CS115 - Release Plan - GrepThink TSR

High level goals (in order of priority):

1. Building off of the 'Project' object, create a functional TSR form, following Professor Jullig's TSR form, for each team member of a project to fill out for each other member in the team. Data storage
2. Create a view for TA's and professors to read TSR reports for each user in each team
3. Implement data summaries with simple visualizations/conclusions (such as averages or graphs) based on teammate submissions for each team member

User stories (in order of priority):

Sprint 1 - Create TSR form:

- 3 - As a student, I want a TSR form with fields (radio buttons for quantitative data and text input qualitative data) for each member of my team so that I can input my TSR
- 1 - As a student, I want to have a dropdown menu that consists of my teammates. When each name is selected, a new and blank TSR form will appear so that I can evaluate my entire team's performance
- 1 - As a student, I want to be able to submit a filled out TSR form for each member of my team so that a TA of the professor can view it
- 1 - As a student, I want some sort of verification that my TSR form has been properly submitted for each member of my team and that I will receive credit for my submission

Sprint 2 - Allow TA's and professors to view TSR information:

- 4 - As a teaching assistant/professor, I want to be able to view the TSR's information for every member of every team so that I can evaluate the performance of each team member (highest priority)
- 1 - As a professor and/or teaching assistant, I want a quick way to contact the teammate being evaluated and the teammate who submitted the

evaluation of the TSR form I am viewing so that I can sort out issues between teammates easily

Sprint 3 - Summarize data for easy viewing and evaluation:

- 3 - As a TA/professor I want to be able to view TSR data using a graph to see averages and trends in each teammate's performance so that I can assign a grade easily
- 1 - As a TA/professor I want to be able to see each teammate's written reviews so that I can grade the performance wholistically rather than relying solely on quantitative data that may be skewed

Project backlog:

1. Data comparisons across teams: There is a team score for each team that is an indicator of how well the team worked together. These scores can be viewed publically for each team. This introduces a competitive aspect across teams that may be beneficial for developing team morale, but may also be counterproductive for teams with low scores
2. Data comparisons across different quarters and classes: Each class has a collective score. The higher the score, the better the class did as a whole in terms of teamwork. If a class has a significantly lower or higher score, the professor and TA can look at what they did differently for those classes and think about whether or not it had an impact
3. Giving each team member an end of quarter performance evaluation: This would be sent at the end of the quarter to each student's' UCSC email. The email would contain some averages and statistics for how their performance was rated by their teammates. This can help students see what they can improve on as developers