iConcept Orthodontics - Interactive Textbook

COMP90082_2025_SM1 Software Project – Final Presentation

Team RedBack		
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Introduction Demonstration

03

Reflection Final release & Handover



Introduction

Problem

Orthodontics learning is highly based on traditional method

Learners hard to see the progress of treatment within textbook

Need student insight during teaching

Goal

Ensuring accessibility through mobile devices

Building a student-driven selfpaced learning environment

Innovation in the orthodontics learning method

The project aims to develop an interactive textbook regarding orthodontics to improve the studying and teaching quality of students, lecturers, as well as dentists.

Client Expectations for Project



Resolving Current Issues



UI/UX Enhancements



Performance Upgrade



Analysing User Data

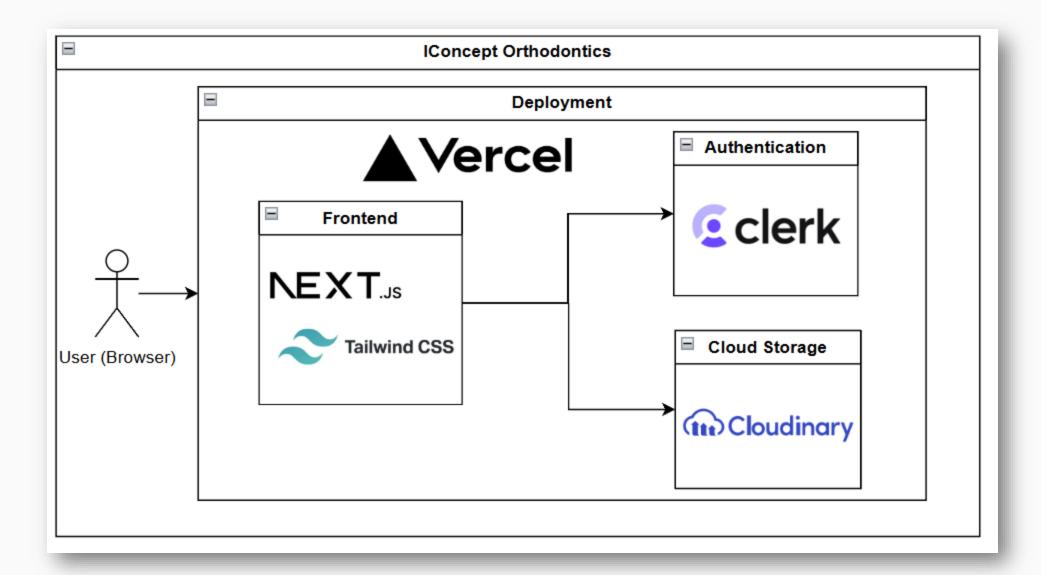


Adding New Contents





Design architecture

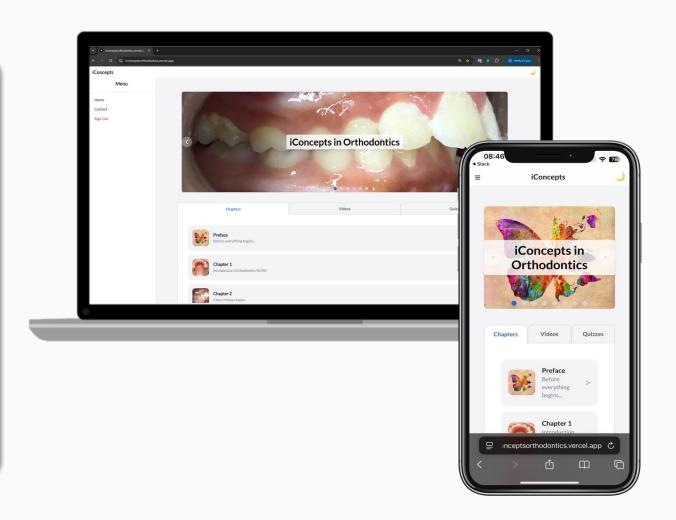


Final Product - Overview

iconceptsorthodontics.vercel.app

Access through on Mobile/PC Login/Register with email

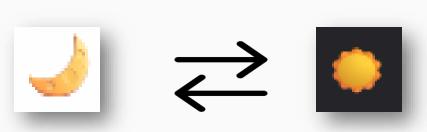




US 4.1 - Dark mode feature

"Students' study habits and environments vary across the world. It's likely for students to be studying under a low-light surrounding, or perhaps during late night. The bright interface could cause discomfort after long usage. The application now offers a dark mode option for users to change their display settings based on their preference."





