**COSC 4P02 Proposal - Team Shadow Raters**

COSC 4P02 Software Engineering 2

Department of Computer Sciences

Brock University

2021

**Team Members (8)**

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**GitHub Page**

https://github.com/DavidBaillie/COSC4P02\_2021\_ShadowRaters

**Introduction**

In a world of ever-growing technological literacy, the ability for a potential student to determine the best institution for them and their future endeavors is critical. Currently, the best option for students comes in the form of a website called Rate My Professor. Using this resource, students can see the general opinion of professors at a school, or the general opinion of a school. Our aim is to develop a better tool for students to use when looking to determine the quality of an available education, quality of professors, and how the experience will change as they move through their education.

**The problem**

Currently the best resource for students can inform them about a single professor, or a single school at a time. While this is useful, the utility of this information is heavily limited by the context of the class and professor. For example, while one can see the rating of a professor, there is no way to tell if the professors’ abilities differ between the courses they teach.

**The objective**

In order to deliver better experience for students and educators, our service aims to provide better information about student perceptions of professors, classes, departments, and schools. When students use the service to provide feedback, they will have the ability to rate the class by term, the professor in the class, and department at the time. In turn when viewing ratings about the school, users will be able to see how a professor rates over time, how professors’ rate by class, how classes have rated over time, and many more views. With all the information available, prospective students will have a complete view of the institution they are potentially attending, and the quality of educators at the institution. Additionally, this information can be used by staff at the institution to measure the perceived quality over time.

**Methodology**

To develop this service, we will be using an Agile based SCRUM method broken into two-week sprints. Each sprint will be used as a phase of development to either expand feature sets or to refine current systems.

**Weekly meeting time**

The team will meet every Wednesday at 5pm on Microsoft Teams for an estimated meeting duration of 60min.

**Timetable**

* January 11 – January 17
  + Team Orientation and Discussion - Determine what project to pursue and what technologies will be required for the project to function in a modern user space.
* January 17 – January 31
  + Technology investigation and prototyping - Explore technologies agreed upon in previous phase and prototype styles and services available in the application.
* January 31 - February 7
  + Finalization of concepts - Finalize exact requirements for the application and document system requirements.
* **February 7** –> Requirements and Overall Design submission.
* February 7 – February 21
  + Phase 1 Development – Create Minimum Viable Product for application.
* February 21 – March 7
  + Phase 2 Development / Revision – Revise MVP systems and start to develop advanced user features.
* **March 7** – Presentation for MVP to investors and to receive feedback on current development and systems.
* March 7 – March 21
  + Phase 3 Development – Expand feature set to provide most desired functionality.
* March 21 – March
  + Phase 4 Development / Revision – Revise feature expansion and refine current systems to provide better UI/UX.
* **April 3** – Presentation for advanced feature set to investor and to receive final updates to system processes and design.
* April 3 – April 18
  + Phase 5 development / final sprint – Implement and refine final systems.
* April 18 – April 25
  + Cleanup – Fix any outstanding issues and finish final systems for release.
* April 26 – April 30 Present