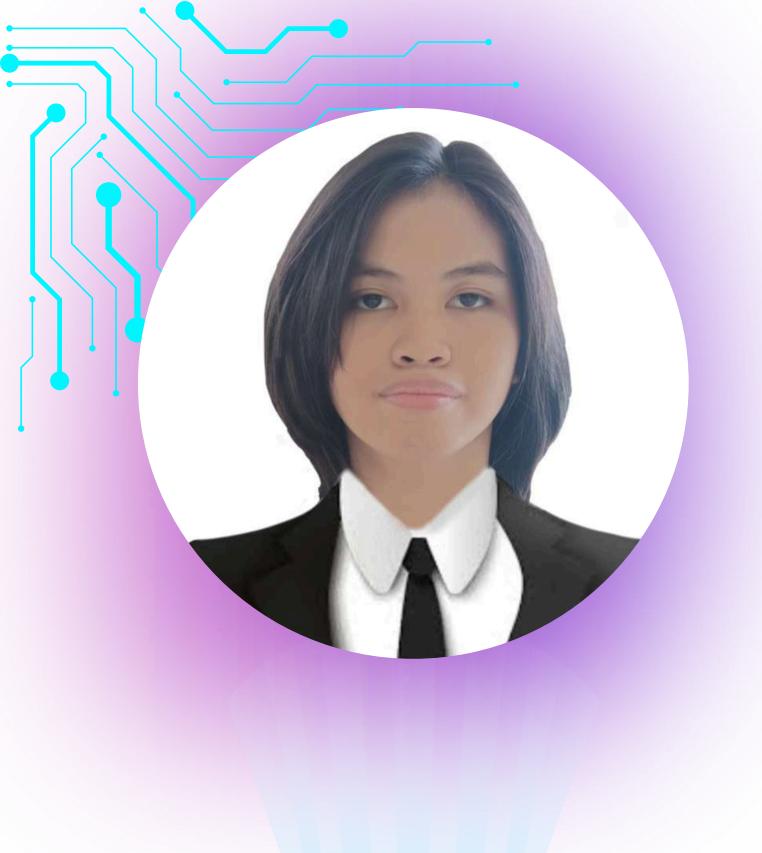
CONFROG

Py Color Color S

VERSION 3.0 JANUARY 11, 2024





Delos Santos, Hailie Sophie Team Leader

" When in doubt, Google nalang."



Canta, Raeniel Louis Developer

"Don't Give Up, The Beginning is always the hardest"



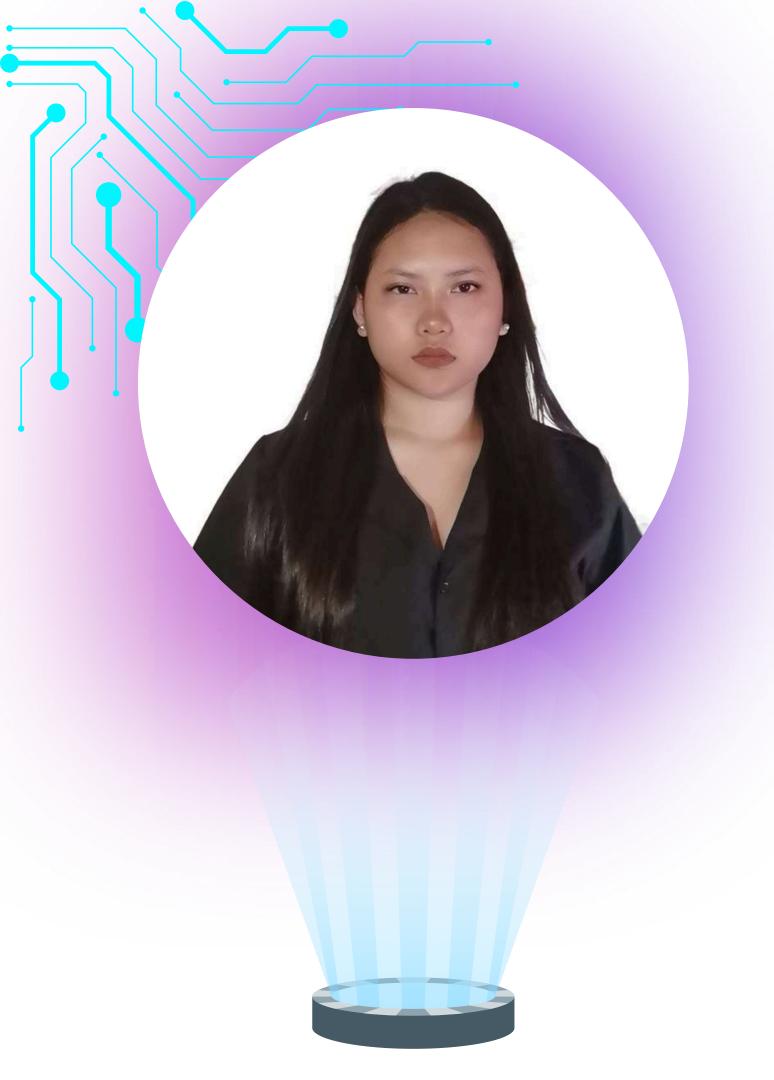
De Lara, Maclery Developer

"Programming isn't about what you know, it's about what you can figure out – Chris Pine"



