Quick Learning

SPRING 2022 CAPSTONE PROJECT

GUIDED BY:- PROF HENRY WONG

Agenda

- For the project to be successful, there must be interaction, attendance, cooperation, teamwork, and attention from every team member
- This meeting's goals are to assess our progress toward our deadlines, agree on future directions, remove obstacles, and coordinate next steps for development.
- Discussions about timely submission. Making note of significant dates. Getting all the events added to a group calendar.
- Factors to Consider: volunteers, experience, expertise, desire to learn and work, etc.
- Verify client needs, i.e., consider and research all the elements that our project would require from the client's perspective. Describe the dangers.

Accountabilities

AMIT BHAYAL
(Software Developer)

ANKUSH GURHANI
(Software Developer)

GENIUS MACHADO
(Software Developer)

SHARANYA DAVE
(Database Administrator)

SRAVANI EATA
(Business Analyst/Software Tester)

USHA TIRUMALASETTY
(Software Tester / SDE 2)

IMPROVEMENTS MADE FROM PROFESSOR'S FEEDBACK

- Team contract changed to Team working Agreement
- Roles and Responsibilities changed to accountabilities.
- Added the Wiki page link at the end.

Problem Statement

- How Students and Parents know the objective of the subjects taught in the class ?
- How the teachers and the student communicate with each other after the school hours ?
- How the Parents monitor their kids assignments and learning material ?
- How the current system can notify the user about any updates just in time ?

Project overview

- A learning management system (LMS) is a software that is designed specifically to create, distribute, and manage the delivery of educational content.
- The LMS can be hosted as a stand-alone product on the company server, or it can be a cloud-based platform that is hosted by the software firm.
- The goal of this project is knowledge management which means gathering, organizing, sharing and analysis of an organization's knowledge/resources.

Personas

Persona -1:

Name :- Debora Banerjee
Job Role/Description :- Admin / Principal
Age :- 34

- Debora manages teams of teacher's, each teacher has 40 students assigned to her.
- As the admin / Principal she overlooks the activity of the teachers and provides help when needed
- Ensuring a standard curriculum is being followed through the institute.
- Providing resources for the teachers to update according to the changing market scenario.

Persona -2:

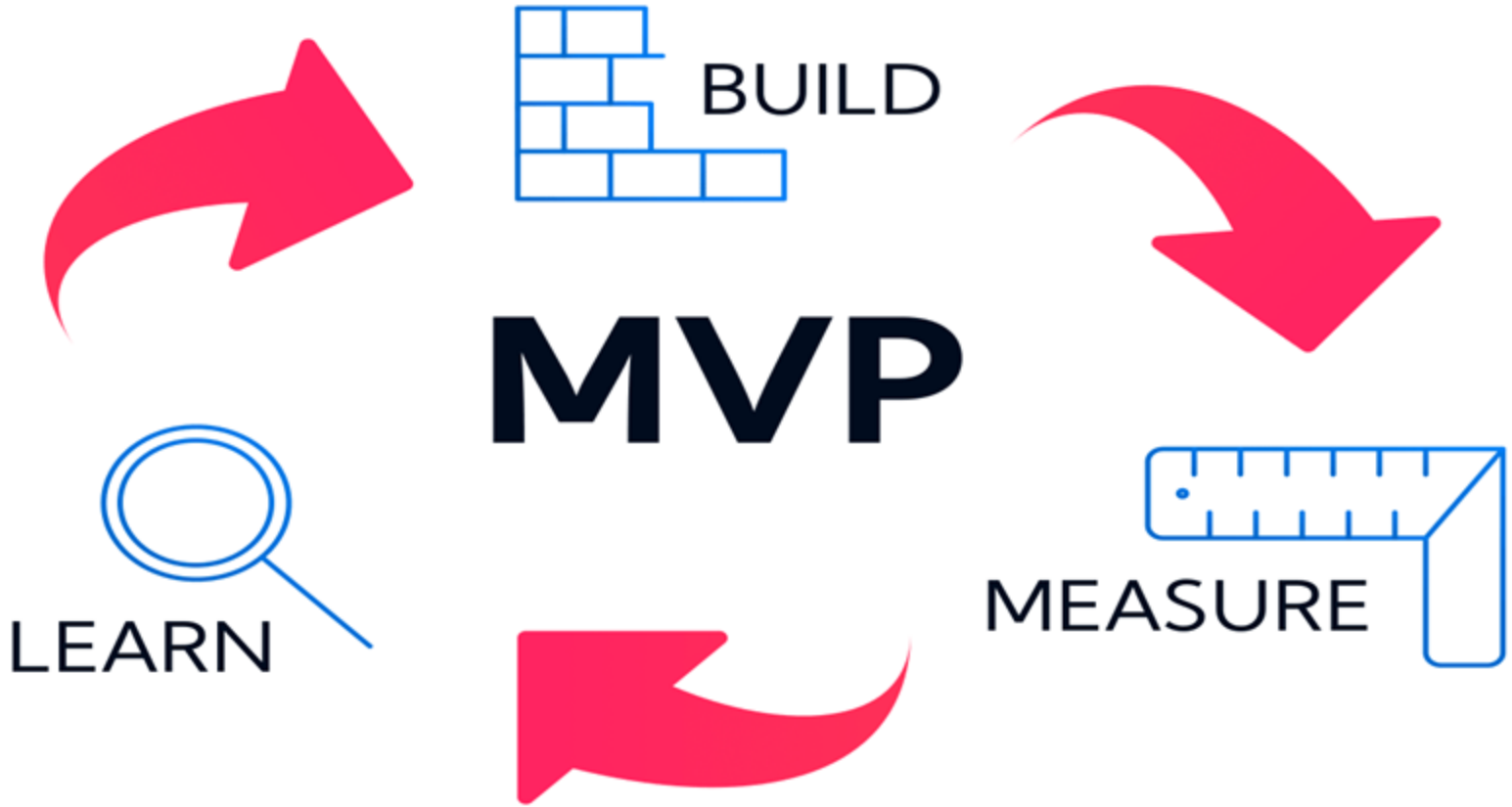
Persona :- David
Job Role/Description :- Teacher
Age :- 29

- He teaches Mathematics.
- As a teacher, it's his responsibility to prepare lesson plans and make courses available to the students on time and collect deliverables from the student.
- Also grading them accordingly in the given time frame.
- Along with this he has to maintain the progress report of each student.
- Prepare annually grade report for each student.

Persona -3:

Name :- Dom
Role/Job Description :- Student
Age :- 19

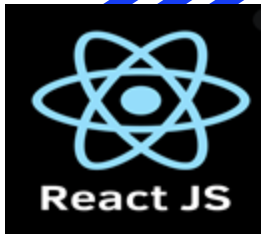
- As a student, it is his responsibility to manage his course work and keep track of his deadlines.
- Meeting the requirements to receive the desired grades.
- Completing a degree that will help him reach his career goal.
- Getting accepted at his top choice of college.


