

User Interface Design Document

Boardman Computer Science Lab Web Portal

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Boardman Computer Science Lab Web Portal

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1. Introduction

The Boardman Computer Science Lab Web Portal is an all encompassing tool for computer science students at the University of Maine. It is designed to ensure better help for students seeking aid in both specific inquiries, and broad subject areas at the Boardman Computer Science Lab through use of an interactive calendar, individual and group meeting scheduling, forum posting, and news updates. The Web Portal will make the Boardman Computer Science Lab more accessible and easy to use for University of Maine Computer Science Students.

1.1 Purpose of This Document

The purpose of this document is to outline and describe the User Interface design of the Boardman Computer Science Lab Web. It is intended primarily for the client of the project and the development team to keep true to requirements and the project's intended design moving forward and for posterity of reference. This document is also intended for any other interested parties for official documentation of the application. This document details the formatting standards used by this application that ensure consistency throughout, a diagram (figure 1.1-1.3) that describes the transitions between UI elements, mockups of the application's pages, and a full description of all data items that can be entered into the system by the user.

1.2 References

Dufour, Christopher, and Penny Rheingans. "dufour_help-Resource-Scheduling." 16 Sept. 2021.

In-House Operations. "In-House Operations SRS." *Google Docs*, Google, 18 Oct. 2021,
<https://docs.google.com/document/d/1YIFScQdYOcsTWcKpfTEac3g4aTRo3XtSTO1Uay2CQv4/edit?usp=sharing>.

In-House Operations. "Ui Design Ideas." *Google Docs*, Google, 4 Nov. 2021,
<https://docs.google.com/document/d/1UTH4vEWQyTghzSD2DuvfVMSrA-7srWsTkONHvFu4Suo/edit?usp=sharing>.

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<https://docs.google.com/document/d/1qvNbDHLXdX5J8jHynGA8STqZW0qGLAZs1bayzoYAhoy/edit?usp=sharing>.

Morse, Samuel "Figma Design" 21 Nov. 2021
[https://www.figma.com/file/YvE53I7e9N8KaubB23RP2m/Main\(e\)-Site?node-id=0%3A1](https://www.figma.com/file/YvE53I7e9N8KaubB23RP2m/Main(e)-Site?node-id=0%3A1)

Schanck, Aaron. "Team 17 Capstone Proposal." *Google Docs*, Google, 4 Oct. 2021,
<https://docs.google.com/document/d/19nm8LNdbCEEEdSQNdVRj570LcsRJC7rjRumRwU4srtBE/edit?usp=sharing>.

University of Maine. "Brand Standards" 21 Nov 2021
<https://umaine.edu/marketingandcommunications/wp-content/uploads/sites/209/2020/06/Brand-Stands-FINAL-web.pdf>

2. User Interface Standards

The user interface standards include an overview of the design standards used to maintain consistency in the user interface throughout the system. This encompasses layout/design, components, navigation components, navigation, and error handling. These standards can be further observed in Section 3 figures 2.1-2.22.

2.1 User Interface Standards Expanded

2.1.1 Layout and Design

The general layout of the application is simple, with a navigation bar on the left hand side of the display and content in the center (justified right). We worked on creating a layout that would be usable for mobile devices, with the option to hide the navigation bar for optimal viewing. Each page has tabs that are specific to user privilege level, and maintain a simple design standard.

A dark color palette was used to both reduce eye strain and save energy. Colors included are brought directly from the University of Maine 2018 Branding Standards to ensure continuity with the user's workflow.

There are no soft edges in the design (except for special buttons) to portray a utilitarian application - the design focuses on use while maintaining a clean organized appearance. We were influenced by the design of other applications that students commonly engaged with such as [Slack](#) and [Discord](#).

University of Maine Design Standards:

<https://umaine.edu/marketingandcommunications/wp-content/uploads/sites/209/2020/06/Brand-Standards-FINAL-web.pdf>

2.1.2 Components

Buttons



Green = Creating and Saving

Red = Removing and Deleting

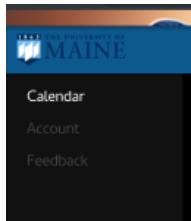
Light Blue = Editing and Altering

Dark Blue = Navigation Link

Interactive regions of the application are highlighted in brighter colors than other elements, though the navigation pane remains darker than the content itself. Buttons are color coded based on their purpose

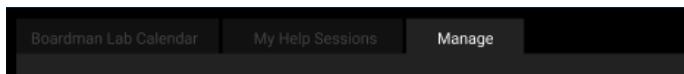
2.1.3 Navigation

Left Side Navigation Pane



The left side navigation pane is reserved for larger scope navigation such as account view, calendar view and feedback. This navigation should be a hideable entity for the web version of the application.

Tabs in Content



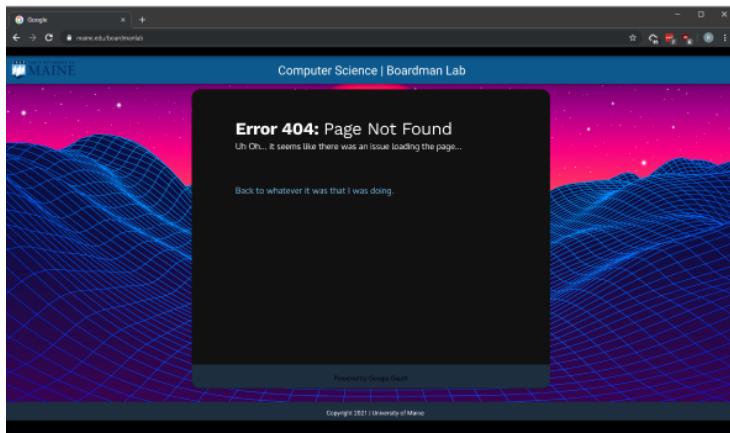
Each content page may have multiple navigation tabs to enable other features of the application to be more easily accessible to the user. Currently selected tabs are highlighted while the other tabs are darkened.

Button Links



There are a series of buttons that will direct the user to other content that is contained within the current section, such as the

2.1.4 Error Handling



In the event of an error, an appropriate error message will appear and direct the user back to the last correctly loaded page.

3. User Interface Walkthrough

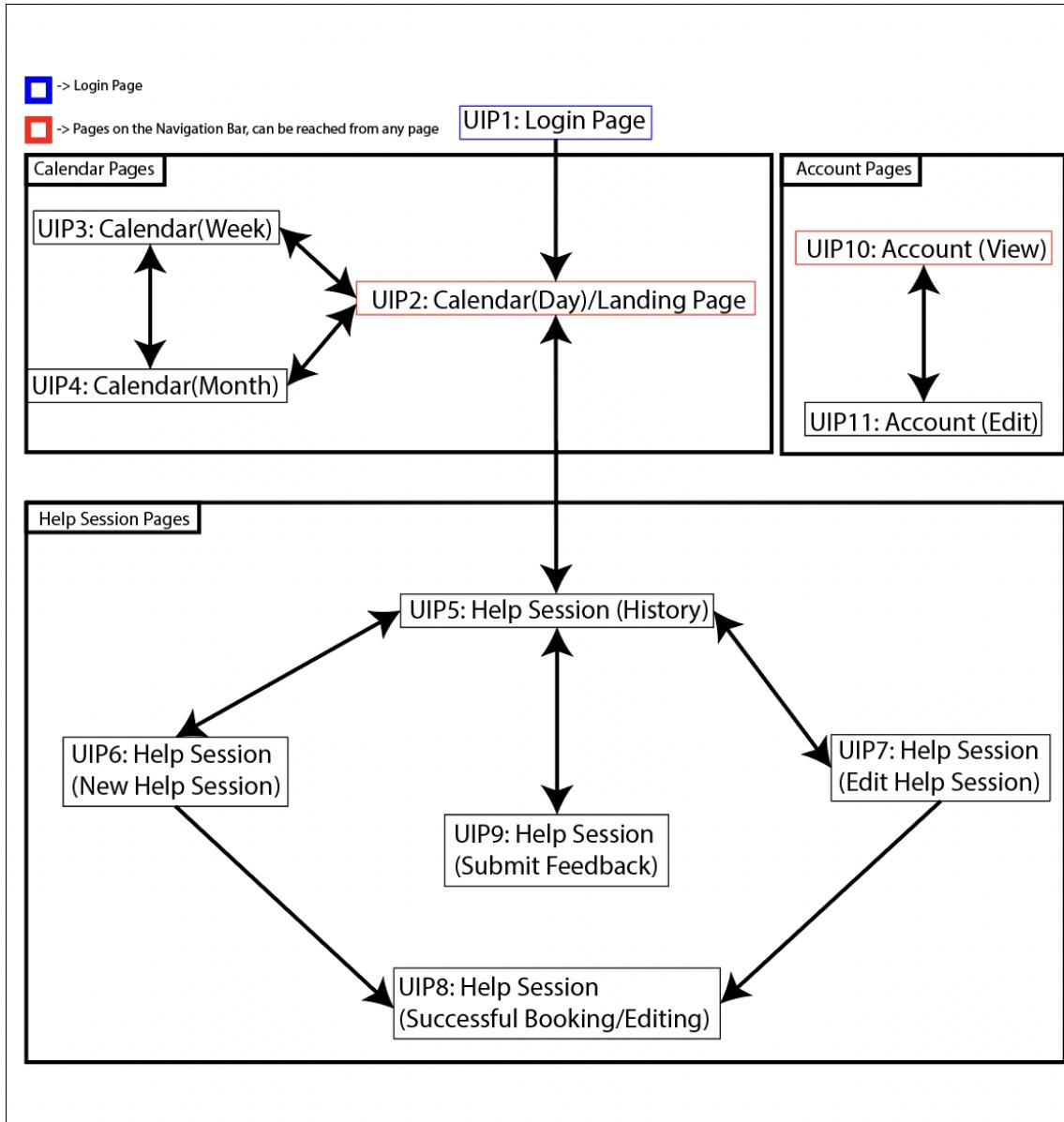
The User interface Walkthrough consists of three navigation diagrams and a series of User Interface Design Mockups. The navigation diagrams are split into 3 sections, the experience as a student user, helper user, and admin user. There are small differences between the three, mostly having to do with permissions to

data and scheduling features outlined in figures 1.1-1.3. The User Interface Design Mockups show a visual of the actual pages of the application, the UI elements, and their purposes.