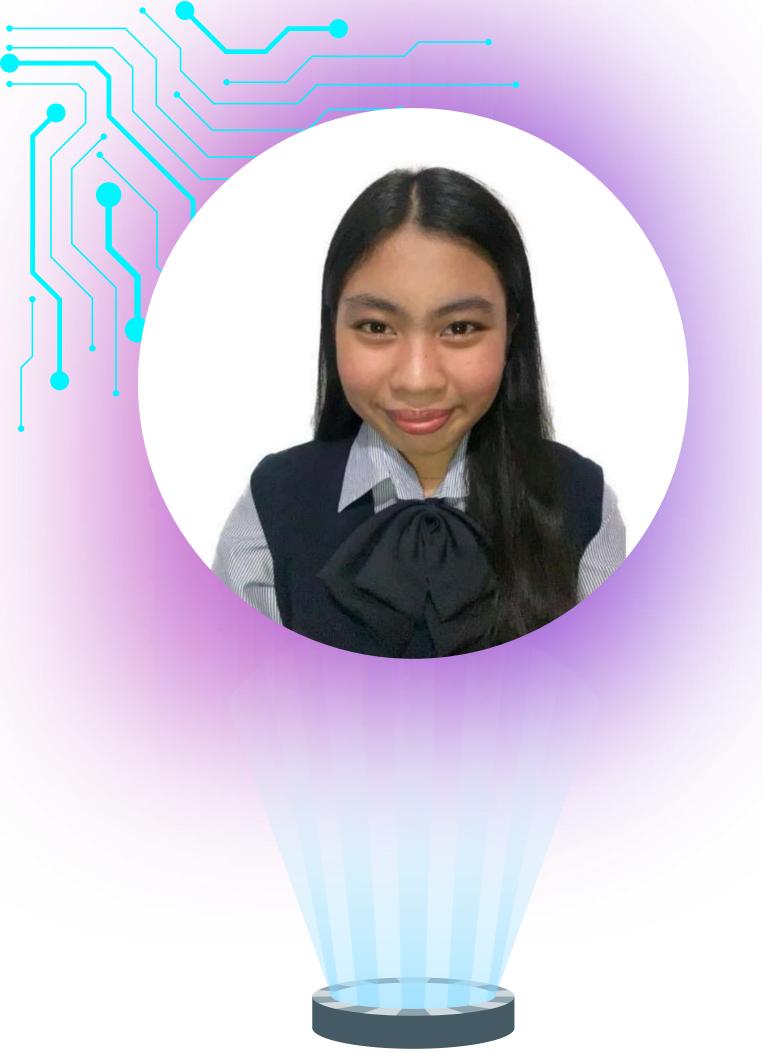
Soriano, Andrea Gail Project Manager

"Good code is its own best documentation." – Steve McConnell



Pamesa, Phoebe Quality Assurance

"Work hard until you don't have to introduce yourself"



Rabanillo, Ashley Rianne Quality Assurance

"Normality is a paved road: It's comfortable to walk, but no flowers grow on it."

— Vincent Van Gogh



Mina, Chris Ivan Wild Card

"If you genuinely want something, don't wait for it—teach yourself to be impatient." Gurbaksh Chahal

PROBLEMS

PROBLEM 1

Students find their lessons hard to learn.





PROBLEM 2

The lack of techniques for learning and understanding

PROBLEM 3

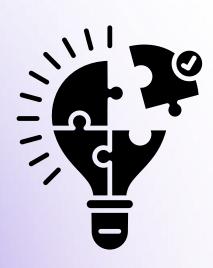
Too Many Features at Once. The user finds it overwhelming and confusing.



S

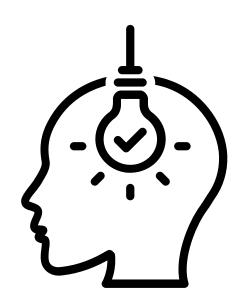
SOLUTION 1

Made an app for students that will hone their knowledge.



SOLUTION 3

Made our app more concise and less overwhelming.



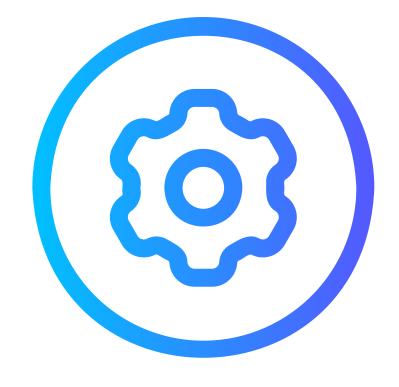
SOLUTION 2

With the help of our app it provides engaging educational games so that the students will be more engaged.