BUILD
MVP
MEASURE
LEARN

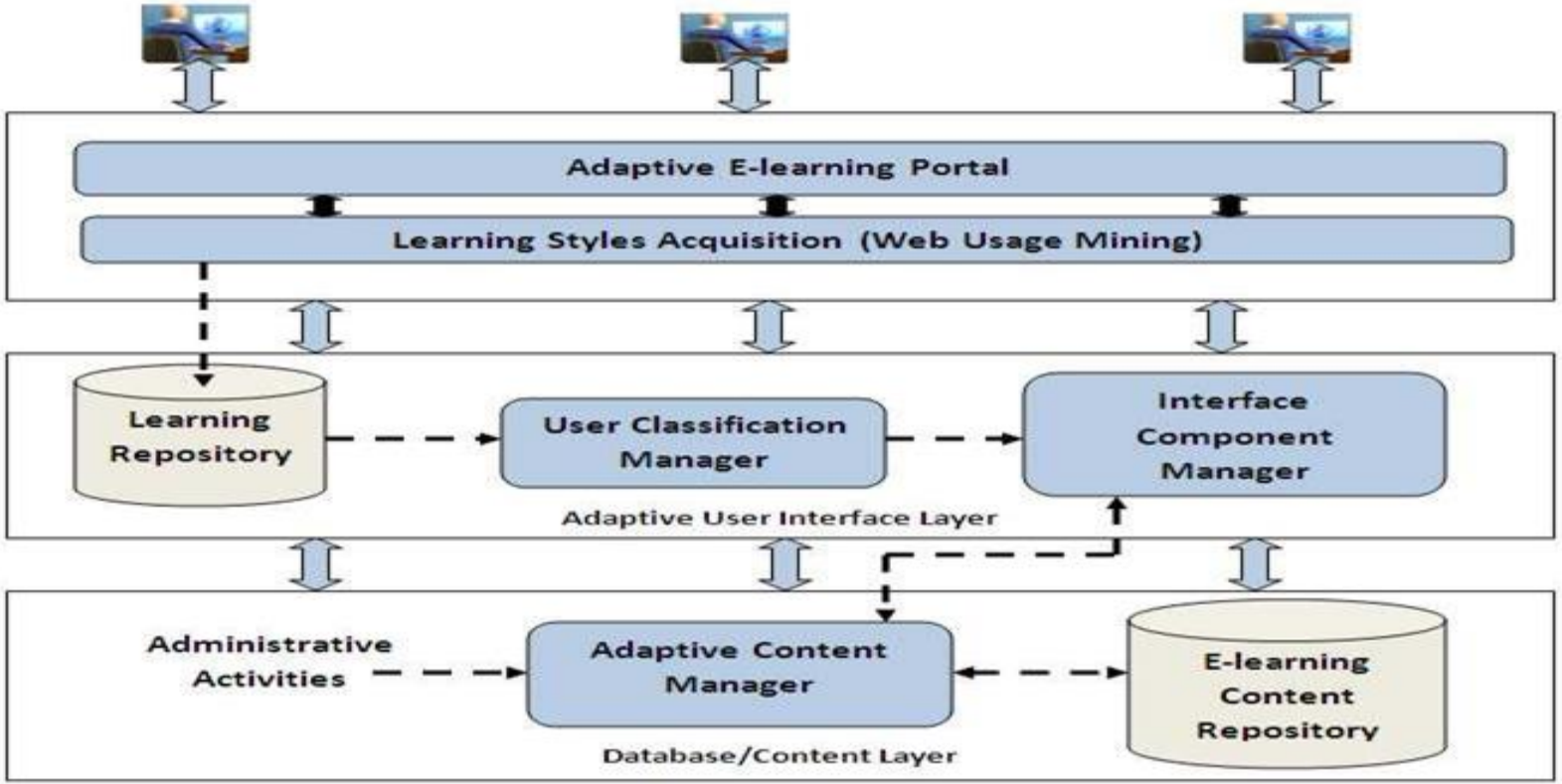
MINIMAL VIABLE PRODUCT(MVP)

- **Login** - User can login into the application with valid credentials
- **Registration/Signup** - User can register into application
- **Homepage** - User can view the course
- **Logout** - User can log out from the application
- **Add course** - User can add the courses into the application
- **Delete course**- User can delete the courses from the application
- **Cart** - Courses selected by the students are stored in the cart.