3.1 Navigation Diagrams

3.1.1 Student View

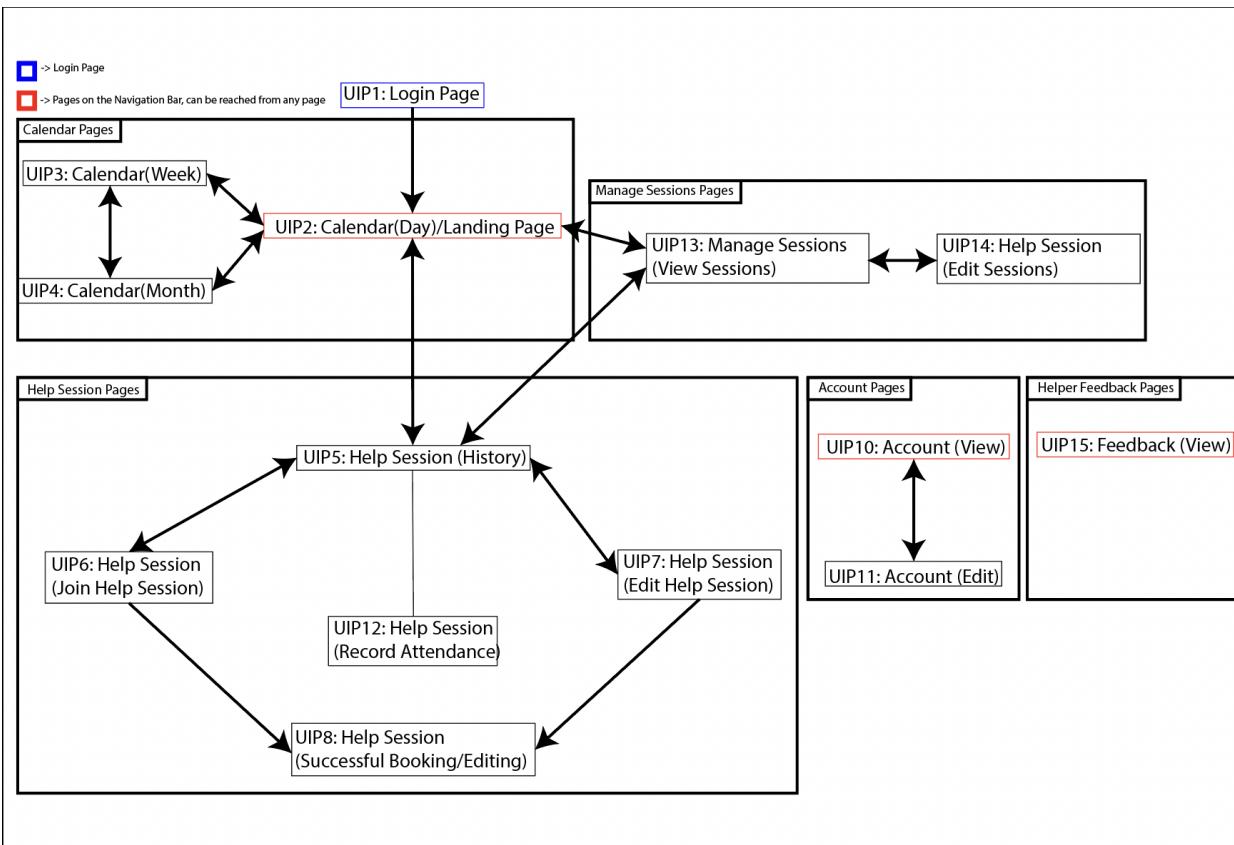
figure 1.1: Navigation Diagram Student View



Description: Figure 1.1 shows the navigation paths through each page of the application as a general student user. Arrows denote a direction a user can take from one page to another, and the black boxes separate general page groupings in the application.

3.1.2 Helper View

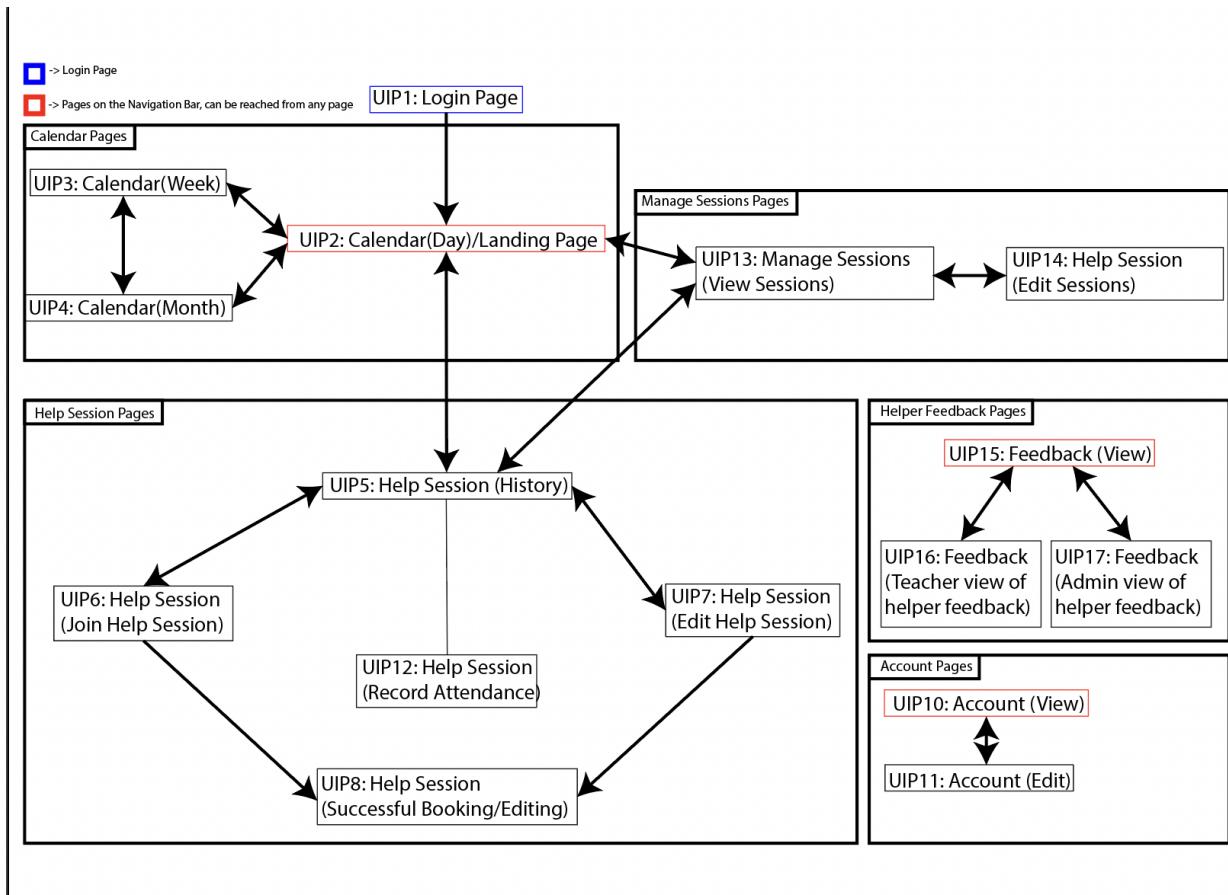
figure 1.2: Navigation Diagram Student View



Description: Figure 1.2 shows the navigation paths through each page of the application as a general helper user. Arrows denote a direction a user can take from one page to another, and the black boxes separate general page groupings in the application.

3.1.3 Admin View

figure 1.3: Navigation Diagram Admin View

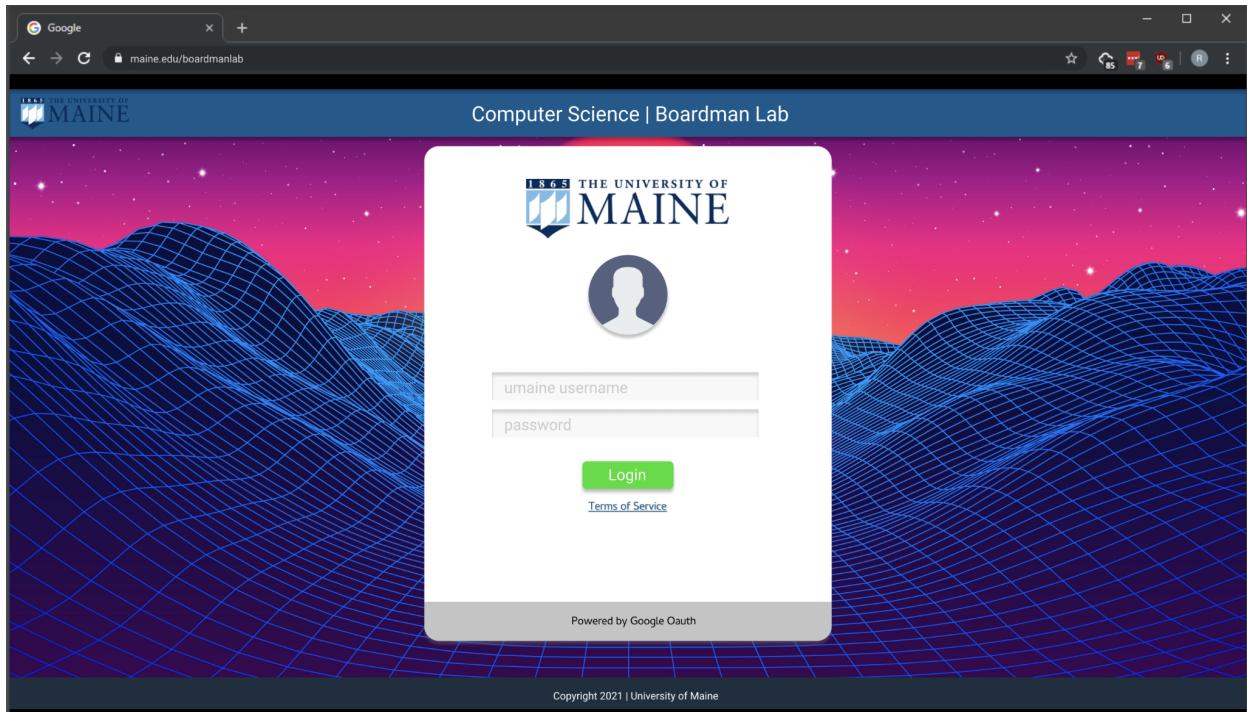


Description: Figure 1.3 shows the navigation paths through each page of the application as a general admin user. Arrows denote a direction a user can take from one page to another, and the black boxes separate general page groupings in the application.