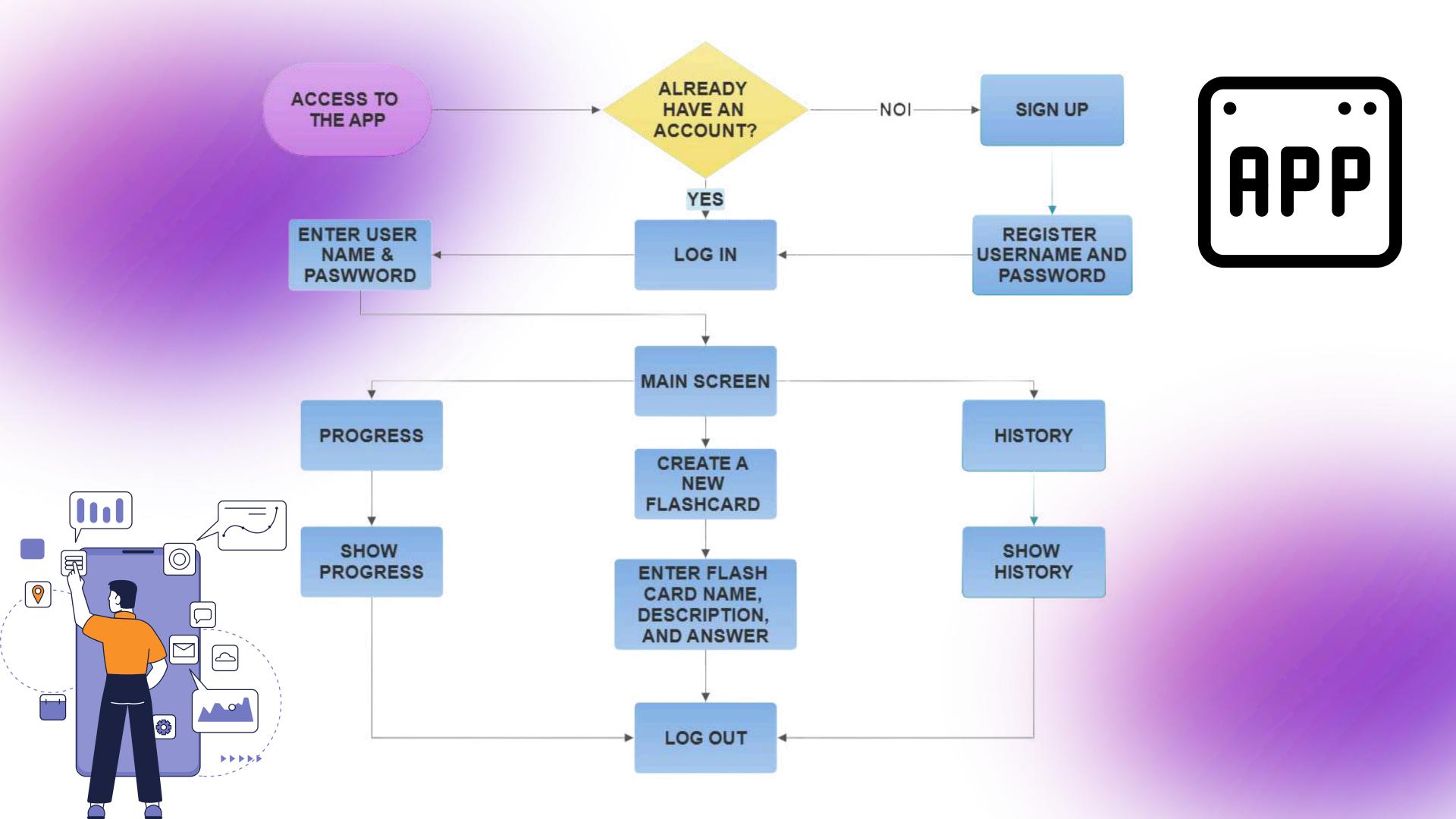
FEATURES

An educational program called PyCards was implemented by students at Polytechnic University of the Philippines-Parañaque for intellectual, knowledge, and development purposes. PyCards is a tool that allows students to construct their own game reviewer by using flashcards to create a deck of cards that incorporate lessons of their choice, along with answers and meanings. The aim of this study was to help students succeed academically and participate in interactive learning. It's a good engaging tool since you will learn while engaging.



OVERWEW THE SYSTEM







SYSTEM REQUIREMENTS

COMFROG (Epic/User Stories with Acceptance Criteria)

EPICS	USER STORY	ACCEPTANCE CRITERIA
Epic 1: User Account Set Up	User Story 1: As a PUPian, I want to create an account that I can utilize for the desktop application freely.	 Given that the user is on the registration page When the user enters a valid email and password Then the account is created
	User Story 2: As a PUPian, I want to input my account and my password so I can access my existing account on the desktop application	 Given that the user is on the login page When the user input their email and password Then the user would be able to access their existing account