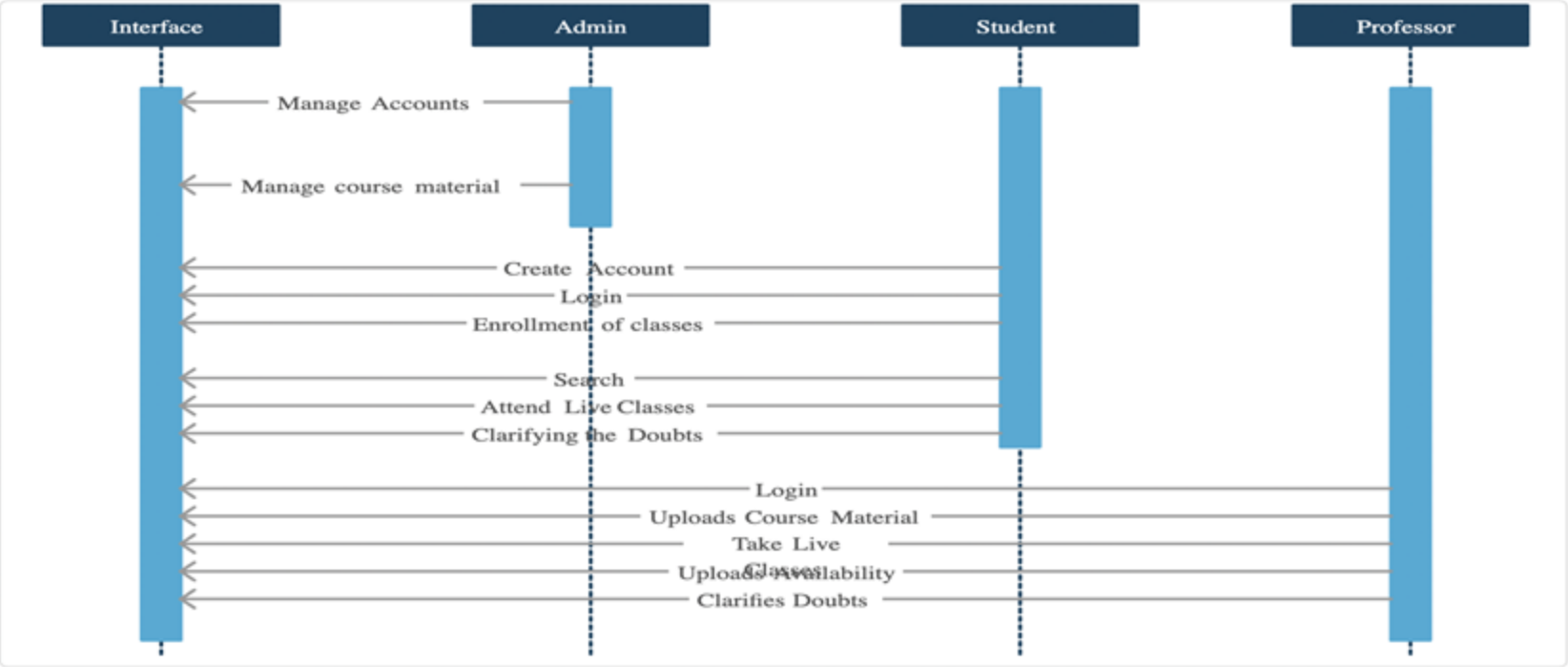
Technologies



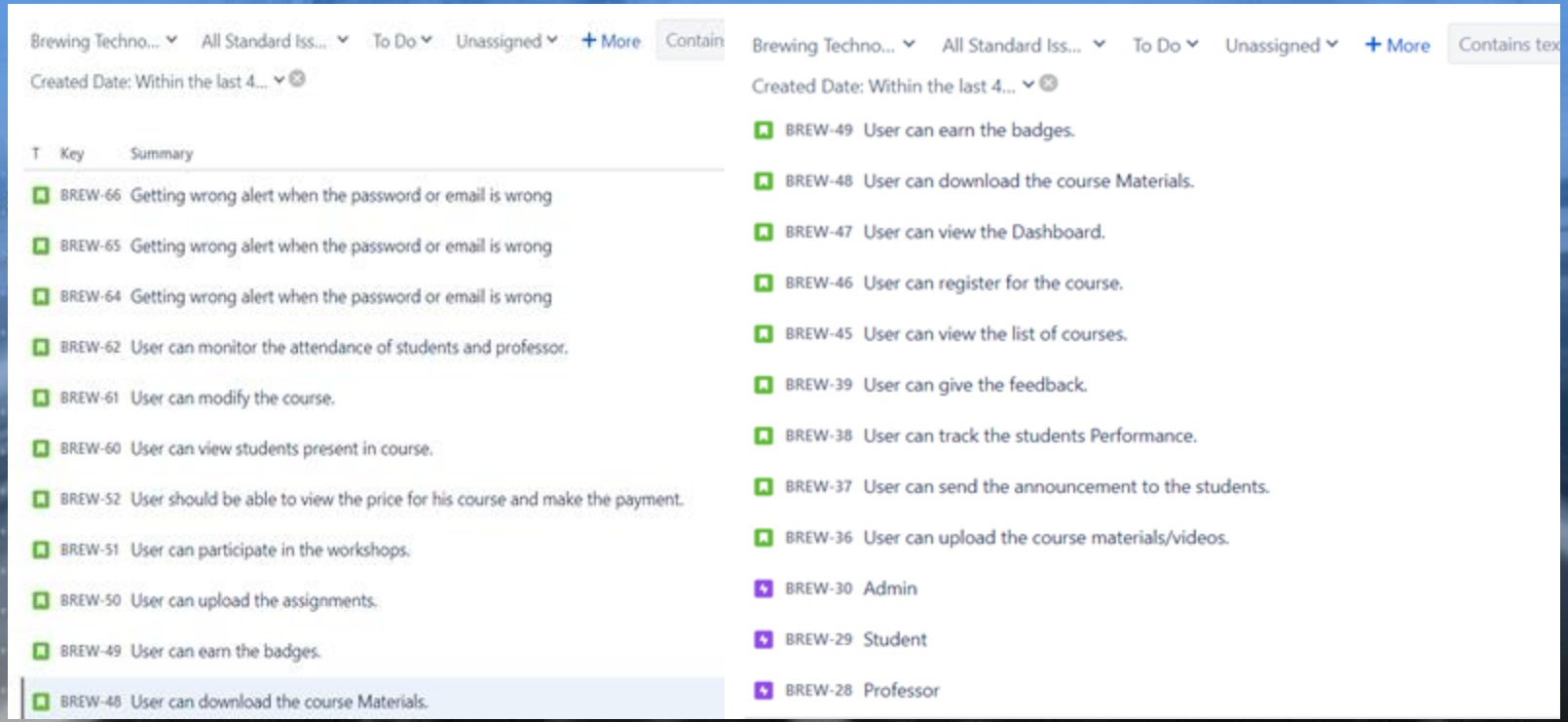
Conceptual Architecture Diagram



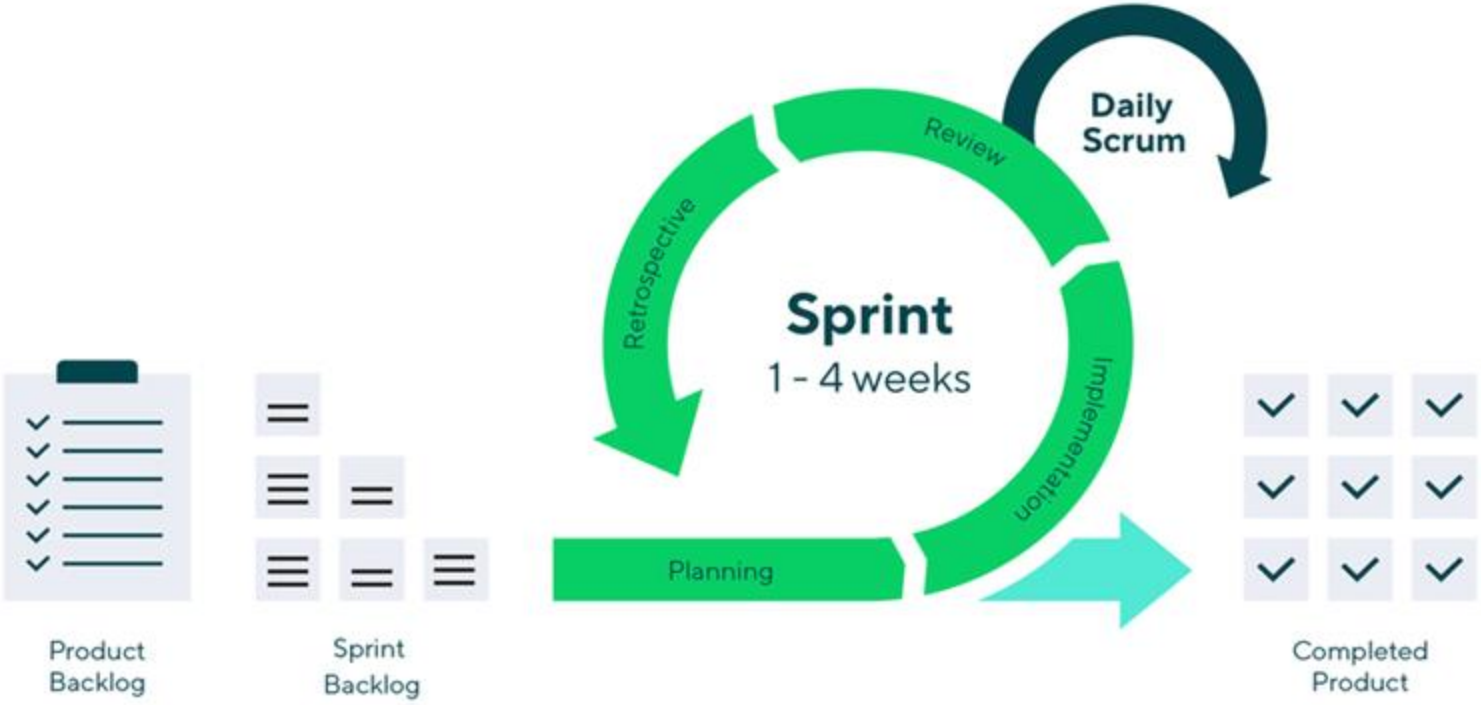
Sequence Diagram



Sprint Backlog



Sprint Schedule



Sprint 1 (07th Sept 2022 - 27th Sept 2022)			
Name	**Status**	**Priority**	**Priority Estimation(Days)**
Discuss Project Ideas and brainstorming	Done	High	10
Create Team Roles	Done	Medium	2
Establish Weekly Meetings	Done	Medium	3
Set up Github and Wiki Page	Done	Medium	2
Work on Deliverable 1	Done	High	5
Total			**22**

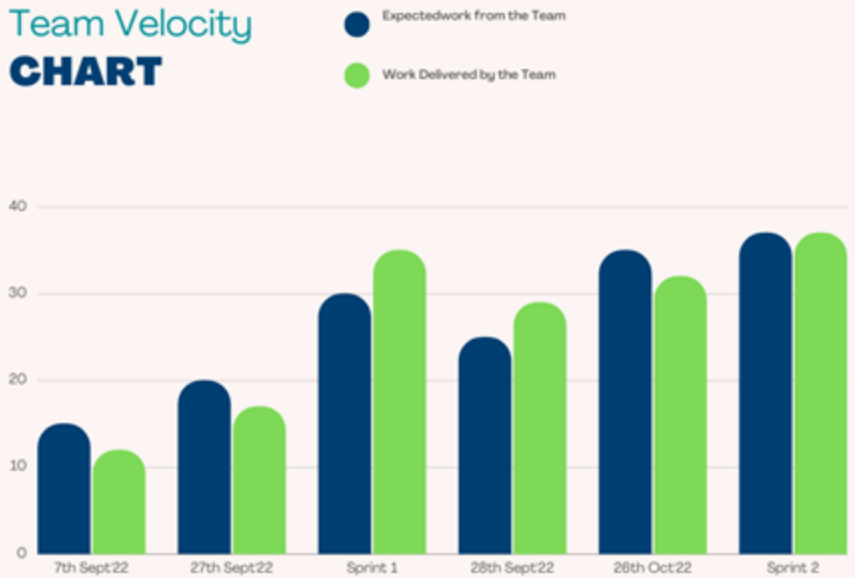
Sprint 2 (28th Sept 2022 - 26th Oct 2022)			
Name	**Status**	**Priority**	**Priority Estimation(Days)**
Research Existing Management Systems	WIP	Medium	2
Detail research on the existing personas	WIP	Medium	2
Design the Database	NA	High	2
Dry run the Database	NA	High	3
Research more on technologies	WIP	Medium	3
Work on Deliverable 2	NA	Medium	3
Total			**15**

User Stories

UserStory ID	
US001	**As an** Admin/Professor/Student. **I want** to be able to login and logout. **So that** the I can login in to the application and see my Personal Profile. Scenario: When the Admin/Professor/Student login/logout into the portal. Given Admin/Professor/Student has created their quick learning login credentials. **When** the Admin/Professor/Student uses his credentials. Then Admin/Professor/Student can see their profile.
US002	**As an** Admin/Professor/Student **I want** to be able to access My Account **So that** they can edit the Profile Photo. -> Review the Personal Information. -> And change their personal information. **Scenario:** When the Admin/Professor/Student goes to My Account Given Admin/Professor/Student has already made their profile. **When** the Admin/Professor/Student changes their profile picture. **Then** Admin/Professor/Student can see their profile picture on their home page.
US003	**As an** Admin **I want** to be able to view the list of students and teacher details. -> Create the profile. -> Modify the course. -> View students present in the course. -> Monitor the attendance of students and professors. **Scenario:** When the Admin wants to access the courses **Given** the admin login with his credentials **When** the admin wants to see the list of students/teachers **Then** they can view the details of the students/teachers present in the course

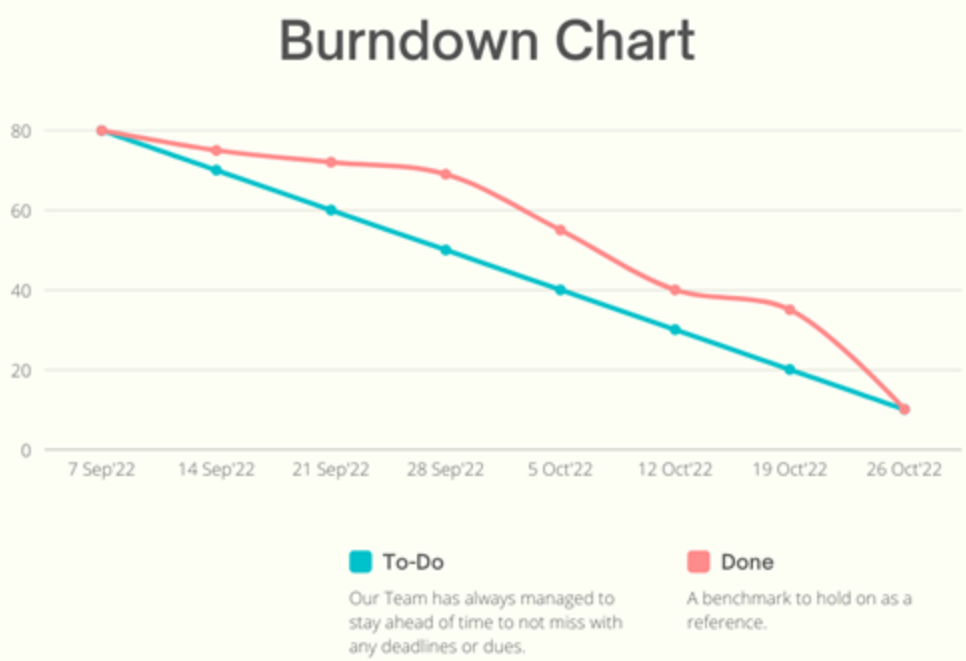
Test ID	Descriptio	Test Case	Current State	Test Data	Expected Result	Actual Result	Result
TD0010		Reach the login page	User did not login into the application		User should be able to login	Same	Pass