3.2 User Interface Design Mockups

3.2.1 UIP1: Login

figure 2.1: Login Screen



Description: UIP1 is the main login page for all users. The user interaction in UIP1 occurs in the main window in the center of the screen. The user is able to enter strings into the two text boxes for username and password. The user can also click the buttons for Login, which will submit the imputed strings for validation and send the user to UIP2, and the Terms of Service button which will take the user to the terms of Service page of the application.

3.2.2 UIP2: Calendar(Day)/Landing Page

figure 2.2: Calendar (Day)/Landing Page Student View

The screenshot shows a web browser window for the University of Maine's Boardman Lab calendar. The URL is maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there are navigation links for "Calendar" and "Account". The main content area is titled "Boardman Lab Calendar" and shows a grid of scheduled help sessions for Monday, November 22, 2022. The sessions are listed in 1-hour increments from 8:00 am to 3:00 pm. Each session includes the helper's name, title, and class. An "Attending" button indicates the number of students attending each session. The sessions are as follows:

Time	Helper	Title	Class	Attendance
8:00 am - 9:00 am	Zach Hutchinson (TA)	TA for COS125		1
9:00 am - 10:30 am	Sam Wagner (Lab Monitor)	CS Undergraduate - Junior		4
10:30 am - 12:00 pm				
12:00 pm - 1:00 pm	Klei Bendo (MLA)	MLA for COS250		2
1:00 pm - 2:00 pm	Sam Morse (MLA)	MLA for COS125		0
2:00 pm - 3:00 pm	Hannah Yellen (MLA)	MLA for COS125		2
3:00 pm - 4:00 pm	Aayush Manandhar (PHD Student)	TA for COS331		3

At the bottom of the page, it says "Copyright 2021 | University of Maine".

Description: UIP2 is the landing page for the user once they log in. Additionally it is the day view of the calendar. On this page, users will see help sessions scheduled at specified times during the day as well as hours for helpers. This page has a different look for different types of users: student, helper, and admin. The student view (seen above, figure 2.2) has no interactive elements except moving to the my help page

figure 2.3: Calendar (Day)/Landing Page Helper View

The screenshot shows a web browser window for the University of Maine's Computer Science Boardman Lab. The URL is maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there is a sidebar with links for "Calendar", "Account", and "Feedback". The main content area is titled "Boardman Lab Calendar" and shows a grid of help sessions for Monday, November 22, 2022. The sessions are listed in 1-hour increments from 8:00 am to 3:00 pm. Each session includes the helper's name, title, and class. An "Attending" button indicates the number of attendees, and a red "Remove" button allows helpers to delete their own sessions. The grid is as follows:

Time	Helper Name	Title	Class	Attendees	Action
8:00 am - 9:00 am	Zach Hutchinson (TA)	TA for COS125		1	
9:00 am - 10:30 am	Sam Wagner (Lab Monitor)	CS Undergraduate - Junior		4	
12:00 pm - 1:00 pm	Klei Bendo (MLA)	MLA for COS250		2	Remove
12:00 pm - 4:00 pm	Zach Hutchinson (TA)	TA for COS125		0	
12:30 pm - 1:30 pm	Sam Morse (MLA)	MLA for COS125		2	
1:00 pm - 3:00 pm	Hannah Yellen (MLA)	MLA for COS125		2	
1:00 pm - 3:00 pm	Aayush Manandhar (PHD Student)	TA for COS331		3	

At the bottom of the page, it says "Copyright 2021 | University of Maine".

Description: Figure 2.3, seen above, is the helper view of the day calendar. It has the same elements as the student day calendar in figure 2.2, but helpers are able to remove their own help session by clicking the “remove” element in red, removing their help session from their calendar and the attendee’s calendars.

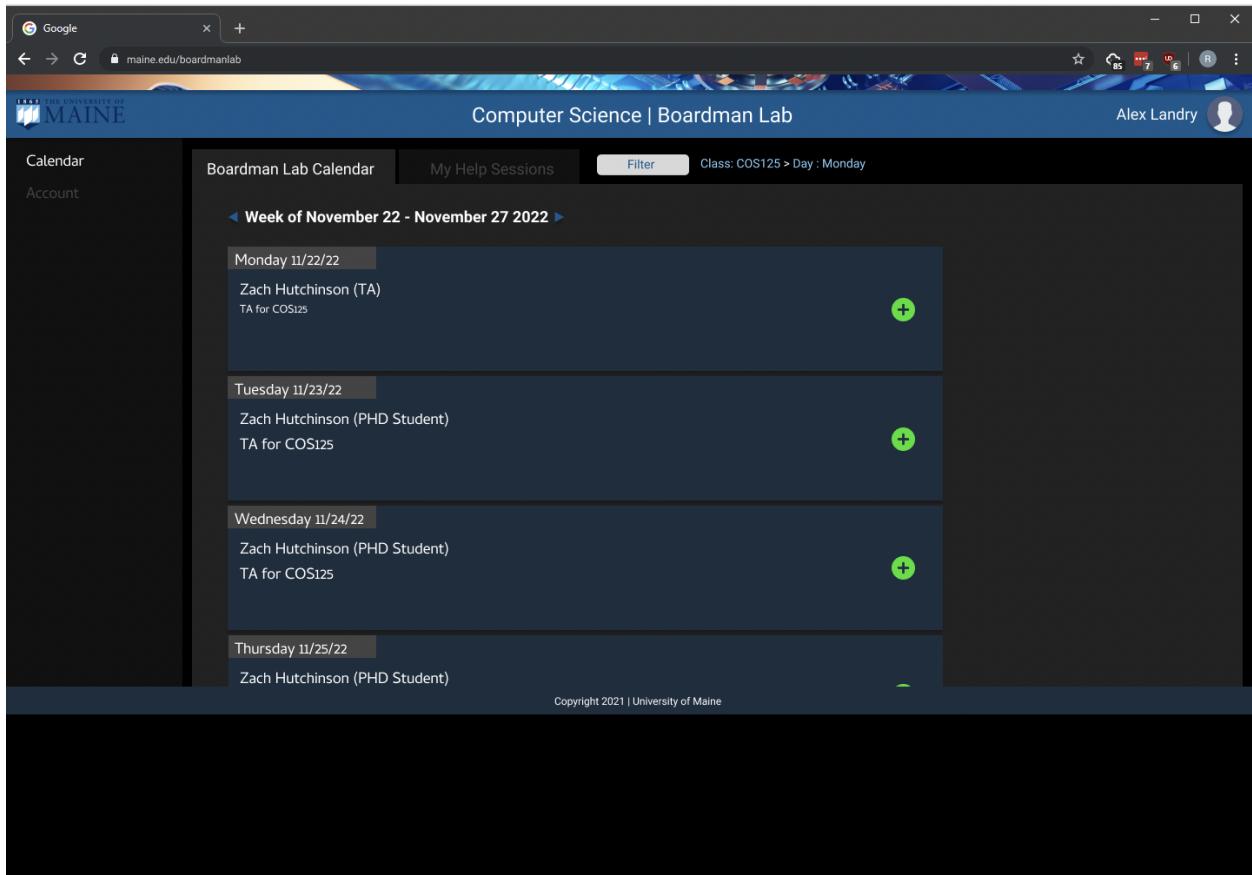
figure 2.4: Calendar (Day)/Landing Page Admin View

The screenshot shows a web-based calendar interface for the Computer Science | Boardman Lab. At the top, there's a navigation bar with links for 'Calendar', 'Account', and 'Feedback'. On the right side of the header, there's a user profile for 'Chris Dufour' and a small profile picture. Below the header, the main content area is titled 'Boardman Lab Calendar' and shows a grid of scheduled times for Monday, November 22, 2022. The grid is organized into four columns representing time slots: 8:00 am - 9:00 am, 9:00 am - 10:30 am, 12:00 pm - 1:00 pm, and 1:00 pm - 3:00 pm. Each slot contains a list of helpers with their names and titles. For example, the first slot (8:00 am - 9:00 am) lists 'Zach Hutchinson (TA)' as 'TA for COS125'. Each entry includes a blue 'Attending' button with a count (e.g., 1, 2, 3, 4, 0) and a red 'Remove' button. The bottom right corner of each grid cell also has a small 'Remove' button. Above the grid, there are navigation arrows for 'Monday November 22 2022' and filter options for 'Class: All > Day: Monday'. A 'Filter' button and a 'Class: All > Day: Monday' dropdown are located at the top right of the grid area. At the very bottom of the page, there's a copyright notice: 'Copyright 2021 | University of Maine'.

Description: In the image the admin can view and remove all of the times that have been scheduled to have a helper in the lab. The information they can view include the name of the helper and what they are, eg: Ta for 125 or MLA for 250. The admin is able to view how many people are attending for the time that the helper has scheduled. The admin also has the option to remove any of the scheduled times as well. The page also has a filter that allows the use of two factors. The first is by class, with this the admin can view all the helpers for a certain class, eg COS125. The other factor that can be used is the date, in which the admin can view the scheduled times just for the selected date. In order to remove a time from the calendar the admin can select the “remove” button on the lower right corner on any of the times.