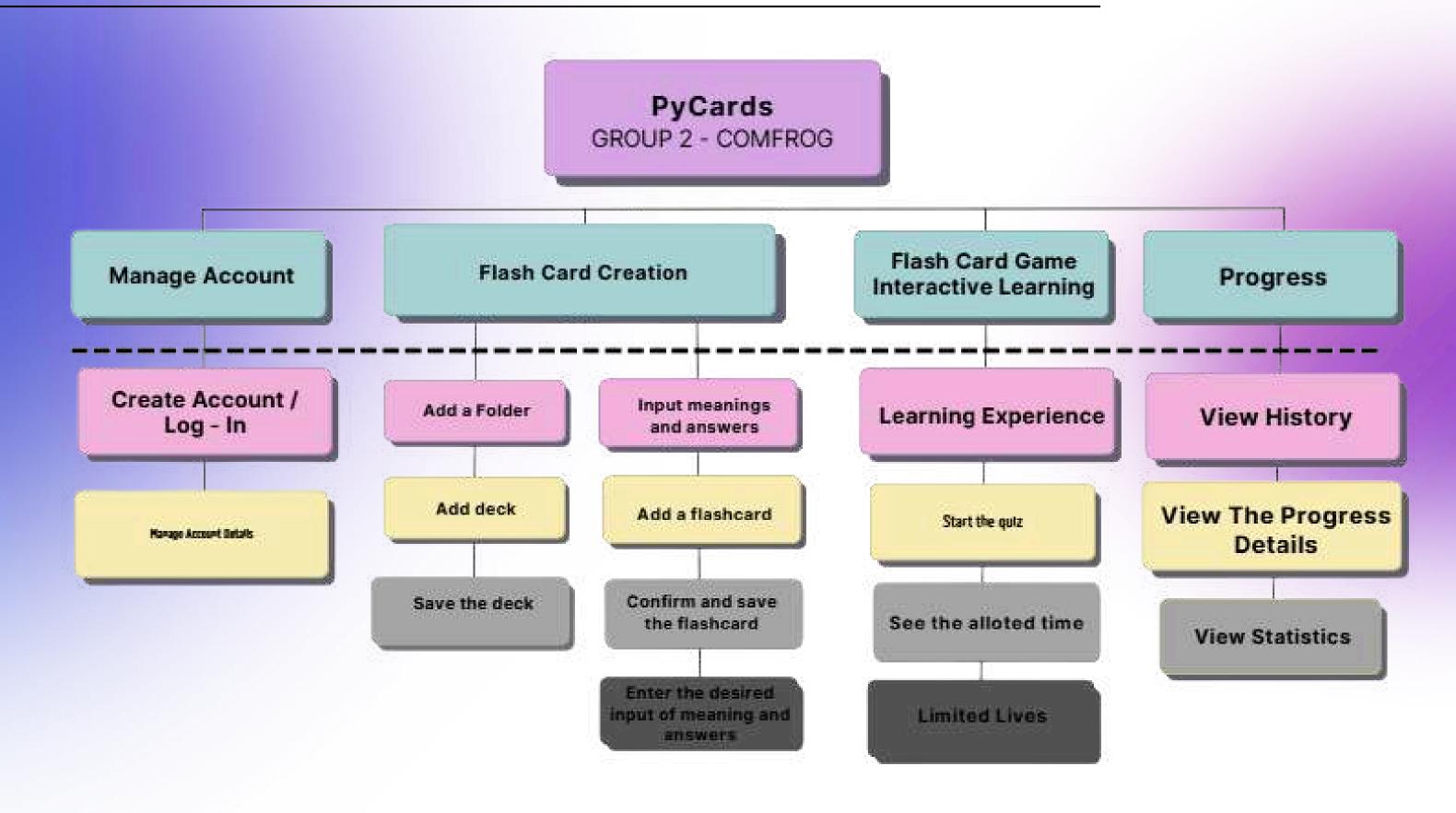
COMFROG (Epic/User Stories with Acceptance Criteria)

Epic 2: Flashcard Creation	User Story 3: As a PUPian, I want to have a flashcard folder where I can input my decks so that I can manage and organize my lessons and topics that I can study later on effectively.	 Given that the user wants to organize their topics and lessons When the user creates a new folder Then the folder is created with specified title and descriptions
	User Story 4: As a PUPian, I want to have a flashcard where I can add notes and explanations for deeper understanding.	 Given that the user is creating a flashcard When the user adds notes and explanations to the back of the card Then the notes and explanations are saved and can be viewed
	User Story 5: As a PUPian, I want to edit existing flashcards si that I can update or correct informations	 Given that the user wants to edit an existing flashcard When the user makes changes and saves them Then the changes are updated successfully
	User Story 6: As a PUPian, I want to delete flashcards that I no longer use so I can keep my study materials organized.	 Given that the user wants to delete a flashcard When the user confirms the deletion Then the flash card is removed permanently

