CARLETON UNIVERSITY

COMP3004

DELIVERABLE 1

#GOALS

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OVERVIEW

Students usually find themselves falling behind on handing in assignments or maintaining high grades throughout the semester for lack of effort in regularly checking and interpreting their culearn accounts and audits. Hence a number of students have requested a system that allows them to more clearly track their progress academically and plan ways to maintain high grades by either being reminded of upcoming deadlines or gauging how much more effort has to be put in future assignments to achieve set goals.

#GOALS

#Goals is an android app which will act as a course scheduler and motivator, that provides students with a platform to track their academic progress and plan practical ways to work towards a predetermined goal. #Goals is equipped with a special character named Ruby. Ruby will be their companion throughout the academic journey, providing necessary information for the student.

A scheduler, because #Goals would create a timetable listing times and dates of courses, tests, assignments, exams, office hours and it would provide students with study and assignment time and allow students to add preferred study/assignment times.

A motivator because #Goals would ask a student for their desired grade and minimum grade to pass the course, and asks how well they think they fared after each test or exam which would be replaced with the actual grade. With this information provided, #Goals would provide the visual progress reports. #Goals would calculate what a student needs to get in each course work i.e. assignment, test/midterm, tutorial, and exam and compares these results with the actual grade. #Goals would also provide an option to see the average grades of others in the class that have the app to promote competition. But a student can't have access to this if he doesn't allow it.. However, the student can enable this feature to be able to use it . #Goals should show the progress/life-span of each course using a progress bar. If it is Green means he's achieving his goal in a course, orange means average, and Red means failing.
Developing #Goals as a mobile app would be more useful, as it's easier to check your phone then check your laptop or any other platforms. Also, developing #Goals as a mobile app would allow the system to enable notifications and that's one of the purposes of #Goals.

#Goals app is unique from other scheduling apps as it allows students to have a visual of how they're progressing in all their classes, which can be a daunting task if left to do by hand.

FUNCTIONAL REQUIREMENTS

1. Student must be able to add a course profile
2. Student must be able to delete course profile
3. Student must be able to add course profile
    3.1. Student must be able to add course
    3.2. Student must be able to add p.d.f outline of course
    3.3. Student must be able to add desired grade
    3.4. Student must be able to add passing grade
4. Student must be able to manage course profile
    4.1. Student must be able to delete desired grade
    4.2. Student must be able to edit desired grade
    4.3. Student must be able to edit passing grade
    4.4. Student must be able to delete passing grade
    4.5. Student must be able to add actual grades
    4.6. Student must be able to edit actual grades
    4.7. Student must be able to delete actual grades
5. Student must be able to delete a course profile
6. Student must be able to view course progress
    6.1. Student must be able to view their actual grade
    6.2. Students must be able to view what grades are needed on course work to achieve desired grade
    6.3. Students must be able to view what grades are needed on course work to achieve in passing grade
    6.4. Student must be able to view progress graph
7. Students must be able to manage schedule
    7.1. Students must be able to add desired study time to schedule
    7.2. Students must be able to add desired assignment time to schedule
    7.3. Students must be able to add office hour
8. Student must be able to edit schedule
    8.1. Students must be able to add desired study time to schedule
    8.2. Students must be able to add desired assignment time to schedule

8.3. Students must be able to add office hour
9. Student must be able to manage schedule
9.1. Students must be able to add/delete desired study time to schedule
9.2. Students must be able to add/delete desired assignment time to schedule
9.3. Students must be able to add/delete office hour
10. Student must be able to interact with the ruby
10.1. Student must be able to view notifications about progress from ruby
10.2. Student must be able to view motivational comments made by ruby
11. Student must be able view a colored progress bar for each course

NON-FUNCTIONAL REQUIREMENTS

1. Usability
1.1. The naming convention of each element will clearly state its purpose
1.2. The system should contain a clutter free design with easily accessible content
1.3. The system should be visually appealing
1.4. The system should provide about/help information on every panel
1.5. The system provides Ruby, our #Goals assistant to guide the student
2. Efficiency
2.1. The system should calculate the grades would be done at constant time
2.2. The system should calculate graphs as fast as possible
2.3. The system will provide user's profile quickly

Students have a lot to learn and one thing they shouldn't have to spend time on is how to use this app; that's why usability is such a priority for this app. Students also want quick results so we'll deliver a simple yet sleek design so #Goals is easy on the eyes and also shows results fast.

USER SCENARIOS

App Alerts

The school semester is about three quarters done and Adam decides to upload the grade for his MATH 1002 assignment. He does this by going to the courses tab on the menu, selecting MATH 1002 from the course list and finally tapping the add grade option. Note that Adam has had a low battery symbol beside this course for some time, as he has been failing much of the course work. After adding yet another failing grade, the app sends Adam an alert encouraging him to visit an academic adviser and reminds him of upcoming prof and TA hours.

Although having the #Goals app will help prevent situations where students do poorly on their courses, these cases may still arise. The first warning to the student to spend more time on this course was the low battery symbol which appeared beside MATH 1002 the courses page. Alerting Adam motivates him to be proactive in how he deals with his poor grades instead of letting it fly under the radar until he fails his course or realizes before classes are done that he can't pass.

