

# **Project 1 CMPA 3303: Project Black Belt:**

This application allows the Student and instructor to manage the students progress by clearly defining next steps. It also give the student valuable feedback as to their current status in the organization, points out important dates and times, and offers training independent from the in class training periods.

**The Core Target Audience** for project Black Belt is both student and instructors of KuK Sool Won. The main issues for both students and instructors is the lack of time to interact due to excessively compacted schedules and sheer volume of people present at class time.

## Problem Statement

In many martial-arts schools, the student-to-instructor ratio is too large for individualized progress tracking. Classes last only about forty minutes, and even a brief five-minute conversation between an instructor and a student can disrupt the entire session. As a result, instructors struggle to monitor each student's advancement through the belt curriculum, while students often have no clear sense of where they stand or what they should be practicing next.

The curriculum exists in written materials and spreadsheets, but it's fragmented and inaccessible. Without consistent feedback loops, motivated students can feel unseen, and less-driven students can drift without accountability. The absence of a simple progress-tracking and communication system leads to uneven skill development, limited engagement, and lower student retention.

## Core User Flow

### Student Flow

1. Request Access: The student opens the app and submits a request to join, providing name, rank, and instructor information.
2. Approval Notification: Once approved by the instructor, the student receives an email with login credentials and access instructions.
3. Login and Dashboard: Upon login, the student is taken to their Training Interface, which lists the weekly objectives and progress indicators.
4. Select Training Module: The student chooses a specific skill or technique set to study for the week.
5. Content Delivery: The app displays a short explanation and embedded multimedia content (video, animation, or image sequence) to illustrate the technique.
6. Navigation and Feedback: From each page, the student can move to the next lesson, revisit previous material, or mark items as complete for instructor review.

### Instructor Flow

1. Receive Access Request: The instructor receives an automated email when a new student requests access.
2. Verify Eligibility: The instructor logs into the admin dashboard to confirm that the student has completed the prerequisites to use the system.
3. Approve or Deny:
  - Approve: The database is updated to assign the student a temporary login and password, and a confirmation email is sent automatically.
  - Deny: The system flags the request as “denied,” sending the student an email to contact their instructor directly for clarification.
4. Ongoing Oversight: Once approved, the instructor can view student progress, track module completion, and leave comments or recommendations inside the app.

Send email  
to target  
audience

# Drop Down

Form 1

---



Form 2



Form 3

---



Study  
Now

Logo

Log in

Am Flag

ASSC FLG

Kor Flag

Shield

Grandmaster

School Master

Call to action

Register

Pillar 1

Pillar 2

Pillar 3

Ins LI

Logo

Request Access

Practice

Student ID

Student Image

Current Rank

Club Information

School ID - Auto Filled

Shield

Request Access Cancel Request



Student ID

Train Now

Etiquette

Terms

Forms

Techniques

Belt Image

Current Rank

Test Date

Days till Test

Student Info

Club Member

Class Schedule

Class Time

Subscription Info

Content Title

Narrative

Media Player

Back to  
Training  
Interface

Request  
Evaluat  
ion

Server/  
Database

Email Inst