3.2.3 UIP3: Calendar(Week)

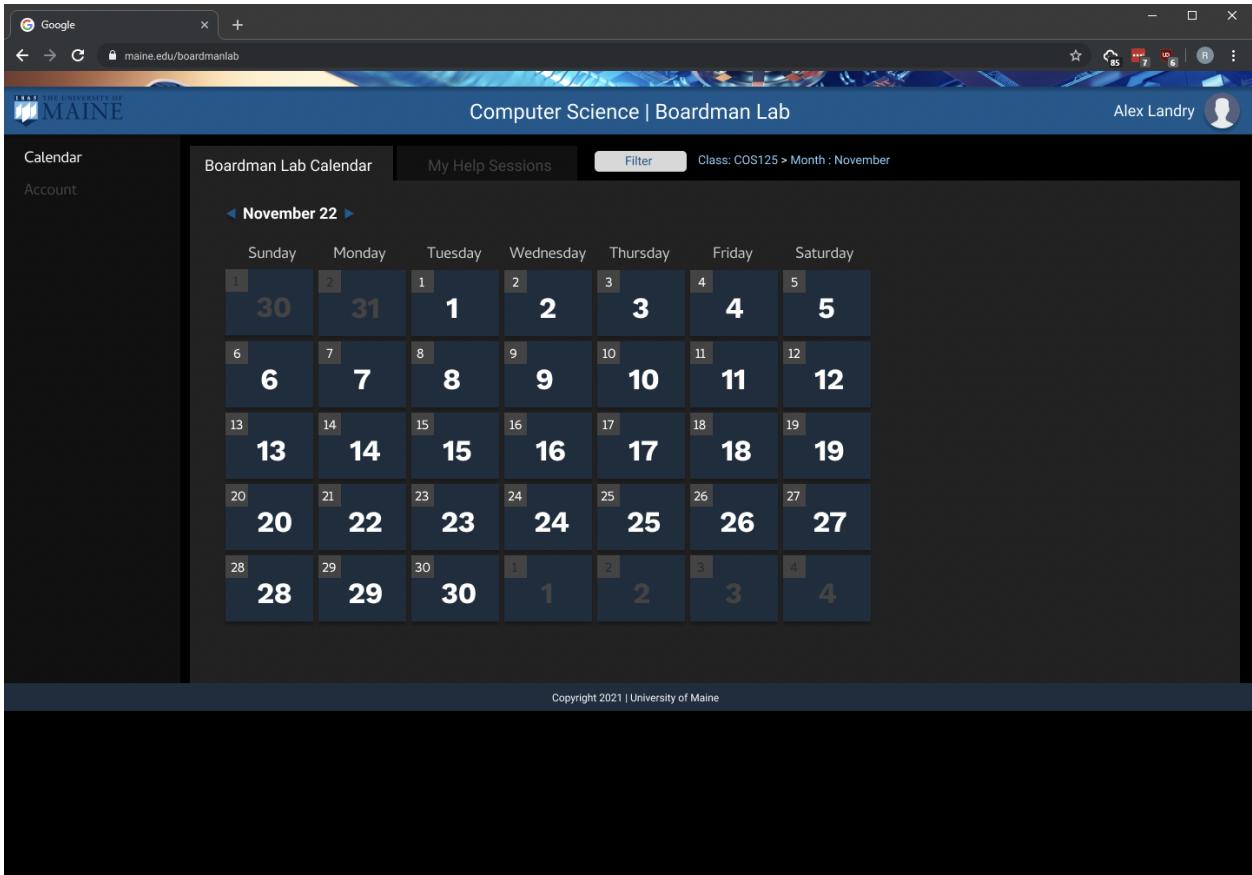
figure 2.5: Calendar (Week) student



Description: In the image the student is presented with the options for lab help throughout the entire week. They have the option to schedule any of the given times that have been declared as available by the helper which is displayed in the boxes that contain the date, the helper's name and what class they can help with. The student also has the option to use the filter, which can be found at the top of the page, which can be used to determine what date that the student wants help. The filter also has an option to determine what class the helper is associated with thus allowing the student to find appropriate help for a specific class.

3.2.4 UIP4: Calendar(Month)

figure 2.6: Calendar (Month) Student



Description: In the image the student can view all the days within the month. Each date within the UI is a button that can be selected. After selecting a date the app will display all of the available times for help on that date. The page that the student will be taken too will be the image that was shown earlier 3.2.2 UIP2: Calendar(Day).

3.2.5 UIP5: Help Session (History)

figure 2.7: Help Session (History)

The screenshot shows a web browser window for the University of Maine Boardman Lab. The URL is maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there's a sidebar with "Calendar" and "Account" buttons. The main content area is titled "Boardman Lab Calendar" and "My Help Sessions". A "Filter" button is also present. Below this, there's a "All" filter dropdown. The page lists three help sessions:

Monday 11/22/22 12:30 pm - 1:30 pm	
Helper	Zach Hutchinson (PHD Student)
Topic	COS 125
Time	15 Minutes
Provide Feedback	

Friday 11/27/22 12:30 pm - 1:30 pm	
Helper	Zach Hutchinson (PHD Student)
Topic	COS 125
Time	15 Minutes
Provide Feedback	

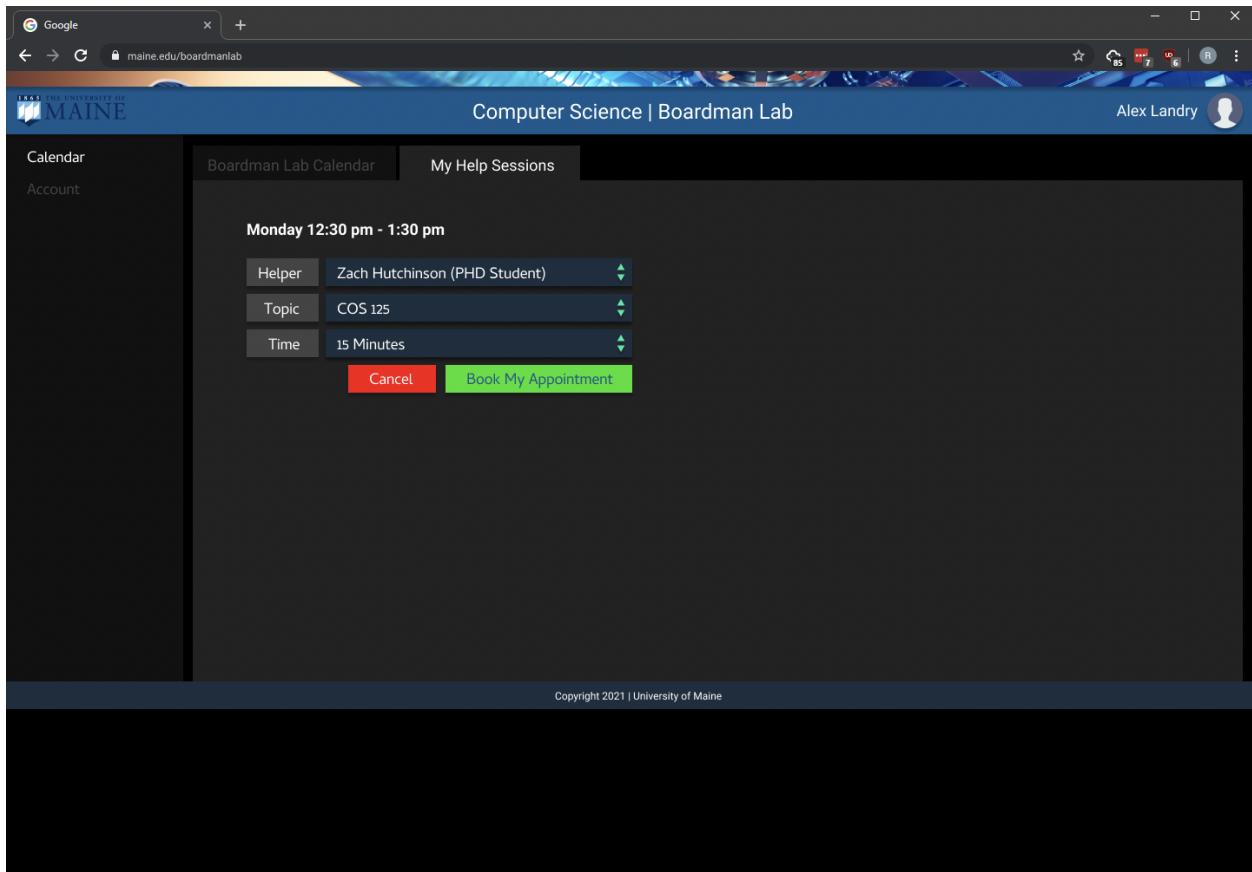
Friday 10/21/22 12:30 pm - 1:30 pm	
------------------------------------	--

At the bottom of the page, it says "Copyright 2021 | University of Maine".

Description: UIP5 shows the student's help session history. Whenever a student attends a help session, that session appears in their history. The windows for each session include the date of the session, the associated helper, topic and time. The user is able to select the “provide feedback” element to bring the user to UIP9. The user is also able to select the filter UI element to filter by helper, topic, time, and date.

3.2.6 UIP6: Help Session (New Help Session)

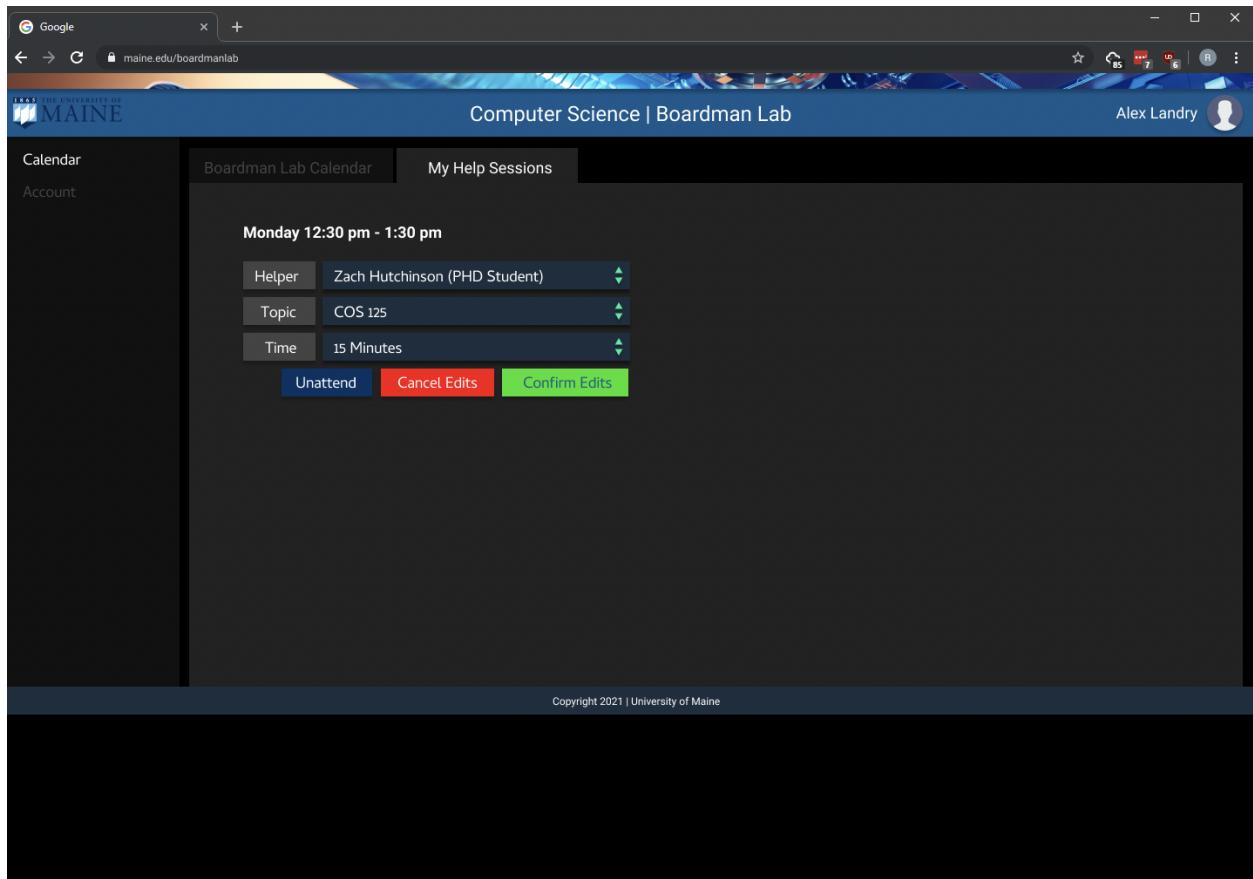
figure 2.8: Help Session (New Help Session) Student View