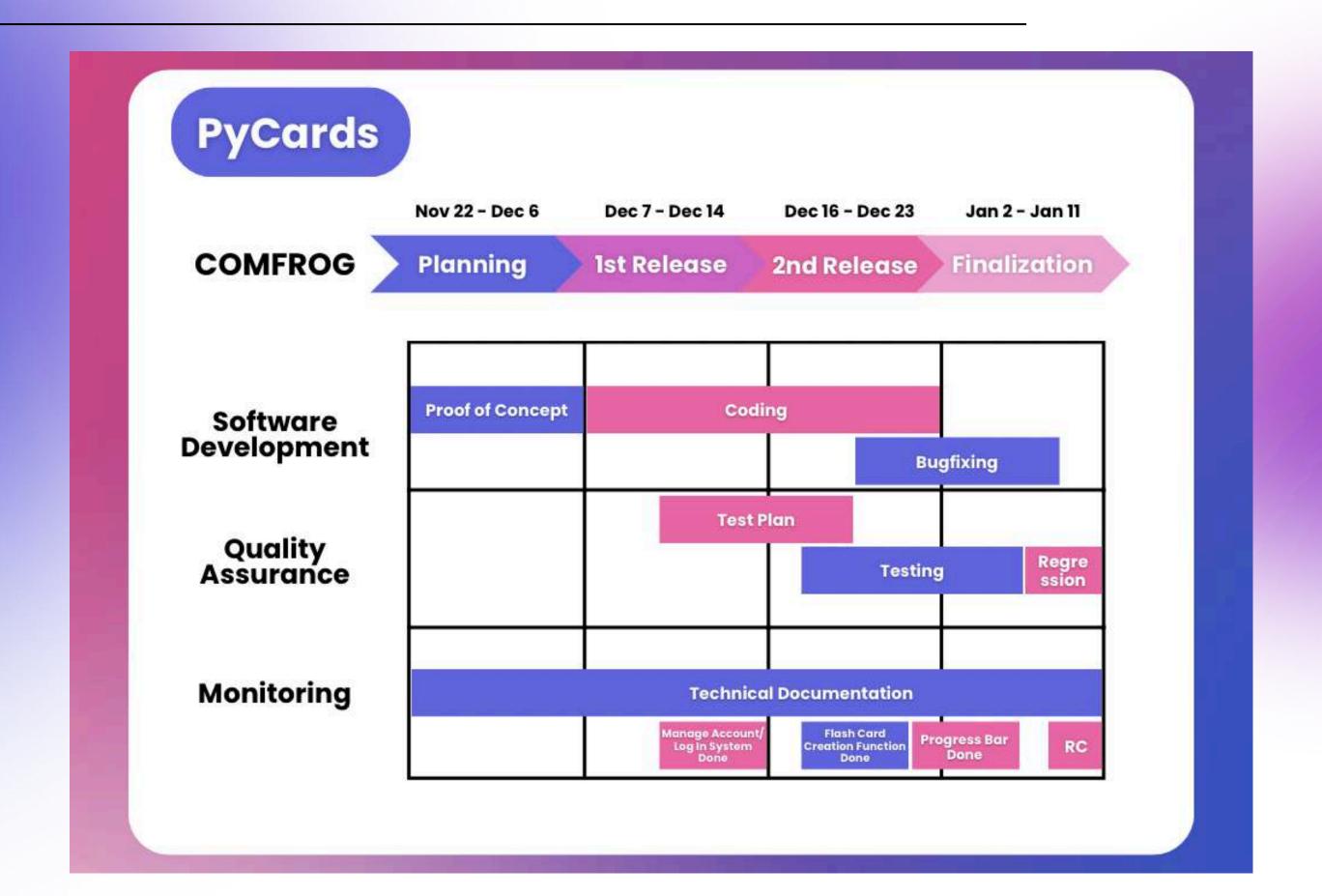
COMFROG (Epic/User Stories with Acceptance Criteria)

EPIC 3: Flashcard Game Interactive Learning	User Story 7: As a PUPian, I want to start the game and answer my own deck based on the definition I give, with time and number of lives limited to make it more exciting and challenging.	 Given that the user selects a deck of flashcards When the user starts a game session Then the game starts with the selected deck and limited lives
	User Story 8: As a PUPian, I want to receive immediate feedback on my errors and progress	 Given that the user is playing the game When the user answers a question The immediate feedback is provide
EPIC 4: Progress tracking	User Story 9: As a PUPian, I want to view history of my game sessions so that I can track my progress over time	 Given that the user wants to view past game sessions When the user clicks the history button Then the history is displayed with date, time, and performance metrics
	User Story 10: As a PUPian, I want to see my average score and statistics so that I can see how well I am doing.	 Given that the user wants to track performance over time When the user views their statistics Then the average score and other performances data are presented clearly

COMFROG (User Story Mapping)



PROJECT TIMELINE AND MILESTONES



Project Name	PyCards							
TOTAL TASKS			DURATION	50		Overall		
Completed			START	March South Crist Valletin		Progress		
In progress			FINISH			100%	100%	
Not Started			00000000000			000,000,000		
0.0000000000000000000000000000000000000								
SPRINT	TASKS	RESPONSIBLE	STORY POINTS	START	FINISH	DURATION	STATUS	REMARKS
Sprint 1								
Creation of Agile	Ideas	De Lara		11/22/24	11/24/24	2	Completed	
User Story	Ideas	Canta		11/22/24	11/24/24	2	Completed	
	Ideas	Delos Santos		11/22/24	11/26/24	4	Completed	
	Design	Pamesa		11/22/24	11/30/24	8	Completed	
	Design	Rabanillo		11/22/24	11/30/24	8	Completed	
	Edit	Mina		11/22/24	11/30/24	8	Completed	
	Documentation	Soriano		11/22/24	11/30/24	8	Completed	
Sprint 2								
Working on	Ideas	Pamesa		11/25/24	11/30/24	5	Completed	
Acceptance Criteria	Ideas	Mina		11/25/24	11/30/24	5	Completed	
	Design and Edit	Rabanillo		11/25/24	12/5/24	10	Completed	
	Details in chart	De Lara		11/25/24	12/5/24	10	Completed	
	Details in chart	Canta		11/25/24	12/5/24	10	Completed	
	Documentation	Soriano		11/25/24	12/5/24	10	Completed	
Sprint 3								
Start of PyCards	Assign tasks	Delos Santos		12/7/24	12/9/24	2	Completed	
Development	Coding: Develop "Create Account / Log-In" functionality	De Lara		12/7/24	12/10/24	3	Completed	
Manage Account	Coding: Manage account details and "Password" requirment feature	Canta		12/7/24	12/10/24	3	Completed	
	Code Review	Pamesa		12/7/24	12/10/24	3	Completed	
	Code Review	Rabanillo		12/7/24	12/10/24	3	Completed	
	Testing	Mina		12/7/24	12/10/24	3	Completed	
	Documentation	Soriano		12/7/24	12/10/24	3	Completed	