TD0011		click Sign in button	User did not login into the application		User should be able to click the sign in	Same	Pass
TD0012		Provide valid username	User did not login into the applica	user=example@gmail.cc	User should be able to enter the username in the specified box	Same	Investigating
TD0013		Provide valid Password	User did not login into the applica	Eg:Abc@123		Same	Investigating
TD0014	Login	Encryption of password	User did not login into the applica	Eg:XXXXXXX	Password should not be visible	Not the same	Investigating
TD0015		Password should be more than 8 charac	User did not login into the applica	Eg:Abcd@1233	User should get the message that password is too short	NA	Pass
TD0016		Login	User did not login into the application		User should be able to click on the login Button	Same	Pass
TD0017		Create Account	User did not login into the application		User should be able to click on the create account and should be navigated to to thenaccount cre	Same	Pass
TD0018		Forgot Password	User did not login into the application		User should be able to reset the Password	Same	Pass
TD0020		Get the access to the account	User logged into the application		User should be able to log in.	Same	Pass
TD0021	Account	Change the Profile Picture	User logged into the application		User should be able to change the Profile Picture.	Same	Pass
TD0022		Change the Personal Information	User logged into the application		User should be able to change the Personal Information.	Same	Pass
TD0030		Get the access to the account	User logged into the application		User should be able to log in	Same	Pass
TD0031	logout	Click on logout	User logged into the application		User should be able to locate log out on the home page	Same	Pass
TD0032		get a confirmation message	User logged into the application		User should get the confirmation message	Same	Pass
TD0033		Click yes	User logged into the application		User should click on yes button to terminate the session	Same	Pass
TD0040		Get access to the quizz	User logged into the application		User should be able to take quizz	Not Same	Not implemented
TD0041	Quizz	Get access the marks	User logged into the application		User should see the marks on the portal.	Not Same	Not implemented
TD0042		Taking quizz on time	User logged into the application		User should be able to take quizz on time after it expires user cannnot take it.	Not Same	Not implemented
TD0043		Get access to the answers	User logged into the application		User should be able to see the correct answers.	Not Same	Not implemented

