2Bmetro IVLE application specification

(Brainstorming)

Functions and features:

* Panorama view for home screen (what’s new, modules(two pages), favorites)
* Pivot view for module information navigation (announcements, workbin, gradebook, module info, webcast and etc.)
* Pin to start functionality (app, module and folders can all be pinned to the start screen)
* Live tile update
* Push notification with third party server (to be determined)
* SkyDrive integration (file uploading functionality)
* Office integration (to be determined)
* Location information (use NUS Living Lab Project APIs [NUS Living Lab website](http://nuslivinglab.nus.edu.sg/) ) (to be determined)
* Push Notification (No need 3rd party server?? Not shocket)
* Multitasking (pinning project tiles to start area, tab to the icon tile can directly navigate the detailed screen, to be determined)
* Simple TODO Timetable and reminder (to be determined)
* Rollover effect with tiles in the application with text and image. (refer to “微疯客栈” app)
* Please add other ideas

Vision

To make our schoolmates more productive by providing easy and intuitive learning experience

Incentive

With the popularity of smartphones, everything in people’s daily life seems to go mobile these days. This is exactly what is happened here with our tech-savvy NUS students. In possession of a smartphone, any NUS student can get access to academic resources both inside and outside school. However, fast internet connection, large touch screen and astonishing computing raw power are far from enough; the exact role that our smartphone could play in our learning journey is not at all well-defined. Too small for viewing teaching materials or watching webcast, yet too wasteful for checking school calendars; our smartphone is in such an awkward position such that its natural advantage of being personal, private and handy is not being fully utilized. Although being marketed as personal digital assistant in most cases, smartphones are barely recognized as study companions or academic pals.

The incentive that drove us into this program is to build a mobile application that could make our day-to-day study life easier and more productive. It takes full advantage of some of the unique features provided by Windows Phone 7 platform and the metadata collected by the device hardware so that the application itself is able to accompany you throughout the entire academic year. We hope with our application, every NUS student can experience a free, enjoyable and productive study journey.

Development life cycle:

Deadline: **6th of July 2359hrs (source code, video and screenshots)**

**Flow Chart**

User

Update/Retrieve Data

Requests

Feedbacks

Send Data

Modify

Interacts

Events Handlers

Feedbacks

APIs

Model Storage

Control Logic

UI

Classes

Models:

* User:
* IAPI:
* Todo:

Control:

* Controller:

UI: