**Marker WebApp Overall Model**

The overall model has been developed to reflect the follow requirements gathered from our client and throughout our assessment. It is expected:

* Login page for the marker
* Marker have limited access to the feature of the web application.

**The interface is expected to have:**

* A ‘correct’ button.
* An ‘incorrect’ button. (There **is no need to a wrong button as the amount of attempts for each team is irrelevant for the competition**). Replaced by undo button
* A ‘pass’ button.

**Unclear or must be revised:**

* Buttons must be time-delayed so the judge must hold the button down for at least 2 seconds before input is sent to the database. (**This requirement must be further discussed**).
* Buttons must display a confirmation when data is sent to the database. (Confirmation from marker is required. What kind of confirmation is needed from the database).
* Buttons must deactivate when data is sent.
* Buttons must reactivate when the user lifts their finger/cursor off the button.

**Who**

Marker is a member of the organizer team. A desired user for the Web Application. Usually a teacher or a person involved with AMA or MATHEX.

**What**

Markers are responsible for marking the answer of each team that they are assigned to. Each marker, usually, marks two teams.

Markers also give out the questions whenever it is appropriate.

**How**

Marker hands the question to a student. Then, student returns with the answer. If answer is correct, marker will note it down and compute the new total score. Marker hands to the student a new question to answer. This process continues until there is not more questions or the time is out. In case answer is wrong, student has the choice to try again or pass, if student pass a new question is given and marker notes it down as a pass.

**Diagrams**

**Sequence diagram –** shows the required actions from the marker all the way to the database. It illustrates the login process, the selection of teams to mark, the process of chosen a selected team to mark and the possible interactions from the marker to with the webpage.

**Activity diagram** – Shows only the possible actions the marker has.

**State diagram** – shows al states the webpage will hold as a result of each action performed by the marker.

**Initial prototype design** – retrieved from the initial paper prototype example to illustrate the suggested design for the marker’s interface. **This diagram is for support only.**

**Marker interaction with webApp walk through**

Markers are standard users of the application until they have logged in. In order to login, marker must access the login page. The login page can be reached indirectly by accessing the corresponding link. Or, directly through hyperlinks in the main page.

When logged-in. marker should be presented with a marker’s home page where they can select teams they want to mark. The number of teams to mark are usually 1 to 2, but it should be allowed more if required. Marker are allowed to deselect teams from the list.

Each team will have its page for marking. A team’s page shows the question number and the question in which a team is currently answering. The answer will be revealed when required. There will be thee action available in each page:

* A way to confirm a team has got a correct answer
* A way to pass a team to the next stage (question)
* A way that markers can return (undo) previous questions

Markers will transit to or from teams’ pages as long as the teams have been selected to be marked.

Further requirements:

* Markers can choose teams they want to mark ( alternatively, admin can pre-set them)
* Markers cannot choose already assigned teams to be marked