Description: UIP6 shows the process of a student booking an appointment with a specific helper. The user selects a time/date, a helper, topic of help, and the time frame needed. There are two elements below this to cancel the current action, and to confirm the selections.

3.2.7 UIP7: Help Session (Edit Help Session)

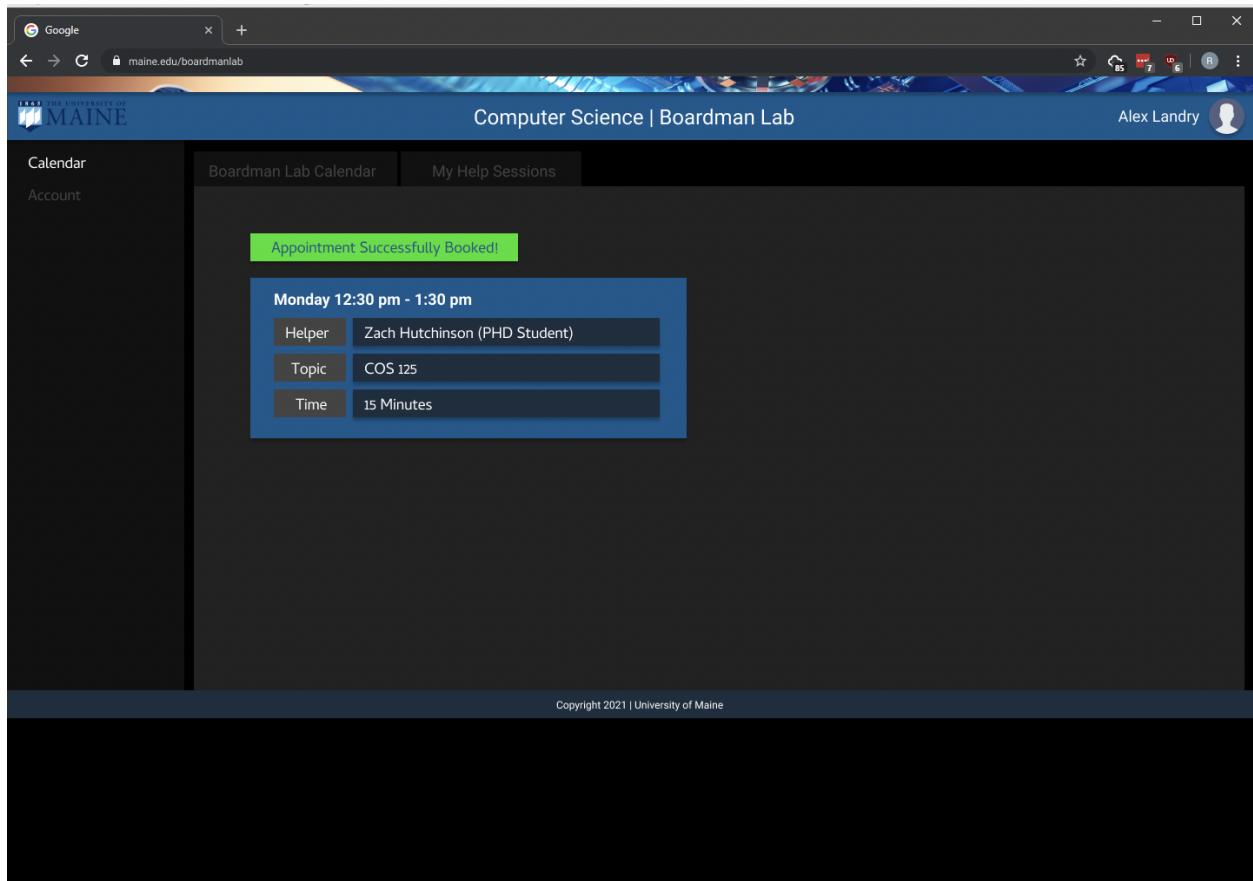
figure 2.9: Help Session (Edit Help Session) Student View



Description: Figure 2.9 shows what a student user would see when editing their help session. They are given the options to change helper, topic, and time with drop down menus. The three options you see under the previously mentioned features are allowing the user to confirm their changes, cancel their changes, and unattend which would mean they won't be able to make it.

3.2.8 UIP8: Help Session (Successful Booking/Editing)

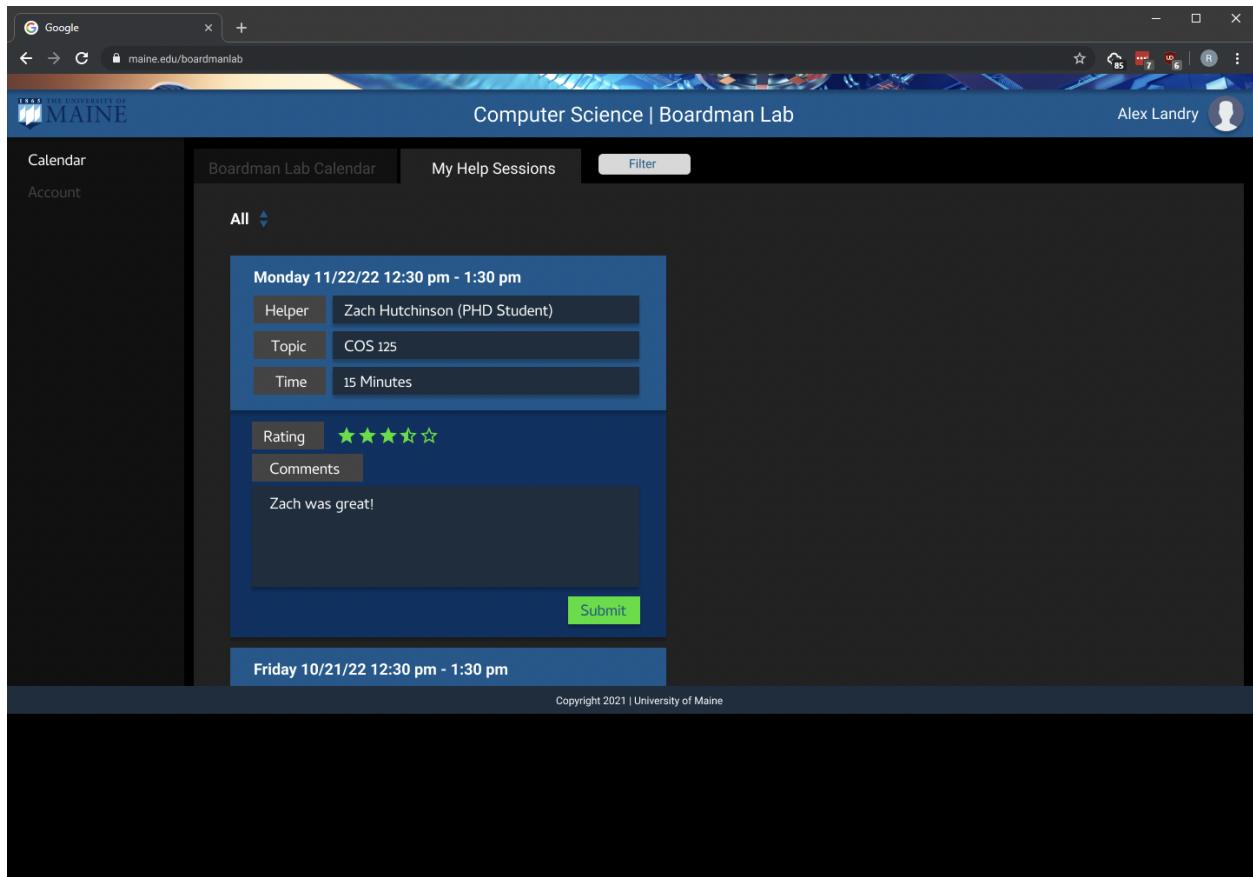
figure 2.10: Help Session (Successful Booking/Editing)



Description: Figure 2.10 shows the confirmation screen a student user will see after successfully booking a help session.

