

# MVP for Group 2

Team Name: Group 10

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Team PM (NetIDs): amath24, darshp3

**Name your MVP “Group 2 MVP!” You are allowed to use bullet points!**

**What problem is your project trying to solve?**

(What audience is it for? How will your project solve the issue?)

This application will try to make it easier to learn new skills and master them, while showing your progress and what you are trying to learn in a fun gamelike but organized manner.

You can give the model a prompt on what you want to learn, and it generates this skill tree so that you know where you can start and what are the things you can do to learn the final concept.

Getting to learn new concepts can be tricky because of the vast amount of data available, usually on the subject, niche resources that don't allow you to get a complete understanding of things, and complex papers that have you spend more time looking at other resources than the original one.

**What features make up your MVP (Minimum Viable Product)?**

(What features do you hope to accomplish by the end of the semester?)

By the end of the semester, we hope to have an app with an AI that can take in what your current abilities are with your given skill and generate a skill tree/path based on what you want to learn to help you become better in that area over time.

**What are some additional features outside the MVP?**

(A list of features that would be nice to add after finishing the MVP.)

- A quiz system that checks the mastery of different concepts.
- Presents a list of resources that you can use to learn the concept by analysing different resources and finding common learning points.

**Which does the tech stack look like and why did you choose these over alternatives?**

(Feel free to discuss with your PM! Examples: React, Python, Java, etc. You do not need to know how to use these right now.)

We want to make a website so we are going to use...

**What will the project timeline look like?**

(Discuss this with your PM as well! You don't have to stick to it, but this should give you a general guideline for how the project should progress.)

Sprint 0- Learn React + set up environment

Sprint 1- Learning backend frameworks; API calls

Sprint 2- Creating a backend that works for our project

Sprint 3- Use LLM API responses to create different skill trees

Sprint 4- Figma out the design / connect to frontend