Team Velocity Chart



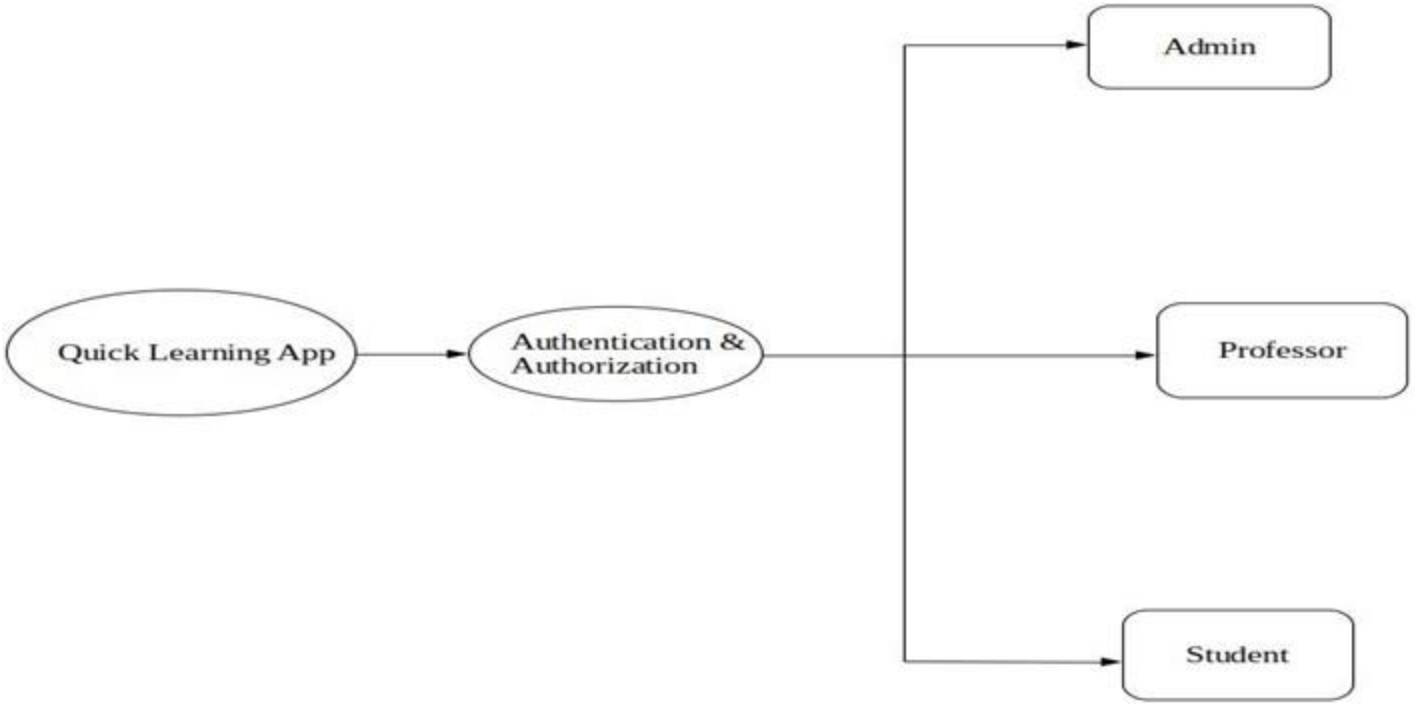
- The bar below describes the growth of our project during 28th Sept - 26th Oct 2022.
- This chart shows more in depth analysis of timeline productivity where our team was able to keep up the deliverance with the expectation.