3.2.9 UIP9: Help Session (Submit Feedback)

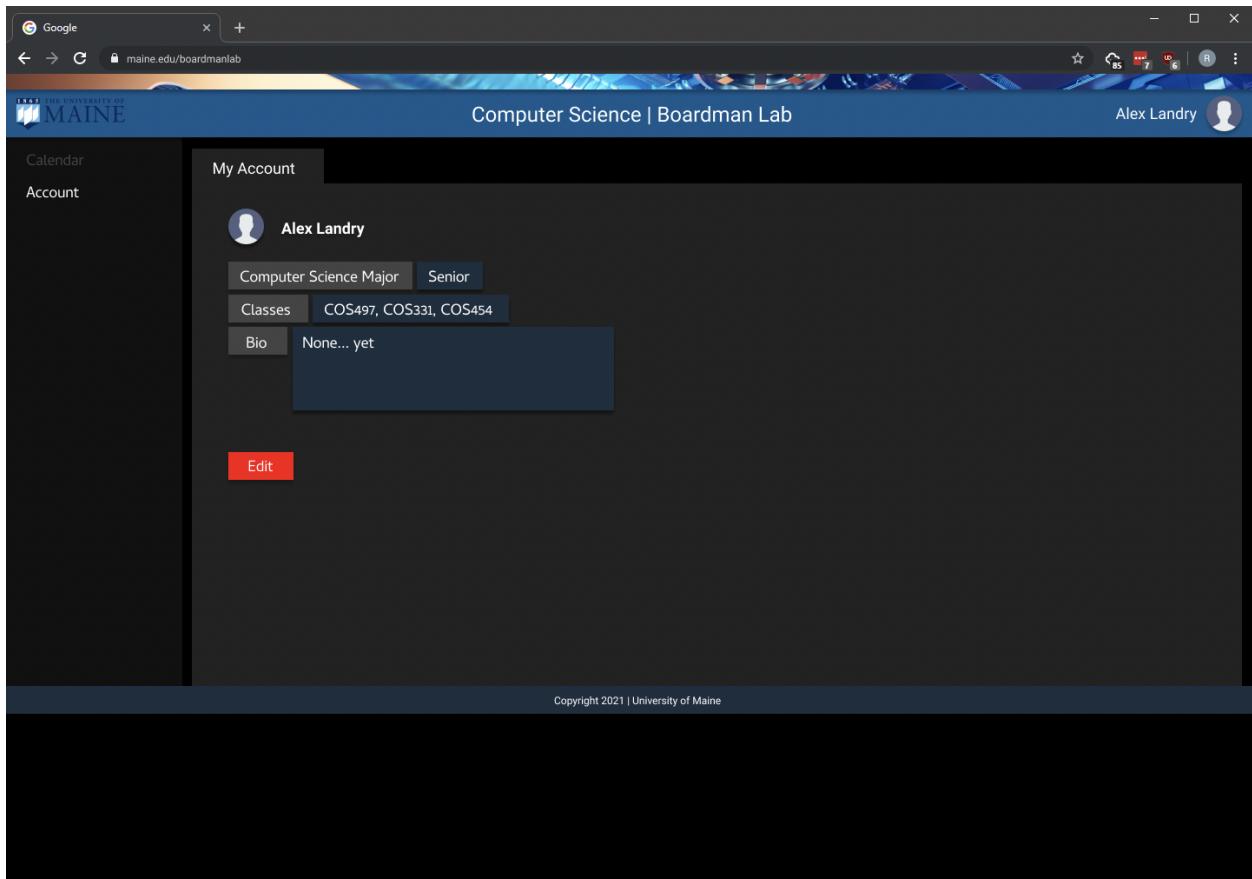
figure 2.11: Help Session (Submit Feedback)



Description: Figure 2.11 shows what screen a user will see when checking past help sessions. The user is given an option to rate their session on a 1-5 star scale. This information will only be able to be seen by the helper themselves, the student who wrote it, and administrators. Under the star rating the student is given the option to leave any comments which the helper will be able to see. There is also a submit button in the bottom right of the feedback box. This will submit the feedback to the helper.

3.2.10 UIP10: Account (View)

figure 2.12: Account (View) Student View



Description: Figure 2.12 shows a view of the 'Student Account', which consists of a student's academic year, classes, and bio. There is an edit button, which when pressed allows the student to edit their profile. On the left of the screen there is a navigation bar that they can use to navigate between the account view and the calendar view.

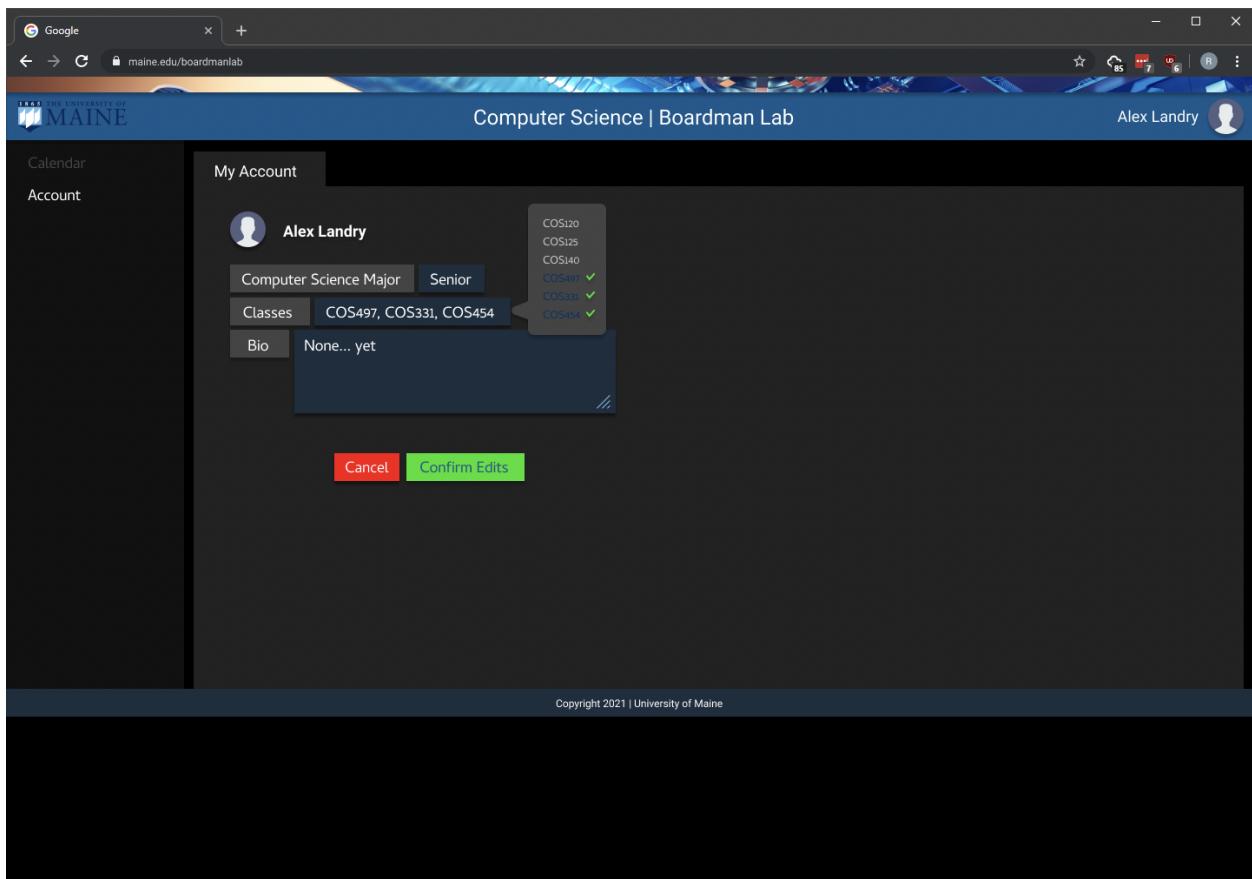
figure 2.13: Account (View) Helper View

The screenshot shows a web browser window for the University of Maine Computer Science Boardman Lab. The URL is maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there's a navigation bar with links for "Calendar", "Account" (which is the active tab), and "Feedback". The main content area is titled "My Account" and displays a profile for "Klei Bendo". The profile includes a user icon, the name "Klei Bendo", and sections for "Computer Science Major" (Senior), "Classes" (COS497, COS331, COS454), "Position" (MLA), "Topic/Class Proficiencies" (COS125, COS140, COS226, COS250), and "Bio" (None... yet). An "Edit" button is located at the bottom left of the profile section. The footer of the page includes the text "Copyright 2021 | University of Maine".

Description: Figure 2.13 shows a view of the 'Helper Account', which consists of a helper's academic year, classes, position, topic/class proficiencies, and bio. There is an edit button, which when pressed allows them to edit their profile. On the left of the screen there is a navigation bar that the helper can use to navigate between the account view, calendar view, and the feedback view.

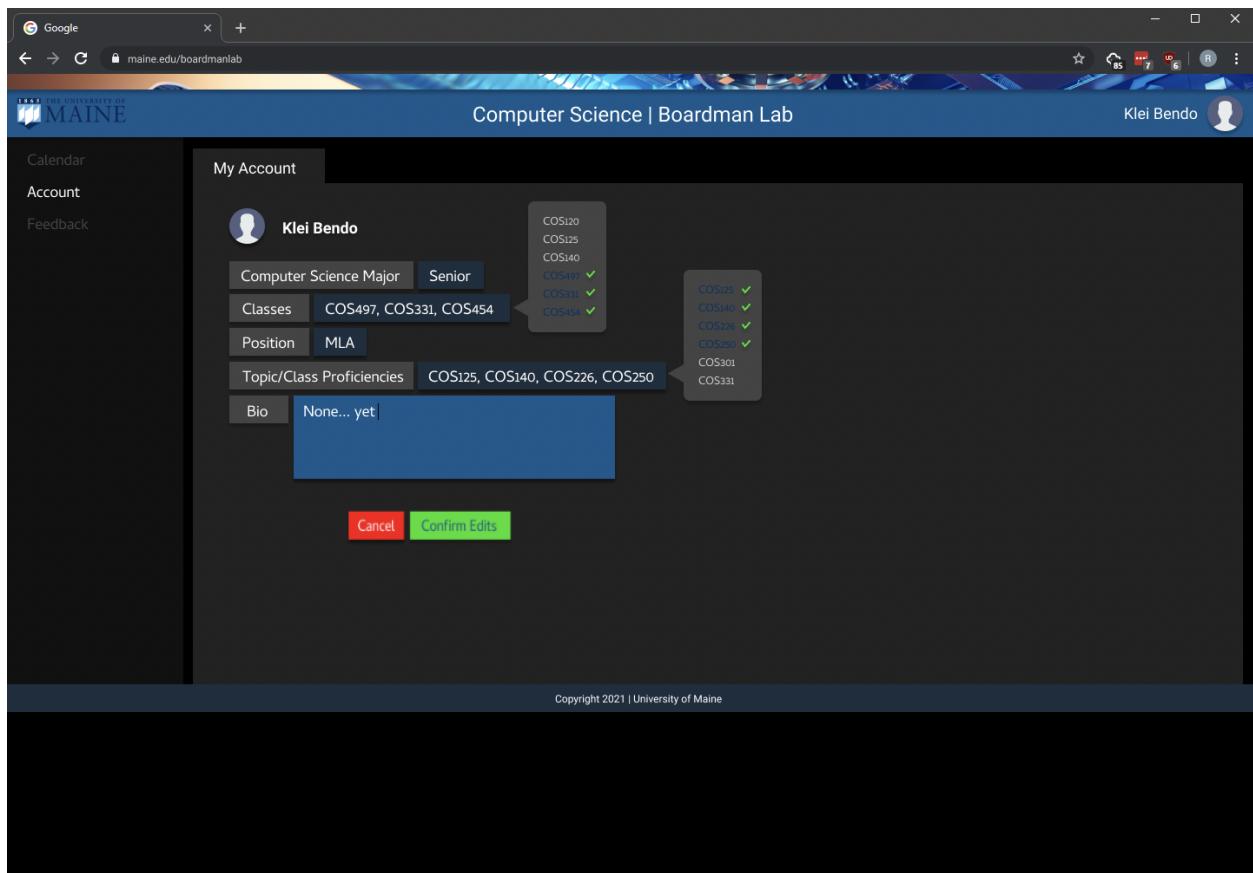
3.2.11 UIP11: Account (Edit)

figure 2.14: Account (Edit) Student View



Description: Figure 2.14 shows the student view of the 'Edit Account' user interface. The student is able to add or remove classes from a given list, as well as change their bio. There is a 'Cancel' button which redirects them to the 'View Account' user interface and discards their changes. There is also a 'Confirm edits' button which saves the changes made.

