

# COMP2100 Group Project Plan

## The topic of the project: My Educational App

A mobile educational app is a software designed to help students learn remotely. The structure of learning systems is often complex and involves many of the topics learned in this course.

Main goals:

- Teachers can create a class, students can join
- Teachers can create new quizzes to assign to their class
- There's a page for questions for each quiz: students ask, teachers respond
- Private chat between any two users

Possible features:

- import/export quizzes as XML
- search with tags, "keyword not:keyword2 before:2022-22-04 author:u7499989"

User = Admin | Teacher | Student

Quiz has a list of Questions

Question has a QuestionType, options, correct answer

QuestionType = MultiSelect | Number | Boolean

M teachers have n classes

1 student has n classes

1 class has n quizzes

1 quiz has 1 q&a page

1 quiz has 1 comments page

Class attributes:

Class code

Class name

User has a name, age, school,

**Key points mentioned in the assignment:**

- The key assessment aspects include Data Structures, Tokenizer/Parser, Data Persistence, Design Patterns, Software Testing, and Code Quality.
- Great code documentation, excellent use of data structures, appropriate incorporation of design patterns, etc is prioritised (quality over quantity of features within the app)

**General Features List:**

- Search-related features
- UI Design and Testing
- Greater Data Usage, Handling and Sophistication
- User Interactivity
- Privacy
- Creating Processes
- Peer to Peer Messaging
- Firebase Integration
- How many features should my group implement?

**Potential Ideas for the app:**

- Any social media-like app would work (need to be original though)
- Could make a simple game that involves earning points upon making new friends and messaging friends/Or can make a tutor-student interface app.
- App to help plan and organize classes/assessments