Dark mode button located on the top-right of the page

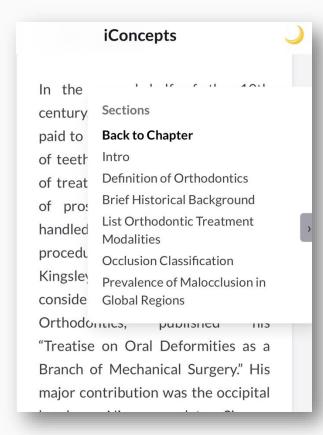


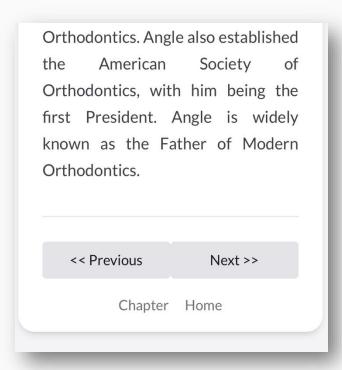
US 4.2 - Table of content and navigation-button

"Students are having a quick review 10 minutes before a quiz. They want to revisit a specific section that was just read through for deeper understanding. Scrolling through a long page or re-navigating from the home page is time-consuming. An efficient feature to enhance navigation between chapters can improve learning experience"

TOC button on the right side

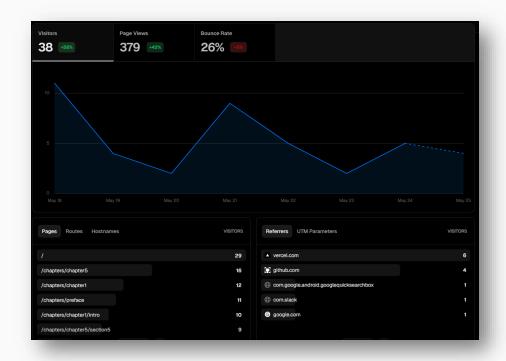
Previous/Next button
Page direct button





US 3.1~3.4 - Website Analytics

"The educator has published the textbook, and would like to evaluate how well each piece of content performs. With visitor click counts for each chapter and audience location etc., the lecturer can decide whether to refine materials, and understand the effectiveness of the textbook."



Vercel Analytics:

https://vercel.com/ic-redbacks-projects

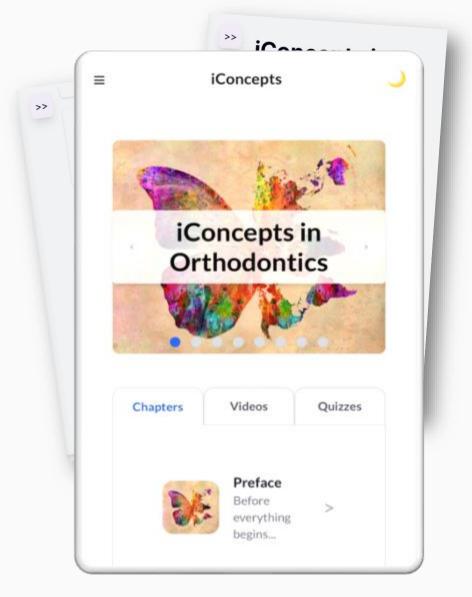


Cloudinary Analytics:

https://cloudinary.com/users/login

Redesigned User Interface

"In the previous homepage design, chapter thumbnails took up significant space, forcing users to scroll down to access videos and quizzes. The new UI introduces a gallery carousel and separate navigation tabs to improve accessibility and streamline user experience."

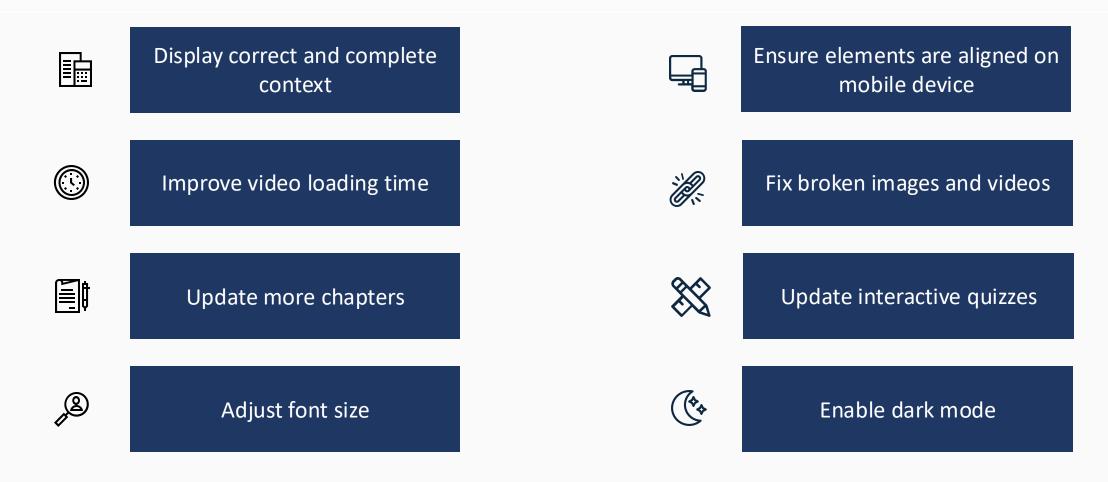


Tabs and Gallery Carousel



Sprint 2 - Goals

Integrating the existing features and content to the newly designed textbook for usability enhancement.