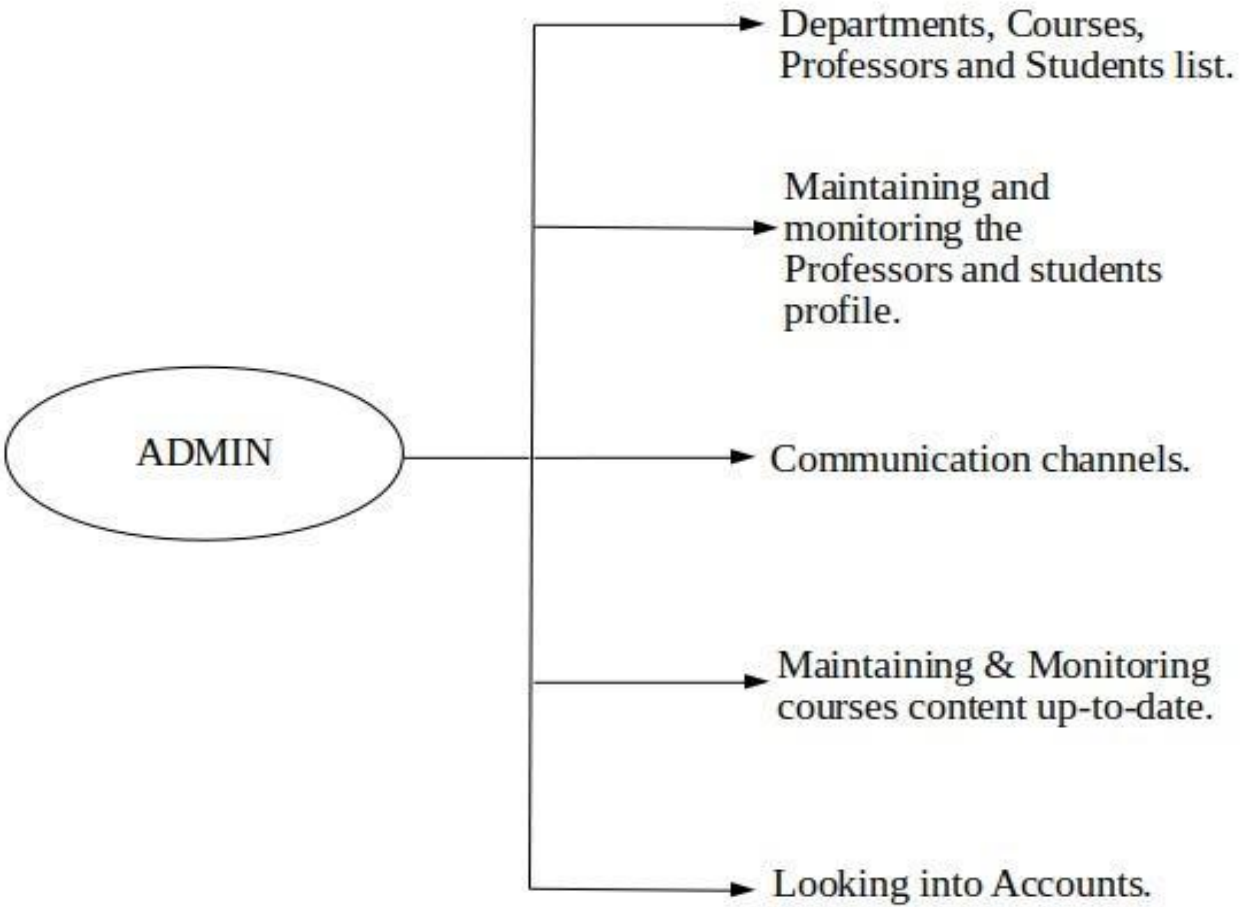
Burndown Diagram

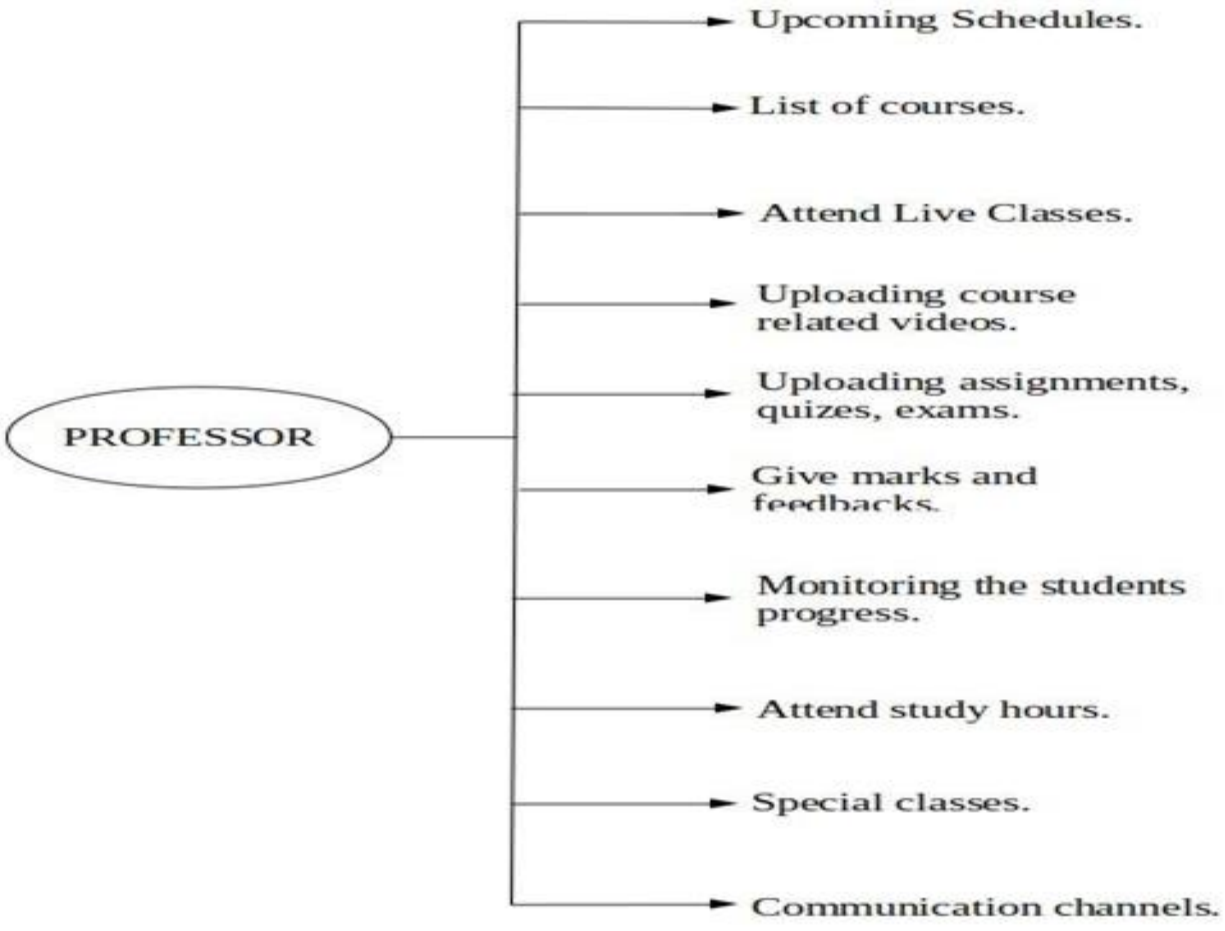


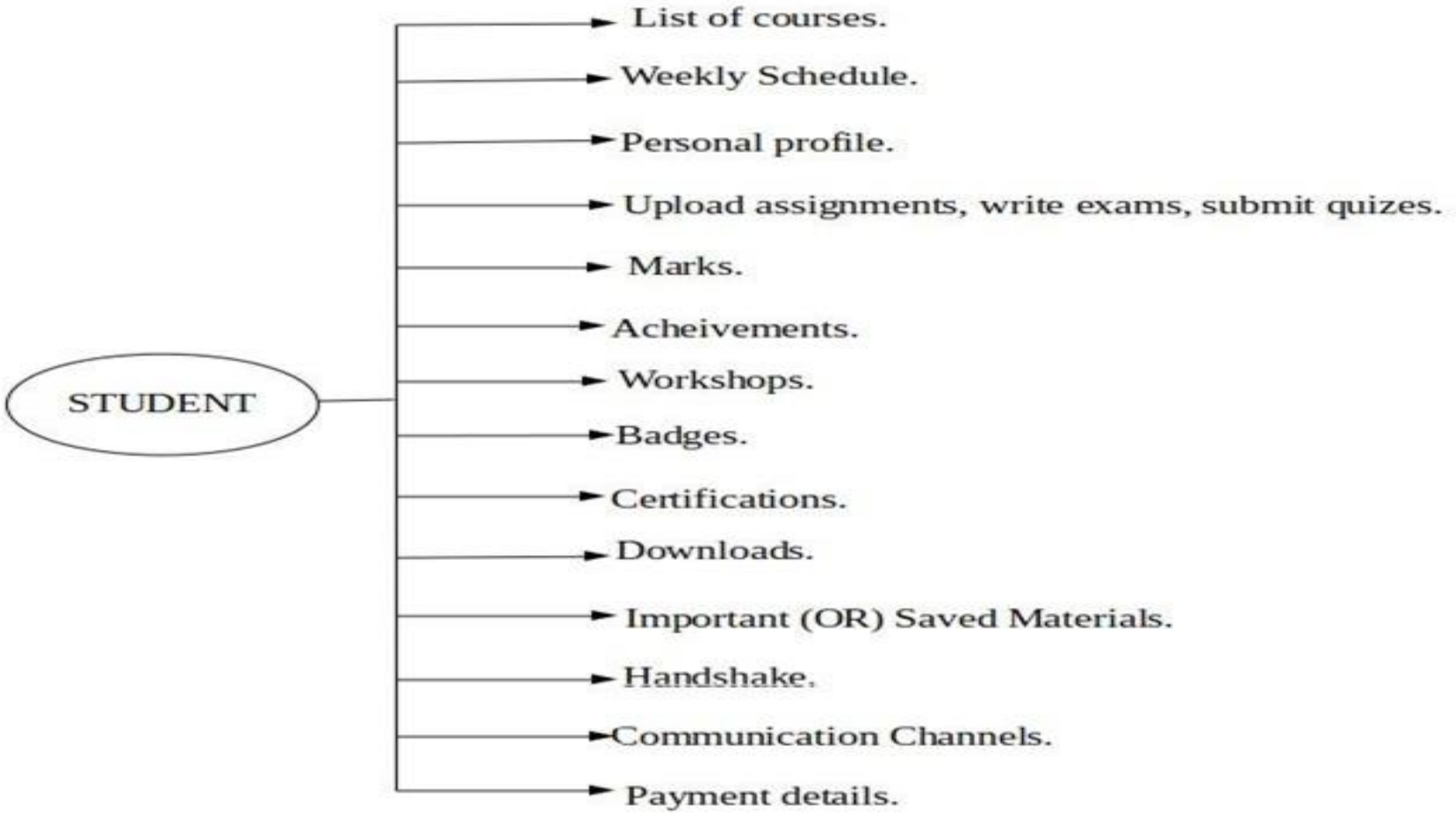
- Our Team has always managed to stay ahead of time to not miss with any deadlines or dues.
- Blue line is the benchmark to hold on as a reference.

