In this iteration we prioritized the UI prototyping, which allowed us to create a user friendly login and general disposition of the app components and pages. This allowed us to get immediate visual feedback and align our ideas on navigation and structure.

Roadmap Update

Product roadmap						
Date	Feature	Iteration	 Status	 Feature Relevance	 Notes	Client's Feedback
27/03/2025	Log in	1		 Indispensable to access all other screens/features	Log in options with ScientificNet or email	Feature and graphic were approved
03/04/2025	Topbar	1		 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		 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		 Core function of the app	Homepage in which all the notifications of Teams and OLE are	

Product roadmap

Date	Feature	Iteration	Status	Tt Feature Relevance	Tt Notes	Client's Feedback
					available. It is displayed when "General" is selected.	
24/04/2025	Notification selection and button redirecting to the source	2	I... ▾	● Core function of the app	When selecting a notification, 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	

Product roadmap

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

Legend:

- super important
- medium importance
- superficial importance

Effort Report

The estimated time for the first iteration was 12 hours, consistent with the plan outlined in the project schedule. Actual time spent was slightly higher due to the need to learn and set up Figma collaboratively.

Name	Task	Time (hrs)
Chiara Mondardini	Planning, design sketching, Figma prototyping	5
Sofia Molinaroli	UI structuring, login design	4
Margherita Codemo	Layout, component setup	4

Summary

This iteration focused on achieving the milestones defined in the Project Plan: developing a functional login and dashboard layout, and starting receiving feedback on the design and app organization. The team successfully completed the login system and created a visual base to build upcoming features like notifications and assignment tracking. We feel confident in our roadmap and ready to continue development in the next iteration.