Figure 1: App Alerts Scenario.
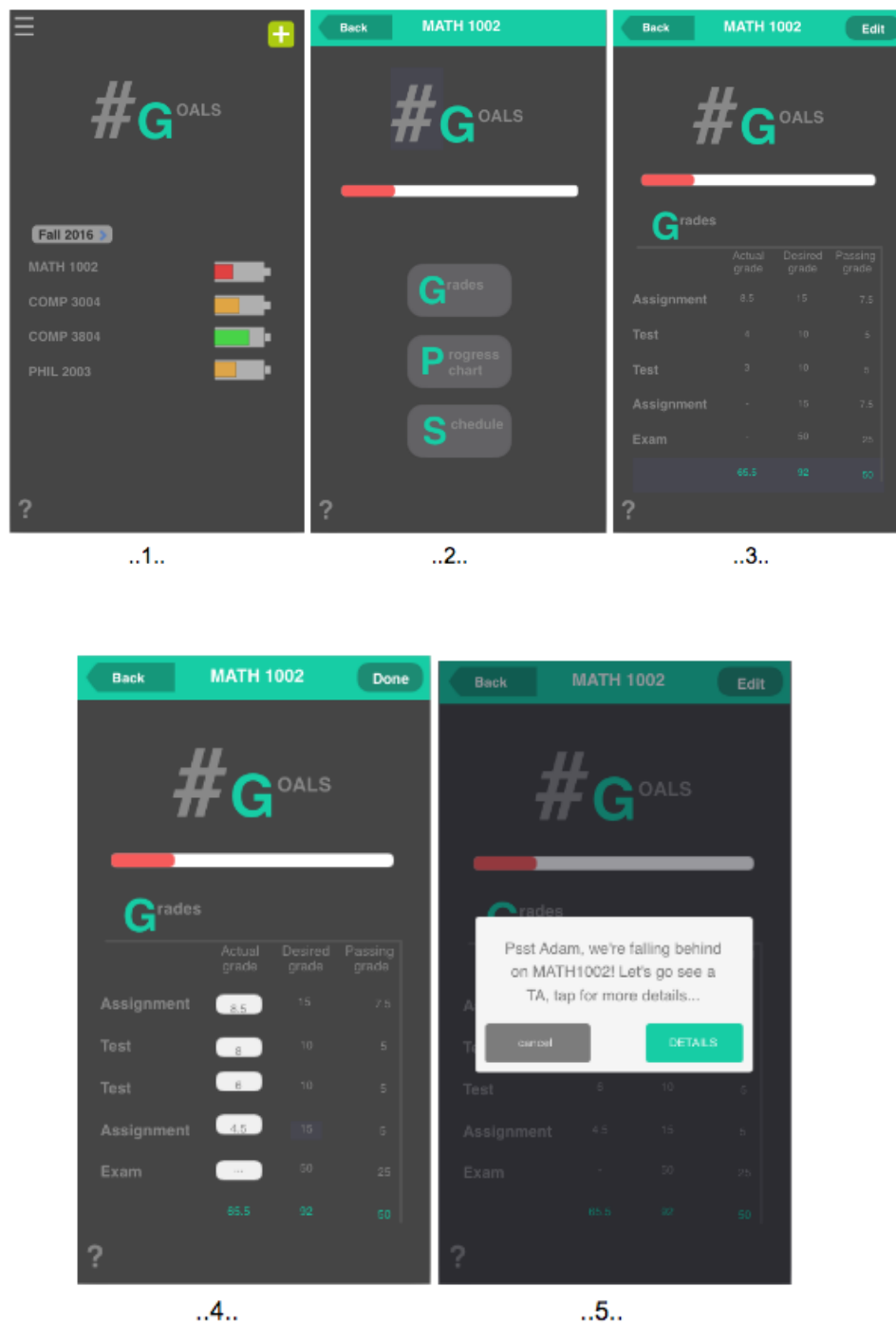
Calculate and Edit to Actual Grade

Adam is a third year student and an active user of #Goals and he is taking COMP3804A this fall. COMP3804A requires two Assignments worth 30%, two tests worth 20% and an Exam worth 50%. His desired grade is 95/100 and passing grade is 60/100. He just completed his 1st test, He got 8/10. Adam logs in, and clicks COMP3804A in his course list. He clicks the grades button and he is shown a grid page displaying his desired grades, passing grades and actual grade of each course work. He clicks the edit button and inputs his 8 into the field "Actual grade: Test 1" and clicks calculate. #Goals re-calculates what is required of Adam to get in each course work for both his desired grade and passing grade. For example, his desired grades changes to Test 2 (e.g. 9), Assignment 1(e.g. 15) , Assignment 2(e.g. 15) and Final Exam(e.g. 48). Each entry of Test 1 is overridden with actual grade for Test 1 on the grid page. #Goals identifies that his actual grade good enough to get his total desired grade which means he has reached a goal and displays a pop-box with Ruby. Ruby congratulates him with a notification "Congratulations Adam, you have reached your goal in Test 1".

Figure 2: Calculate and Edit to Actual Grade Scenario.