Product Cycle

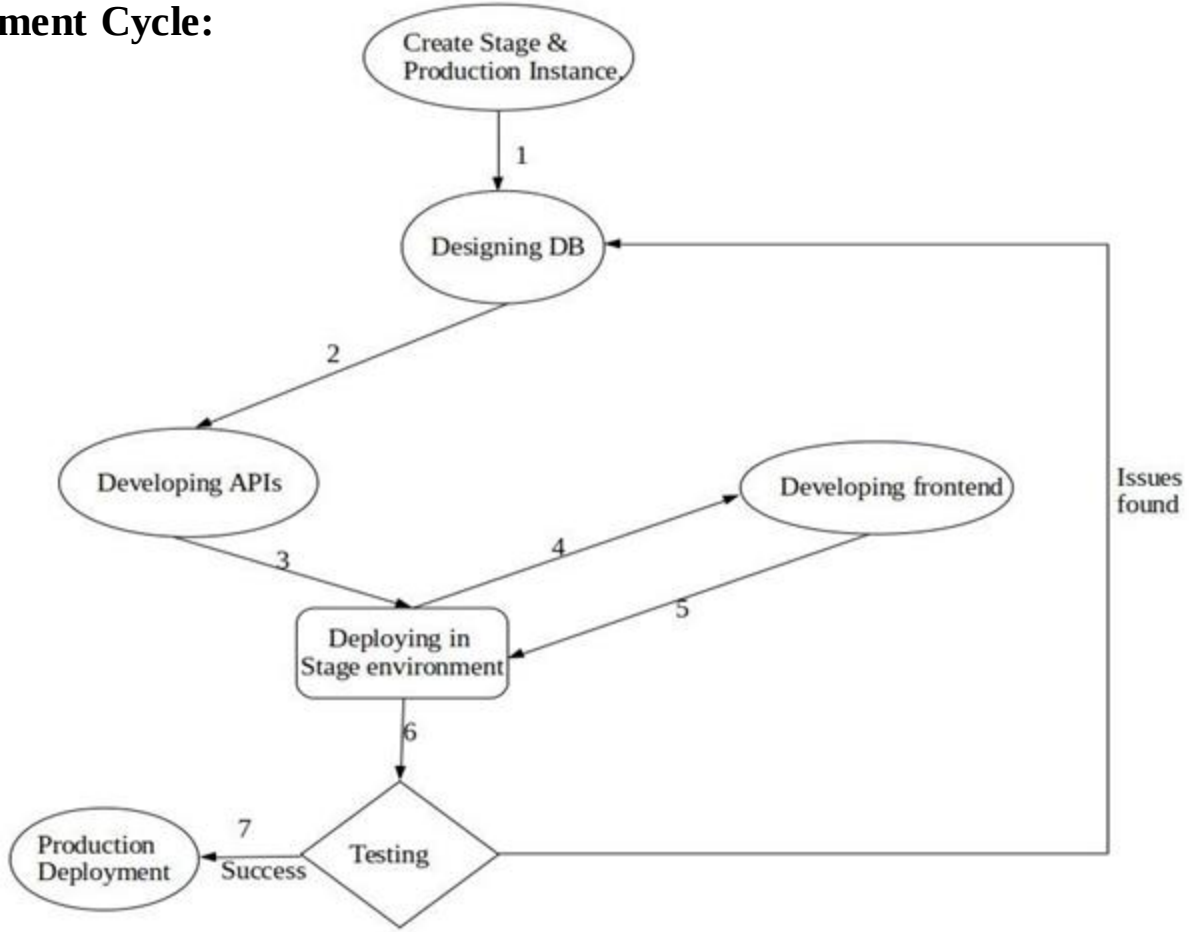



ADMIN
Departments, Courses, Professors and Students list.
Maintaining and monitoring the Professors and students profile.
Communication channels.
Maintaining & Monitoring courses content up-to-date.
Looking into Accounts.


