Functional Requirements

FR1: User Authentication and Roles

- FR1.1: System shall support user authentication for Admin, Lecturer, Tutor, and Student roles.
- FR1.2: System shall restrict access to features based on user roles.

FR2: Module Management

- FR2.1: Admin shall be able to create new modules.
- FR2.2: Admin shall be able to edit module details.
- FR2.3: Admin shall be able to delete modules.

FR3: Assignment Management

- **FR3.1**: Admin/Lecturer shall be able to create assignments for a module.
- FR3.2: Admin/Lecturer shall be able to edit assignment details.
- FR3.3: Admin/Lecturer shall be able to delete assignments.

FR4: Marking Script Management

- FR4.1: Admin/Lecturer shall be able to create marking scripts using:
 - FR4.1.1: GATLAM
 - o **FR4.1.2**: Random Number Generator
 - FR4.1.3: Coverage-based algorithm
 - o **FR4.1.4**: Manually
- FR4.2: Admin/Lecturer shall be able to delete marking scripts.
- FR4.3: Admin/Lecturer shall be able to edit marking scripts.
- FR4.4: Admin shall be able to upload custom interpreter
- FR4.5: Interpreter shall translate marking script into executable code depending on the marking script used
- FR4.6: Admin/Lecturer shall be able to set marking to manual mode

FR5: Mark Allocator

- FR5.1: A Mark Allocator shall be generated from the memo output
- FR5.2: Admin/Lecturer can edit the mark allocator
- FR5.3: Mark Allocator shall determine the weight of correct code for marking

FR6: Code Submission

• FR6.1: Students shall be able to upload their code files.

FR6.2: Students shall receive marks and feedback for their submission.

FR7: Reporting and Statistics

- FR7.1: System shall provide live statistics per assignment.
- FR7.2: Statistics shall be available as downloadable reports.
- FR7.3: Statistics shall be displayed in graph form.

FR8: Code Viewer and Runner

- FR8.1: System shall allow viewing code without downloading.
- FR8.2: System shall allow running code without downloading.
- FR8.3: System shall show output and stack trace of execution.

FR9: Execution Environment

- FR9.1: Student submissions shall be run in containerized environments.
- FR9.2: Student output shall be matched to marker output outside of the container.

FR10: Plagiarism Detection

- FR10.1: System shall support plagiarism detection per assignment.
- FR10.2: System shall compare ASTs before invoking MOSS.
- FR10.3: Plagiarism shall optionally be displayed in graph form

FR11: Al Assistance

- FR11.1: System shall provide Al-generated summaries of exceptions.
- **FR11.2**: System shall provide Al-generated summaries of incorrect outputs.

FR12: Gamification and Progression

- FR12.1: System shall support achievements and other gamified elements.
- FR12.2: System shall support unlocking tasks by completing previous tasks.

FR13: Grading System

- FR13.1: System shall calculate grades per assignment.
- FR13.2: System shall allow different grade weights per task.
- FR13.3: System shall display grades to students.
- FR13.4: System shall support time and space complexity analysis.

FR14: Submission Rules

- FR14.1: Admin shall be able to configure:
 - FR14.1.1: Submission deadlines (date and time)

- FR14.1.2: Late submission policy
- FR14.1.3: Submission count limit (including infinite)

FR15: Security

- FR15.1: System shall restrict student access to memo content.
- FR15.2: System shall isolate containers to prevent memo leakage.

FR16: Support System

• FR16.1: System shall have a ticketing system (Feature Flag enabled).

Quality Requirements

QR1: Performance

- QR1.1: The system must have an average code submission time of less than 10 seconds
- **QR1.2**: The system must be able to process and store up to 250 code submissions over a 12-hour period without performance degradation
- QR1.3: Graceful timeouts, if a job takes too long it is ended

QR2: Scalability

- QR2.1: The system architecture must support horizontal scaling of compute resources (e.g., worker nodes or containers) to handle increased load.
- QR2.2: Stateless API layer

QR3: Availability

- QR3.1: The system must maintain at least a 99.5% uptime during the semester
- QR3.2: The system must include real-time health monitoring for core components

QR4: Usability

- QR4.1: The system must provide a user interface on mobile devices
- QR4.2: The system must provide an accessible user interface on differently scaled viewports
- QR4.2: The system must provide users with active responses for loading, errors or successful execution

QR5: Security

- QR5.1: Student code execution must happen in sandboxed containers
- QR5.2: Communication must be secured with TLS

- QR5.3: Passwords and student information must be protected via hashing
- QR5.4: System sections must only be accessible to the appropriate roles

QR Justification

- QR1.1: Due to the amount of student submissions and the limited containers submission turnaround must be fast
- QR1.2: Based on class sizes and estimated peak daily usage, this amount must at least be able to be handled
- QR1.3: Prevents runaway/infinite loops in student code from monopolizing resources
- QR2.1: Deadlines produce load spikes, meaning that workers need to be scalable when demand is high and return to normal when it is low
- QR2.2: Statelessness makes it easy to add/remove API servers later
- QR3.1: Students need predictable access during the semester, and to reduce load on tutors and lecturer in the event of an extension
- QR4.1: Many students may access their profile using a tablet, it also makes it much
 easier for a tutor during a session to look at a student's mark if it is available on
 mobile
- QR4.2: Students use varied devices, responsive design avoids broken layouts
- QR4.3: Immediate, clear feedback improves user experience for both students and lecturers, and prevents accidental duplicate submissions
- QR5.1: Student code must not compromise the host system or other students' submissions
- QR5.2: Prevents eavesdropping, especially across a public network such as on campus
- QR5.3: Protects students passwords and privacy in compliance with POPIA
- QR5.4: Ensures lecturers, tutors, and students only see the functions appropriate to their roles, preventing unauthorized access and tampering with data