

Melquisedeque Pereira - WEBEU3 - Build Week #1

Proposal

- What problem does your app solve?

Droom is a website that allows you to search for your dream job as well as a great user experience and workflow for both job seekers and companies.

- Be as specific as possible; how does your app solve the problem?

This app attempts to combine Tinder's intuitive workflow and apply it to a LinkedIn type website allowing users to swipe right on their dream jobs and apply, or left to keep looking. A similar workflow is presented from the company point of view when selecting applicants to interview or hire.

- What is the mission statement?

Your career dreams, delivered.

Features

- What features are required for your minimum viable product?

Multi-page marketing website - Home and About;

Responsiveness;

Call-to-action as a login button;

Must be hosted online;

Must have content that relates to the project;

Description about the product and its features;

- What features may you wish to put in a future release?

Javascript implementation showing a project demo in the homepage to better explain to the user how the app works and its features.

- What do the top 3 similar apps do for their users?

Most similar apps also allow job-searching but lack on company side workflow and intuitive user experience.

Frameworks - Libraries

- What 3rd party frameworks/libraries are you considering using?

Stylus preprocessor and function libraries; (instead of LESS)
jQuery for DOM manipulation and other animations.

- Do APIs require you to contact its maintainer to gain access?

No

- Are you required to pay to use the API?

No

- Have you considered using Apple Frameworks? (MapKit, Healthkit, ARKit?)

No

For Data Scientists

- Describe the Established data source with at least rough data able to be provided on day 1.
- You can gather information about the data set you'll be working with from the project description. Be sure to collaborate with your PM, and your Backend Architect to chat about the resources you have.
- Write a description for what the DS problem is (what uncertainty/prediction are we trying to do here? Sentiment analysis? Why is this a useful solution to a problem?)
- A target (e.g. JSON format or such) for output that DS students can deliver to web/other students for them to ingest and use in the app

Target Audience

- Who is your target audience? Be specific.

People around 18-40 years old that are unemployed or are looking for a different job and companies that are medium to high rated by employees as a great workspace/experience.

- What feedback have you gotten from potential users?

- Have you validated the problem and your solution with your target audience?
How?

Research

- Research thoroughly before writing a single line of code. Solidify the features of your app conceptually before implementation. Spend the weekend researching so you can hit the ground running on Monday.

Prototype Key Feature(s)

- This is the “bread and butter” of the app, this is what makes your app yours. Calculate how long it takes to implement these features and triple the time estimated. That way you’ll have plenty of time to finish. It is preferred to drop features and spend more time working on your MVP features if needed.

Landing loading screen, 10 min

Animate css animations on scroll, 1 hour

Website Design, Logo and color scheme, 1 day

Header with Logo, Login and menu that opens and closes, 3 hour

Gradient background first section, 10min

Menu opening animation and parallax text animation, 2 hour

Write content about the application, 30min

Multiple sections with similar layouts, 8 hour

About page with a Team and Partners section, 2 hour