

# Project & Planning Update

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TWEB

heig-vd

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# Initial planning

Intro			Project 1					Project 2							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
15.09	22.09	29.09	6.10	13.10	27.10	3.11	10.11	17.11	24.11	1.12	8.12	15.12	5.01	12.01	19.01

Test 1

Test 2

Test 3

Submit Project 1

Submit Project 2

# Revised planning

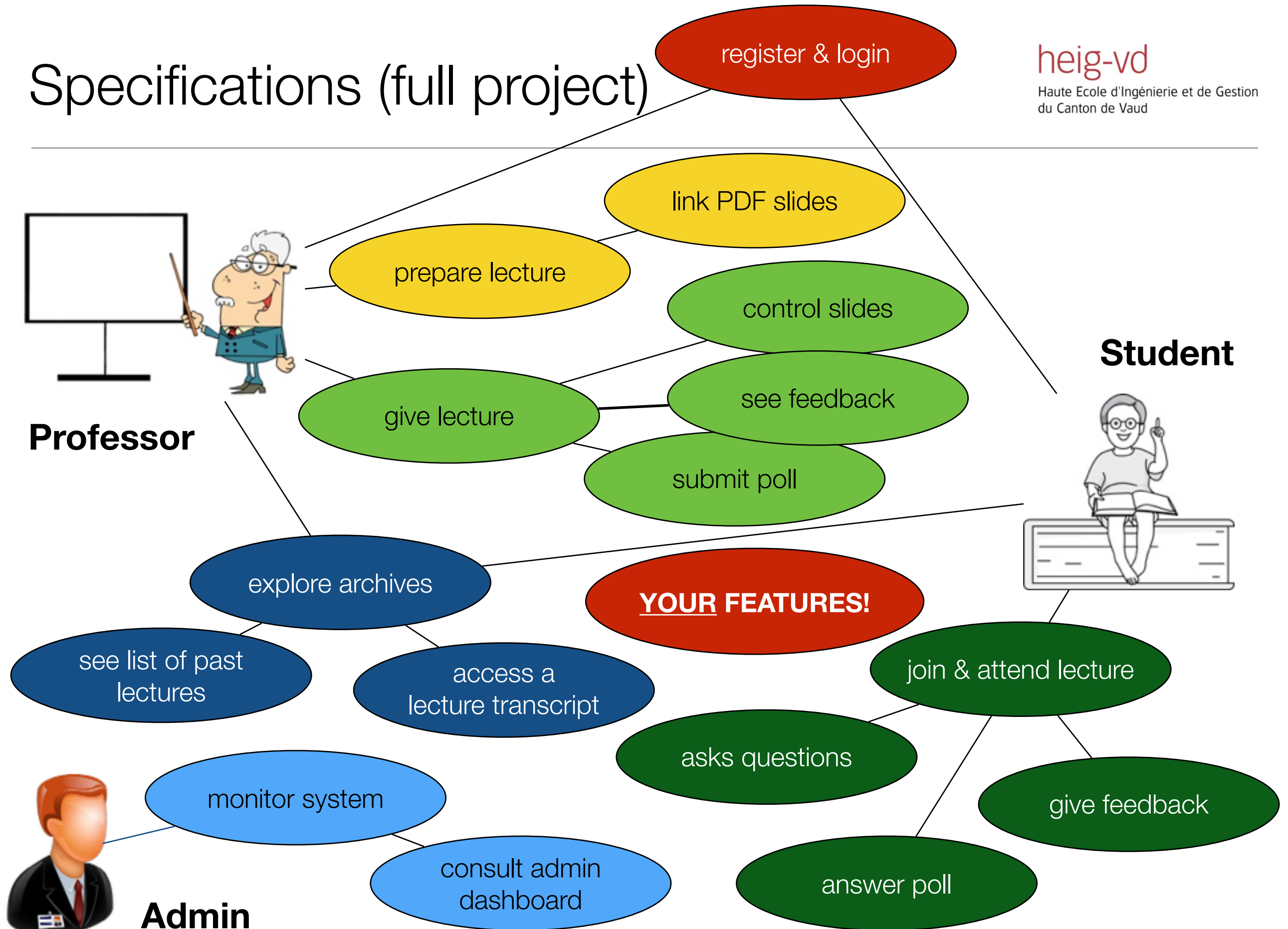
Intro			Project 1					Project 2							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
15.09	22.09	29.09	6.10	13.10	27.10	3.11	10.11	17.11	24.11	1.12	8.12	15.12	5.01	12.01	19.01
			↑						↑	↑					
			Test 1						Test 2						Test 3
								Submit Project 1						Submit Project 2	
								24.11.2014 08:00 AM						19.01.2015 08:00 AM	

# Project Phase 1 & Phase 2

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- **The objective of the first phase is to be able to make a convincing demonstration of the application concept.**
  - The **first impression** (i.e. UI/UX, Github repo) is very important. Imagine that you are selling the idea to a pilot customer or an investor.
  - You do not need to have implemented all of the functionality (for instance, you may not need to archive chat messages in this phase). **You can (and you should) keep things simple, but do them extremely well (attention to details).**
- **The objective of the second phase is to have a software service that can really be used.**
  - You will need a **fully functional system**. You have to put yourself in the shoes of real users (professors, students and service administrators).
  - We expect you to come up with your own ideas, features and UI. **Be creative!**
  - You will need to create a **product presentation website**, which describes the functionality of your service (you want to attract customers!).