figure 2.15: Account (Edit) Helper View



Description: Figure 2.15 shows the helper view of the ‘Edit Account’ user interface. The helper is able to add or remove classes and topic/class proficiencies from a given list, as well as change their bio. There is a ‘Cancel’ button which redirects them to the ‘View Account’ user interface and discards their changes. There is also a ‘Confirm edits’ button which saves the changes made.

3.2.12 UIP12: Help Session (Record Attendance)

figure 2.16: Help Session (Record Attendance)

The screenshot shows a web browser window for 'maine.edu/boardmanlab'. The title bar reads 'Computer Science | Boardman Lab'. The left sidebar has links for 'Calendar', 'Account', and 'Feedback'. The main content area is titled 'Boardman Lab Calendar' and 'My Help Sessions'. A dropdown menu under 'This Week' shows options: This Week (selected), Last Week, This Month, Last Month, and All Time. The first session listed is '11/27/22 12:00 pm - 1:00 pm' for 'Klei Bendo (MLA)'. Below it is 'MLA for COS250'. An 'Attendance' button shows '5'. Underneath are five student names with checkboxes: Graham Berry (COS125) (unchecked), Lucas Bent (COS125) (checked), Sarah Foust (COS125) (checked), Sean Bena (COS125) (unchecked), and Rhianon Gould (COS125) (checked). The second session listed is '11/22/22 12:00 pm - 1:00 pm' for 'Klei Bendo (MLA)'. Below it is 'MLA for COS250'. An 'Attendance' button shows '1'. At the bottom of the page is the copyright notice 'Copyright 2021 | University of Maine'.

Description: Figure 2.16 shows the user interface that a helper can interact with to record attendance for each of their help sessions. The sessions can be filtered by this week, last week, this month, last month, and all time. The helper can view which students signed up for a particular help session, and click the checkboxes for those who actually attended the session.

3.2.13 UIP13: Manage Sessions (View Sessions)

figure 2.17: Manage Sessions (View Sessions)

The screenshot shows a web browser window for the University of Maine's Boardman Lab. The URL is maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there is a sidebar with links for "Calendar", "Account", and "Feedback". The main content area is titled "My Help Sessions" and contains two entries for recurring sessions:

- Monday (Recurring) 12:30 pm - 1:30 pm**
 - Helper: Klei Bendo
 - Topic: COS 226

[Delete](#) [Edit](#)
- Friday (Recurring) 12:30 pm - 1:30 pm**
 - Helper: Klei Bendo
 - Topic: COS 226

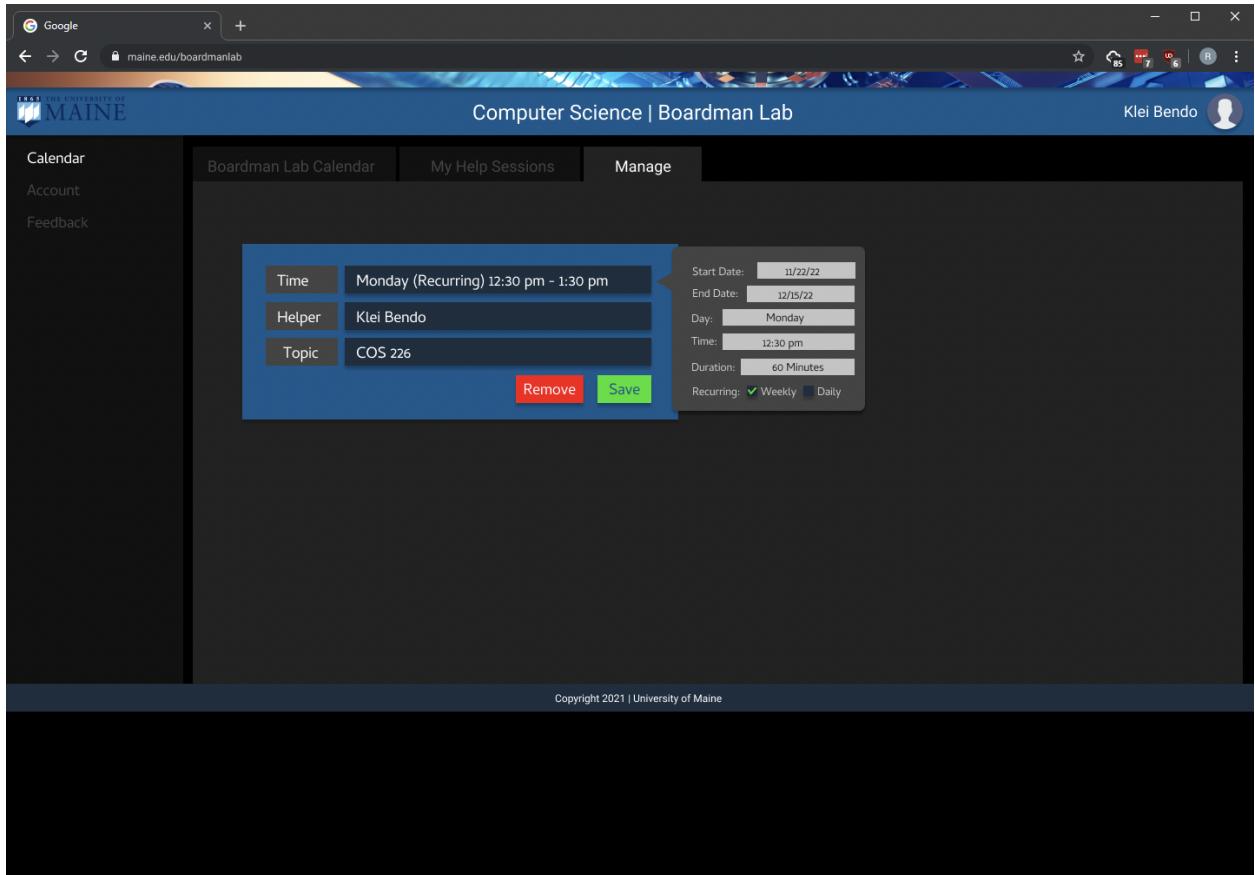
[Delete](#) [Edit](#)

At the bottom of the page, it says "Copyright 2021 | University of Maine".

Description: UIP13 displays all help sessions a helper has scheduled, and will show times, date, and topic information for each help session. UIP13 will also allow users to delete or edit any help sessions they have access to.

3.2.14 UIP14: Manage Sessions (Edit Sessions)

figure 2.18: Manage Sessions (Edit Sessions)



Description: UIP14 displays the edit options available after clicking the edit button on a help session in UIP13. The options for editing include: Start Date, End Date, Day, Time, Duration, and whether the session is recurring. Changes may then be saved or discarded by selecting the appropriate button.

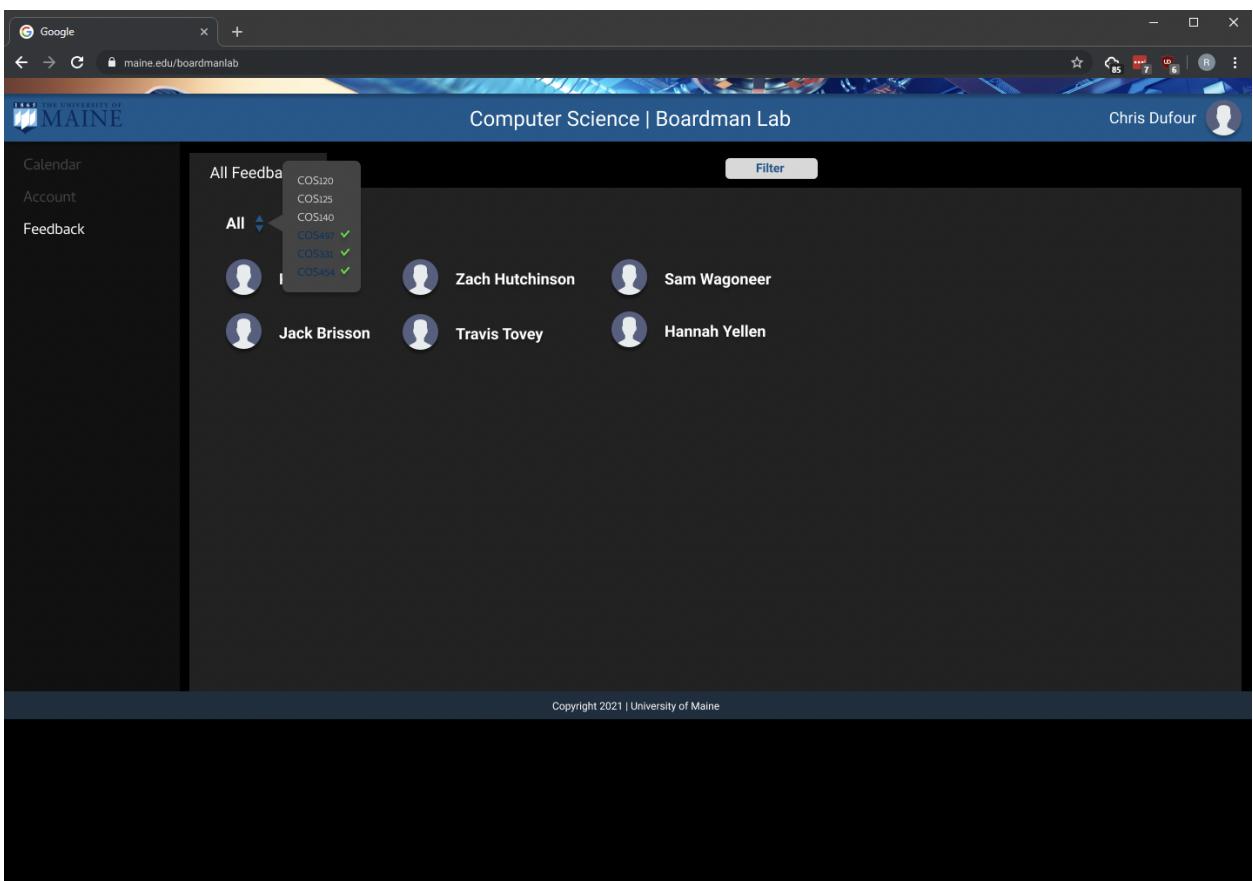
3.2.15 UIP15: Feedback (View)

