Student Alert Conclusion

# Lessons Learned

While our group worked well throughout most of the project, there were a few instances where we didn’t have the same expectations. We communicated fairly well and often, we just had different interpretations of the intended output. We were able to work through our differences and make everything come together in the end.

# Design Strengths

The design is simple and makes the application easy for anyone to open and schedule their assignment within a given available time. The app will automatically notify the user 30 minutes,15 minutes , 10 minutes & 5 minutes before the start of a particular assignment. Once the assignment time is 0 minute, the status of the assignment will change automatically to "In Progress" .

# Limitations

Our application limited the week view to one week, assuming that the user would go in at the beginning of the week to enter assignments. While this is an easy view for the intended audience, an elementary aged child, it may be confusing if they decide to enter assignments at the end of the week.

Also, due to the fact that the profile is created in a locally stored file, the user can only access their schedule from the device that they used to register.

# Suggestions for future Improvement

Future improvements might include converting the application to a web based application that uses a relational database. This would provide more flexibility as far as being able to access the application from multiple devices. It would also prevent account information from accidentally being deleted, as is always a possibility with files.