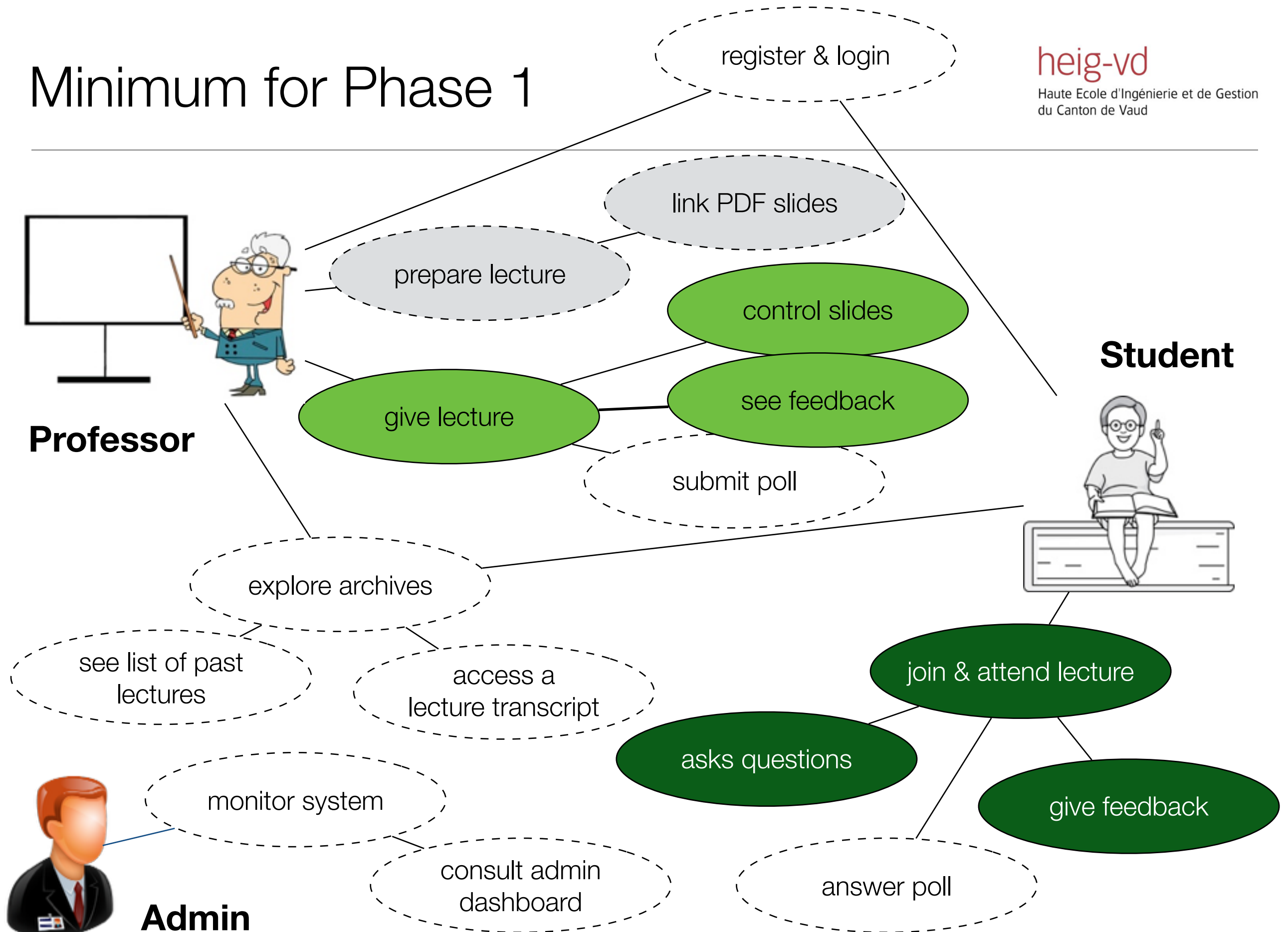
# Specifications (full project)



# Minimum for Phase 1

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# Minimum requirements for Phase 1

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- **A professor MUST be able to start a lecture, by selecting a slide deck.**
  - A professor SHOULD be able to upload a slide deck (PDF + metadata).
  - If that is not the case, sample slide decks MUST be packaged with the application and presented to the professor for a demo.
- **Students MUST be able to join a lecture.** The student display MUST be synchronized with the professor display (a student SHOULD be able to turn the synchronization on/off (so that he can browse through the slides)).
- Students MUST be able to **send chat messages and other feedback** during the lecture. This feedback MUST be shown on the professor and other students displays.
  - The name of the student giving feedback SHOULD be shown (this feature SHOULD be integrated with the register/login features).

# What your UI **might** look like (Phase 1)

**Join a lecture**

**List of slide decks**

Title	Author	Action
Introduction to JavaScript	Olivier Liechti	Start lecture
Introduction to JavaScript 2	Olivier Liechti	Start lecture
Angular.js	John Doe	Start lecture

*Upload Register/Login*

home view

☒ **sync**

hello  
bla bla bla  
hum?

student view

**#UH82**

hello  
bla bla bla  
hum?

professor view