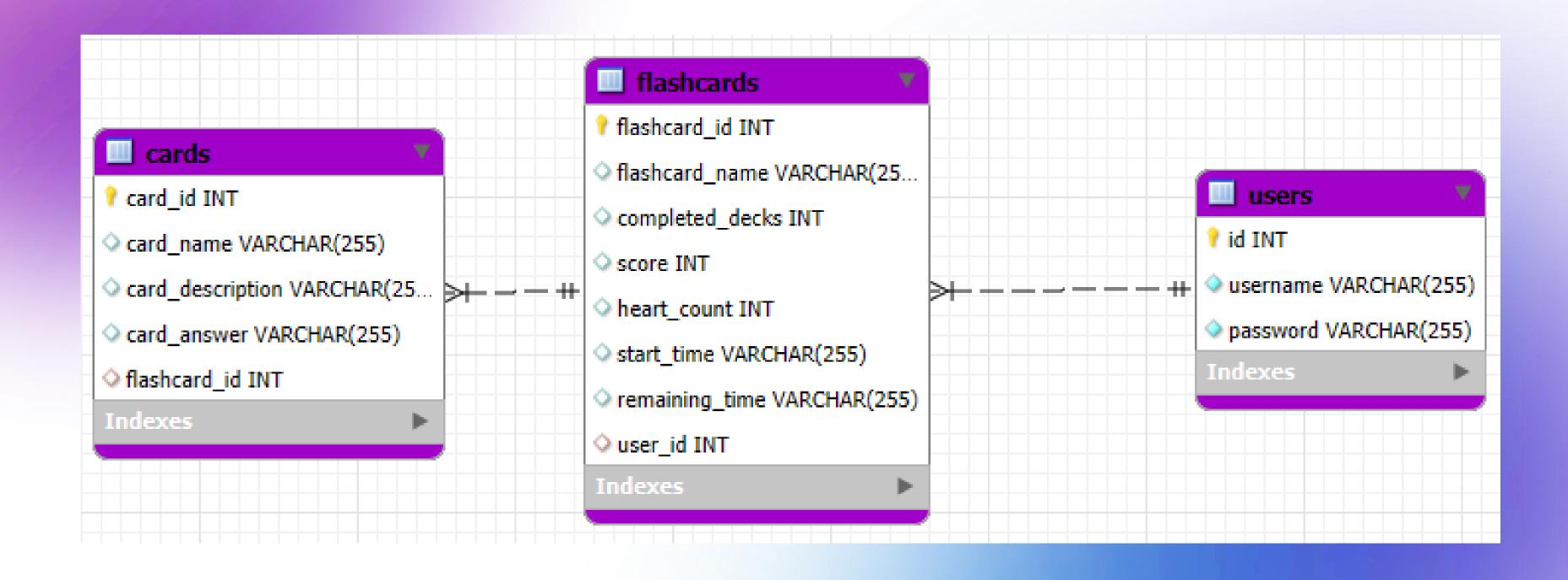
Sprint 4						
Working on	Assign tasks	Delos Santos	12/11/24	12/12/24	1	Completed
Main Screen	Coding: Develop "Flash Card Creation" dashboard	De Lara	12/11/24	12/12/24	1	Completed
Flash Card Creation	Coding: Implement functionality to add folders for flashcards	Canta	12/11/24	12/12/24	1	Completed
	Coding: Create input fields for meanings and answers	De Lara	12/13/24	12/14/24	1	Completed
	Coding: Add the ability to save and confirm flashcards	Canta	12/13/24	12/14/24	1	Completed
	Coding: Enable organization and management of flashcard decks	Mina	12/13/24	12/14/24	1	Completed
	Code Review	Rabanillo	12/12/24	12/14/24	2	Completed
	Testing	Mina	12/12/24	12/14/24	2	Completed
	Testing	Pamesa	12/12/24	12/14/24	2	Completed
	Documentation	Soriano	12/11/24	12/14/24	3	Completed
Sprint 5						
Working on	Assign tasks	Delos Santos	12/16/24	12/18/24	2	Completed
Next Screen	Coding: Develop "Progress" dashboard for tracking learning milestones	Canta	12/16/24	12/20/24	4	Completed
Progress Bar	Coding: Implement functionality to view progress details	De Lara	12/16/24	12/20/24	4	Completed
	Code Review	Rabanillo	12/16/24	12/20/24	4	Completed
	Testing	Pamesa	12/16/24	12/20/24	4	Completed
	Debugging	Mina	12/16/24	12/20/24	4	Completed
	Documentation	Soriano	12/16/24	12/20/24	4	Completed
Sprint 6						
Regression Testing	Testing: Perform unit testing on each module	Pamesa	1/6/25	1/8/25	2	Completed
TO SELECTION OF PARTY	Testing: Perform unit testing on each module	Rabanillo	1/6/25	1/8/25	2	Completed
	Identify Bugs/Debugging	Mina	1/6/25	1/8/25	2	Completed
	Bug Fixing: Identify and fix bugs	Canta	1/6/25	1/8/25	2	Completed
	Bug Fixing: Identify and fix bugs	De Lara	1/6/25	1/8/25	2	Completed
	Prepare system for final review and release candidate testing	All	1/6/25	1/8/25	2	Completed
Sprint 7						
Final System Review	Conduct a comprehensive system review	Hailie	1/9/25	1/11/25	2	Completed
Release Candidate	Final Testing: Execute final testing for the release candidate	Pamesa	1/9/25	1/11/25	2	Completed
Preparation	Final Testing: Execute final testing for the release candidate	Rabanillo	1/9/25	1/11/25	2	Completed
	Final Testing: Ensure all features meet acceptance criteria before relea:	Mina	1/9/25	1/11/25	2	Completed
	Documentation: Prepare documentation for deployment	Soriano	1/9/25	1/11/25	2	Completed