PROFESSOR
Upcoming Schedules.
List of courses.
Attend Live Classes.
Uploading course related videos.
Uploading assignments, quizes, exams.
Give marks and feedbacks.
Monitoring the students progress.
Attend study hours.
Special classes.
Communication channels.


STUDENT
List of courses.
Weekly Schedule.
Personal profile.
Upload assignments, write exams, submit quizes.
Marks.
Acheivements.
Workshops.
Badges.
Certifications.
Downloads.
Important (OR) Saved Materials.
Handshake.
Communication Channels.
Payment details.

Product Development Cycle:



Product Backlog

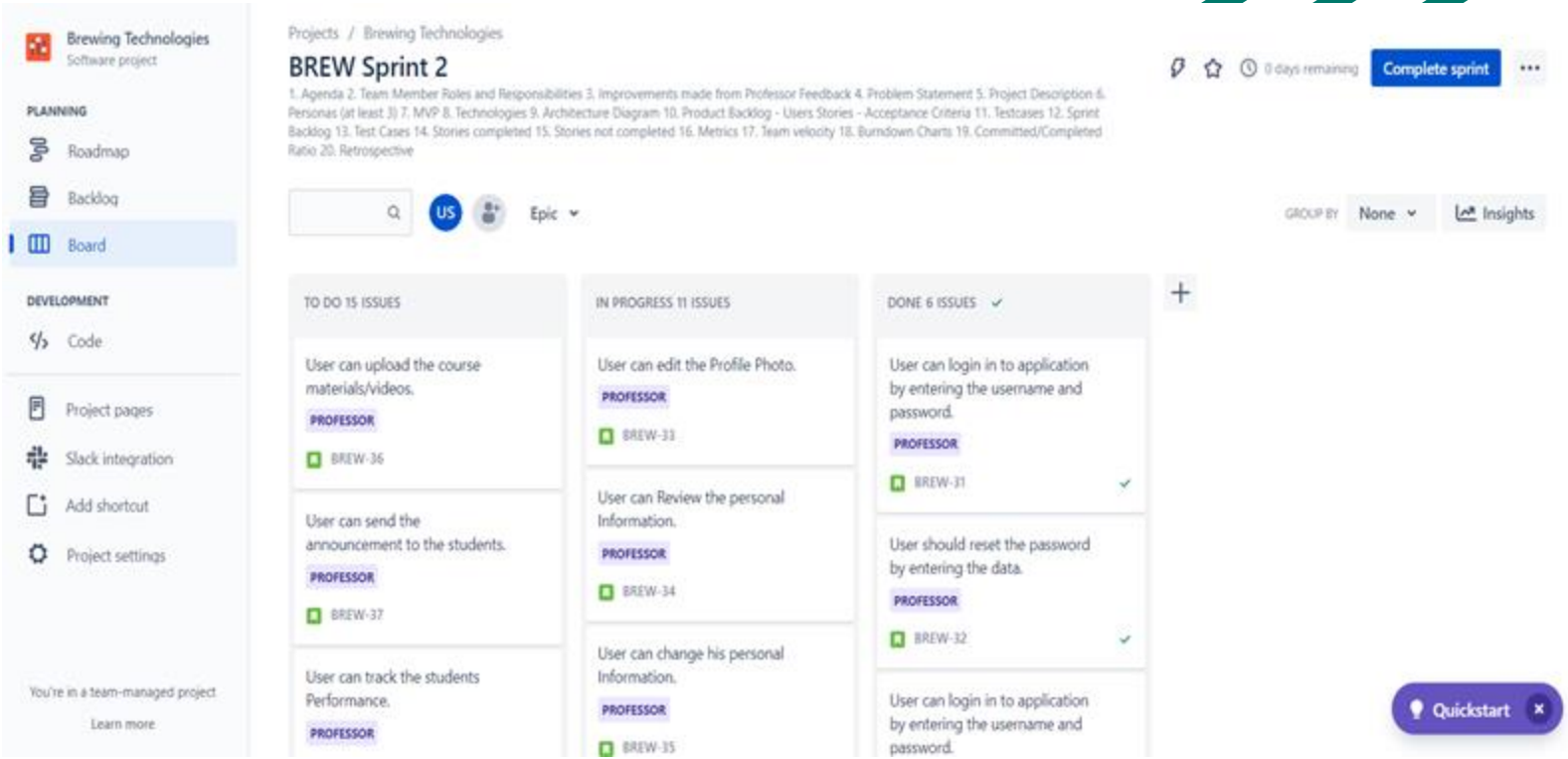
Task-level: user stories and defects

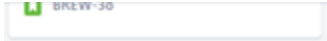
Conveys tactical steps in execution of plan

Primarily for product and development teams

1 or 2 sprints

Product Backlog:





User can give the feedback.
PROFESSOR
BREW-39

User can view the list of courses.
STUDENT
BREW-45

User can register for the course.
STUDENT
BREW-46

User can edit the Profile Photo.
STUDENT
BREW-42

User can Review the personal Information.
STUDENT
BREW-43

User can change his personal Information.
STUDENT

STUDENT
BREW-40

User should reset the password by entering the data.
STUDENT
BREW-41

User can login in to application by entering the username and password.
ADMIN
BREW-53

User can view the Dashboard.
STUDENT
BREW-47

User can download the course Materials.
STUDENT
BREW-48

User can earn the badges.
STUDENT
BREW-49

BREW-44

User can edit the Profile Photo.
ADMIN
BREW-55

User can Review the personal Information.
ADMIN
BREW-56

User can change his personal Information.
ADMIN

User should reset the password by entering the data.
ADMIN
BREW-54

User can view the Dashboard.
STUDENT
BREW-47

User can download the course Materials.
STUDENT
BREW-48

User can earn the badges.
STUDENT
BREW-49

BREW-44

User can edit the Profile Photo.
ADMIN
BREW-55

User can Review the personal Information.
ADMIN
BREW-56

User can change his personal Information.
ADMIN

User should reset the password by entering the data.
ADMIN
BREW-54

RETROSPECTIVE

how do YOU think we did?

+ we were sinking but then learned how to swim!

− too many distractions!

− coding took a lot longer than usual

+ PO didn't mess with our plans!

− we were a little off with the estimation points...

+ all bugs were checked in time!

WHAT WENT WRONG ?

- Lack of automation of tasks.
- Enabling Version control.
- Flooding the system with unwanted tools.
- Submission of user stories were delayed this time.
- Time Schedule not matching.

WHAT WENT RIGHT ?

- Having a open communication channel.
- Having a clear vision.
- Recognizing and motivating each other.
- We did our research on all the topics including the tools and technologies used.
- Adapting to the new communication channels(Slack, Jira).

Happy Learning!

Wiki Page Link

https://github.com/BrewingTechnologies/QuickLearning/wiki/Home/