

**Electronic Class Rep**

Mannschaft

Software Engineering

Computer Engineering

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# 1.Introduction

## 1.1 Aims:

* Broadcast messages from lecturers, T. As, lab technician, department office in affairs relating to academics.
* Provide a live timetable for both lecturers and students.
* Provide the ability to reschedule classes and or change location of class.
* Provide the list of available classes at a particular time.
* Provide lecturers to send course material or links to these course material.

## 1.2 Platforms:

* Android
* IOS
* Web

# 2. Details of the Project

## 2.1 Social Media Integration:

The app will not have social media integrated into it but will incorporate the school account i.e. using reference number, username and password.

## 2.2 Landscape Mode:

The app will can be used in landscape mode

## 2.3 Offline Mode:

The app cannot be used offline since it requires internet access to make the live timetables and free venues.

## 2.4 Server Collaboration:

The app will get the timetable and venues from a server.

## 2.5 Printing features:

The app will not enable any printing features.

## 2.6 In- app purchases:

The app will not have any in-app purchases.

## 2.7 Geo- location services:

The app will not enable geo- location services

## 2.8 Push notifications:

The app will allow push notifications to enhance user interaction. Users will be notified when

there is a new post on a change of class or venue and a suggestion of a new class.

# 3. Market Information

## 3.1 Target group:

This app is aimed at students and lecturers of a university (initially Kwame Nkrumah University of Science and Technology).

## 3.2 Competitors:

Apps from other groups in the class (I don’t remember the name)

# 4. Various Issues

## Team Mannschaft:

Five people will work on the electronic class rep app.

Fill in the blanks later