DATABASE DESIGN



TEST CASES and TEST RESULTS

1	Scenario TID 🔻	Scenario Description	Test Case ID 💌	Pre Condition 💌	Steps to Execute	Expected Result 💌	Actual Result 💌	Status	T
2	1	Sign up scenario with valid username and password.	1			Sign up should work with valid credentials.	Sign up is working with valid credentials.	Passed	
3	2	Sign up scenario with valid username and a password that is 8 characters long, contains uppercase and lowercase letter, but no special character.	2			An error message like "Password must contain at least one special character." should appear.	The error message did appear.	Passed	
4	3	Sign up scenario with valid username and a password that is 8 characters long, contains a special character, but all in uppercase letters.	3			An error message like "Password must contain at least one lowercase letter." should appear.	The error message did appear.	Passed	

		Sign up scenario with valid					
		username and a password			An error message like		
		that is 8 characters long,			"Password must		
		contains a special			contain at least one		
		character, but all in			upercase letter."	The error message	
5	4	lowercase letters.	4	 	should appear.	did appear.	Passed
		Sign up scenario with valid					
		username and a password					
		that is 5 characters long,			An error message like		
		contains uppercase,			"Password must be at		
		lowercase, and a special			least 8 characters	The error message	
6	5	character.	5		long." should appear.	did appear.	Passed
		Sign up scenario with		i 	An error message like		
		existed username and valid			"Username already	The error message	
7	6	password.	6	 i 	exists." should appear.	did appear.	Passed

					An error messages		
					like "Username		
					already exists."		
					"Password must be at		
					least 8 characters		
					long.""Password		
					must contain at least		
					one uppercase		
					letter." "Password		
					must contain at least		
					one lowercase letter."		
					and "Password must		
		Sign up scenario with			contain at least one	The error	
		invalid username and			special character."	messages did	
8	7	password.	7		should appear.	appear.	Passed
					User sees an error		
					messages like		
					"Password must be at		
					least 8 characters		
					long.""Password		
					must contain at least		
					one uppercase		
					letter." "Password		
					must contain at least		
					one lowercase letter."		
					"Password must	The error	
		Sign up scenario with			contain at least one	messages did	
9	8	username only.	8		special character."	appear.	Passed

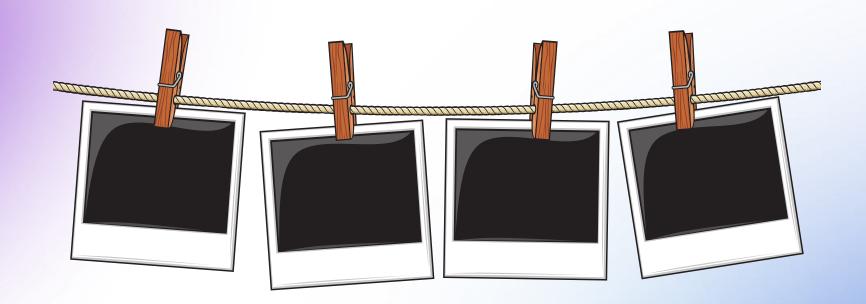
Scenario TID	Scenario Desciption	st Case Pre Condition:ps to Execu	Expected Result	Actual Result	Status
9	Verify the functionality of the main screen button	9	User will be navigated to the main screen.	User sucessfully navigated to main screen	passed
40		40	Opens a form where creation of flashcard	The user's screen flashed a form for flashcard	A-112221
10	Verify the functionality of the create flashcard button	10	commence	creation	passed
11	Scenario where the user accept the input an save in the flashcard name	11	The flashcard name is saved and displayed without errors.	The user's input in the flashcard name saved and displayed sucessfully	passed
				The user's input	Marcon Co.
	Scenario where the user adjust the time in the field and			sucessfully saved and	
12	accepts valid input	12	The time limit is saved without errors.	displayed sucessfully	passed
				The user's data inputed on	
13	Scenario user will input the term of its choice on the filed	13	Card data is saved and displayed correctly.	the field saved and displayed sucessfully	passed
	Scenario where the user will input the correct data on the		Description/definition is saved without	The user's data inputed on the description field saved	
14	description field	14	truncation or errors.	and displayed sucessfully	passed
				Flashed a new form where	0.
0.000			New card fields are added, and data is saved	the user can input another	
15	User will create more forms for creation of flashcard	15	successfully.	flashcard again	passed
			The data is saved and flashed on the main	The flashcard was saved and flash to the main	
16	Verify the functionality of save button	16	screen sucessfully	screen sucessfuly	passed