figure 2.19: Feedback (View) Helper View

The screenshot shows a web browser window for 'maine.edu/boardmanlab'. The title bar reads 'Computer Science | Boardman Lab'. On the left, there's a sidebar with links for 'Calendar', 'Account', and 'Feedback'. The main content area is titled 'My Feedback' and shows a profile picture and name for 'Klei Bendo'. Below this, it displays an 'Overall Rating' of five stars. Under 'Recent Comments', there are three entries: 'Klei was great!', 'Klei helped me pass computer science.', and 'Klei is good at coding.', each with a 'Go to Help Session' button below it. At the bottom of the page, a copyright notice reads 'Copyright 2021 | University of Maine'.

Description: UIP15 displays anonymous feedback from students on help sessions. The Helper will see a list of feedback comments as well as an feedback rating averaged from all student feedback.

figure 2.20: Feedback (View) Admin View



Description: In the Administrator view, a list of all helpers can be selected from to view feedback for that helper. Administrators may select courses from a list, and only Helpers who have given help with that course will be displayed.

3.2.16 UIP16: Feedback (Teacher View of Helper Feedback)

figure 2.21: Feedback (Teacher View of Helper Feedback)

The screenshot shows a web browser window for 'maine.edu/boardmanlab'. The title bar reads 'Computer Science | Boardman Lab'. On the left, there's a sidebar with 'Calendar', 'Account', and 'Feedback' options. The main content area is titled 'All Feedback' and shows a profile for 'Klei Bendo'. It displays an 'Overall Rating' of 5 stars. Below the rating are two comments: 'Klei was great!' and 'Klei helped me pass computer science.', each with a 'Go to Help Session' button. The footer of the page includes the text 'Copyright 2021 | University of Maine'.

Description: Once the Admin clicks on a particular helper, they can view an overview of the helper's rating and recent comments made. They can choose to view all Help Sessions by that particular helper, go to the Help Session of a particular comment or view all comments made to that helper.

3.2.17 UIP17: Feedback (Admin View of Helper Feedback)

figure 2.22: Feedback (Teacher View of Helper Feedback)

The screenshot shows a web browser window with the URL maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there's a sidebar with links for "Calendar", "Account", and "Feedback". The main content area is titled "All Feedback" and shows information for helper "Klei Bendo". Below the title, there are two entries:

- 11/27/22 12:00 pm - 1:00 pm**
Klei Bendo (MLA)
MLA for COS250
Attendance 2
- 11/22/22 12:00 pm - 1:00 pm**
Klei Bendo (MLA)
MLA for COS250
Attendance 1

At the bottom of the page, it says "Copyright 2021 | University of Maine".

Description: This page is generated when the admin clicks on “View All Help Sessions”. On this page, a list of all help sessions that this particular helper has hosted will be displayed with options to inspect each session. The admin can also choose to return to the list of all helpers, go back to the overview of that particular helper or download a csv file with all of the data contained in each of that helper’s help sessions.

figure 2.22: Feedback (Teacher View of Helper Feedback)

The screenshot shows a web browser window with the URL maine.edu/boardmanlab. The page title is "Computer Science | Boardman Lab". On the left, there's a sidebar with links for "Calendar", "Account", and "Feedback". The main content area is titled "All Feedback" and shows a detailed view for a helper named "Klei Bendo".
The details for the session are:

- Helper: Klei Bendo (MLA)
- Topic: COS250
- Time: 15 Minutes

A "Rating" section shows five yellow stars. A "Comments" section contains the text "Klei was great!". At the bottom right of the main content area, it says "Attendance 1".
At the very bottom of the page, there's a copyright notice: "Copyright 2021 | University of Maine".

Description: This page is generated when the admin clicks on a help session that is in the list of help sessions for a particular helper. A detailed view of the help sessions is displayed including any comments made to the helper, a list of people who attended the help session and a list of people who signed up for the help session. The admin can also choose to return to the list of all help sessions from that particular helper, go back to the overview of that particular helper or download a csv file with the data contained in the selected help session.

4. Data Validation

Figure 3 contains all data that will be entered into the system by a user. Login information will be entered before any other part of the site can be accessed. Reservation and Help Session information will be entered by users when scheduling or editing sessions. Feedback information will only be entered by student accounts after a help session has been attended.

4.1 Data Validation Expanded

figure 3: Data Validation Description

ID	Data Type	Limits	Format
LogIn.username	String	none	Variable-Length Character Format
LogIn.password	String	length > 8	Variable-Length Character Format
Reservation.date	Date	current date - 4 months ahead	*ISO : yyyy-mm-dd
Reservation.time	Time	start time - end time	*ISO : hh.mm.ss
Reservation.method	String	none	Variable-Length Character Format
Reservation.recurring	Boolean	true, false	Indicator Format
HelpSession.course	String	none	Variable-Length Character Format
HelpSession.helper	String	none	Variable-Length Character Format
HelpSession.topic	String	none	Variable-Length Character Format
HelpSession.duration	Integer	in minutes	Integer Format
Feedback.rating	Integer	min value: 0, max value: 5	Integer Format
Feedback.comment	String	none	Variable-Length Character Format

Description: Figure 3 contains all data that will be entered into the system by a user. Login information will be entered before any other part of the site can be accessed. Reservation and Help Session information will be entered by users when scheduling or editing sessions. Feedback information will only be entered by student accounts after a help session has been attended.

Appendix A – Agreement Between Customer and Contractor

This section denotes that both the client and the development team have agreed upon the information contained within this document. It will be used as both a guideline and as an end goal in terms of the requirements needed for the application to function to the clients vision.

In the case that an addition or edit be needed after the completion and signing of this document, the change or addition must be agreed upon by both client and development team and included in **Appendix D - Document Additions** with the title of the addition, date, brief description, and signature from both parties.

-Client-

Name: Mr. Christopher Dufour

Date: 12/3/2021

Signature: 
Christopher Dufour (Dec 3, 2021 14:00 EST)

-Development Team-

Name: Klei Bendo

Date: 12/5/2021

Signature: 
Kleiton Bendo (Dec 5, 2021 22:33 EST)

Name: Jack Brisson

Date: 12/6/2021

Signature:
John H Brisson (Dec 6, 2021 14:37 EST)

Name: Alex Landry

Date: 12/6/2021

Signature: 
Alex Landry (Dec 6, 2021 14:51 EST)

Name: Samuel Morse

Date: 12/5/2021

Signature: 
Samuel Morse (Dec 5, 2021 16:57 EST)

Name: Aaron Schanck

Date: 12/6/2021

Signature: 
aaron schanck (Dec 6, 2021 15:01 EST)

Name: Forrest Swift

Date: 12/5/2021

Signature: 
Forrest Swift (Dec 5, 2021 21:29 EST)

Client Comments (Continues on next page if needed):

Appendix B – Team Review Sign-off

This section denotes that all members of the In-House Operations development team have reviewed this document and agree on its content and format. If any minor disagreements in content and format are present, they are listed below the development team signatures.

Name: Klei Bendo

Date: 12/5/2021

Signature:


Kleiton Bendo (Dec 5, 2021 22:33 EST)

Name: Jack Brisson

Date: 12/6/2021

Signature:


John H Brisson (Dec 6, 2021 14:37 EST)

Name: Alex Landry

Date: 12/6/2021

Signature:


Alex Landry (Dec 6, 2021 14:51 EST)

Name: Samuel Morse

Date: 12/5/2021

Signature:


Samuel Morse (Dec 5, 2021 16:57 EST)

Name: Aaron Schanck

Date: 12/6/2021

Signature:


aaron schanck (Dec 6, 2021 15:01 EST)

Name: Forrest Swift

Date: 12/5/2021

Signature:


Forrest Swift (Dec 5, 2021 21:29 EST)

Minor Disagreements in Content and Format (if any):

Appendix C – Document Contributions

This section denotes the contributions of each team member to this document. It includes the sections each member worked on and their percentage contributed in parentheses.

Name: Klei Bendo

Sections worked on (percentage contributed to document):

Sections 3 & 4 (Mockup work, 3.2 descriptions, data validation for section 4)

percentage contributed to document: 17.5%

Name: Jack Brisson

Sections worked on (percentage contributed to document):

Section 3 (Mockup work, 3.2 descriptions)

percentage contributed to document: 10%

Name: Alex Landry

Sections worked on (percentage contributed to document):

Section 3 (Mockup work, 3.2 descriptions)

percentage contributed to document: 10%

Name: Samuel Morse

Sections worked on (percentage contributed to document):

Section 2 & 3 (Section 2.1, Mockup work, 3.2 descriptions)

percentage contributed to document: 25%

Name: Aaron Schanck

Sections worked on (percentage contributed to document):

Sections 1, 2, 3, & 4 (Section 1, Section 2 intro, Section 3.1, 3.2 descriptions mockup work, Appendices)

percentage contributed to document: 20%

Name: Forrest Swift

Sections worked on (percentage contributed to document):

Sections 3 & 4 (Mockup work, 3.2 descriptions, data validation and intro for section 4)

percentage contributed to document: 17.5%

Appendix D – Document Additions

No Document additions to date.