				The user's screen will	With the same of t
				proceed to quiz screen	
			The user will be navigated to the quiz with	with the flashcard data	
			flashcard, the description and field where he	without the correct	
			can input his answers with time limit set and	answer and also time limit	
17	Scenario where the user will tap the created deck	17	lives	set by the user and lives	passed
100		7107	Correct answer should be recorded and	The correct answer is	ACCESSION N
	Scenario where the user will submit a correct asnwer on		proceed to the next question without	recorded and quantified	
18	the field	18	sacrificing lives	without errors	passed
10		10			possou
19	Scenario where the user will submit incorrect asnwer on	19	A message will appear that the user inputed	The message appear and	
19	the field	19	wrong answer and the lives will be deducted	the lives is deducted by 1	passed
			The quiz will be exterminate and save the	COMPANY CONTROL OF THE CONTROL OF TH	
00	Scenario where the user used up all of the remaining	20	score, and will be navigated back at the	The screen navigated	
20	lives without correct answer	20	main screen	back at the main screen	passed
				The score is saved and	
			The score will be saved and the screen wil	navigated back to main	
21	Scenario when the user completed the quiz	21	navigated back at the main screen	screen	passed
				Successfully navigated to	
			The user will navigated to history screen	the history screen with	
(202)		520	where the quiz history with scores are	quiz history where scores	100
22	Verify functionality of History button	22	saved	are saved	passed
			The user will be navitaged to progress	Successfully navigated to	THE
			screen with bar that shows the progress of	progress screen with	103
23	Verify functionality of Progress button	23	the user	progress bar	passed
				Successfully navigated	XXX
				back to the Log in screen	
			NAMES ASSESS OF THE POST OF TH	where user will log in or	
			The will be navigated back at the log in	create another account	
24	Verify functionality of Log Out button	25	screen	again	passed
			The screen of the user should be the same	The pad of the design are	100000000000000000000000000000000000000
25	Scenarion user get back to the log in screen	25	as the first log in screen	disoriented unlike before	failed
				The card successfully	Marie Marie
				deleted but the number	
				are not arranged and	
	Scenario the user will delete a certain card during the		The card should successfully removed with	continues to count even if	
26	card creation	26	no errors	the card got removed	failed
36605		36613		resource a second-communication and a second	

SUMMARY AND CONCLUSION



Pycards was developed to further improve and simplify learning for students and be more manageable for professors and lecturers alike. With Pycards, learning and teaching is more manageable and easy for both students and professors alike within Polytechnic University of the Philippines-Parañaque. With the help of our team, we are able to create, test, and finalize Pycards to its full funcuality.



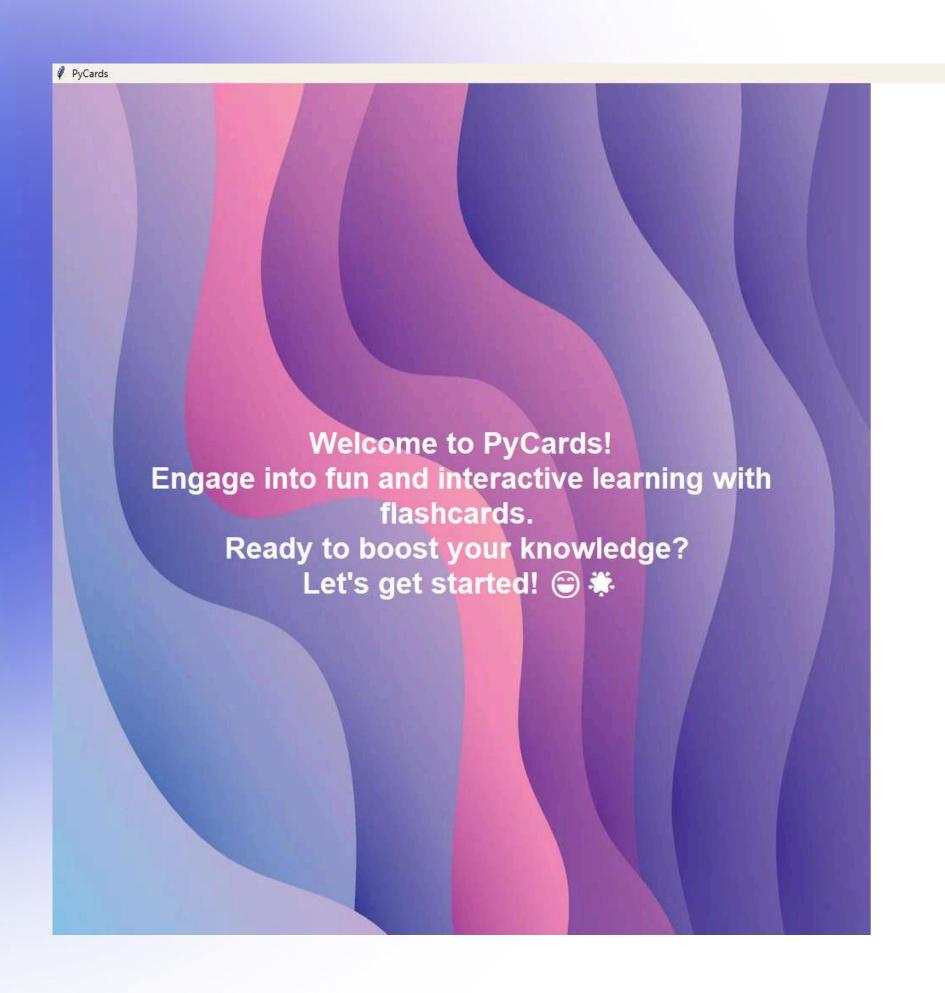
DOCUMENTATION





SCRENSHOTS





Welcome Back to PyCards!

a ×

username

password

Log in

--- Don't have an account? ---

Sign Up

PyCards

Main Screen
Progress
History

Welcome back, comfrog Let's continue where we left off. What would you like to dive into next?



Create New

Logout

DEMO



THANK YOU!