Sprint 2 – Review

Completed tasks

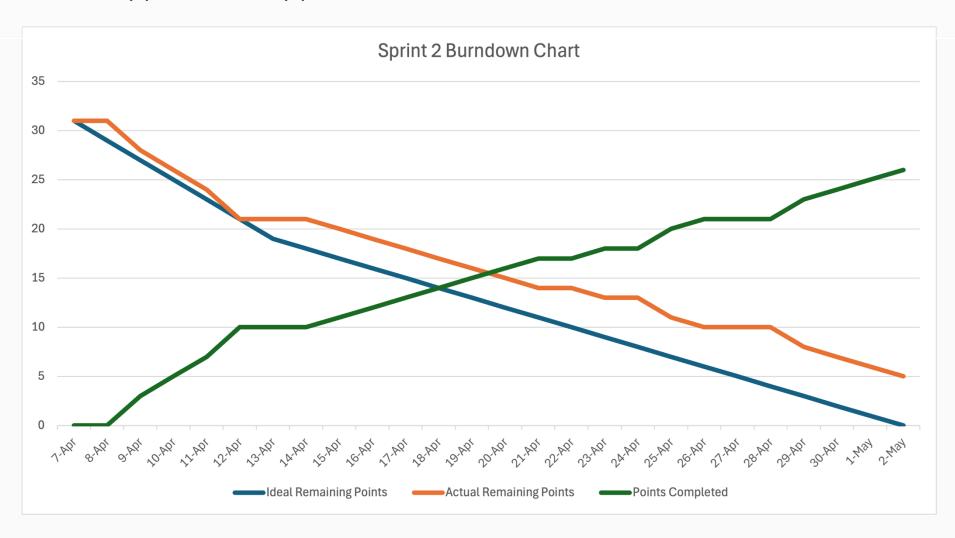
- Designed a clean and concise UI
- Organised the content into 3 tabs
- Large files were stored in and fetched from Cloudinary
- Implemented interactive components in videos locally
- Added dark mode feature
- Modified content alignments

Incomplete tasks

- Add new chapters' content to the textbook
 - ➤ Unable to receive the required materials from our client on time
- Adjust font size to enhance users' usability
 - Consider that the existing zoom in and out function on the browser provides better representation

Sprint 2 – Burndown chart

Completed 26 / 31 story points, 5 story points remained



Sprint 3 - Goals

Add more chapters and provide analytics dashboard for administrator to extract insights.



Update 3 more chapters



Analytics function - record views of chapter pages



Analytics function - understand website traffic



Analytics function - track the browsing time of each page



Add table of content



Resolve errors found in sprint 2

Sprint 3 – Review

Completed tasks

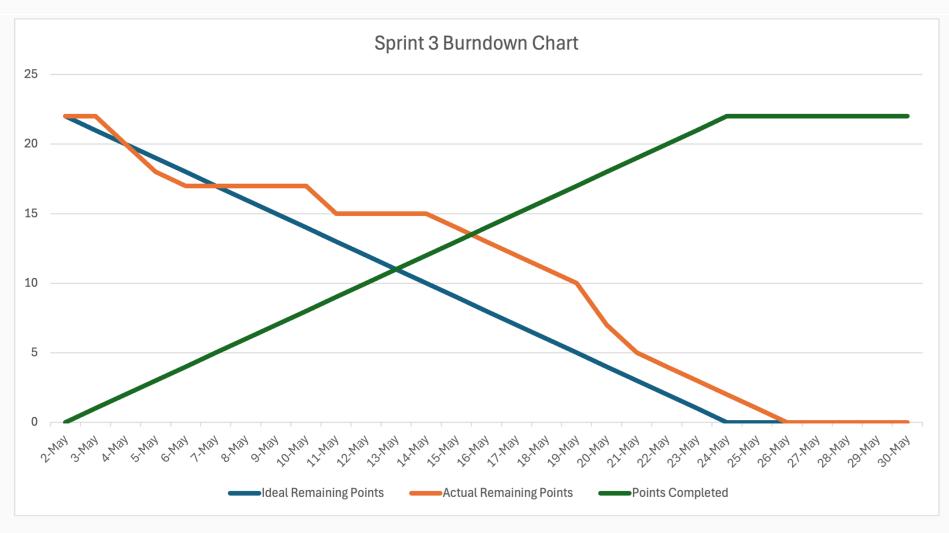
- Added contents and ensured chapters are up-to-date
- Cloudinary video analytics dashboard
- Vercel chapter analytics dashboard
- Added "Contact" and "Privacy & Copyright" page
- Conducted cyber security checks and fixed some potential risks
- Table of Contents navigation within chapters

Incomplete tasks

- Enable users to access analytics dashboard
 - Already met core client's need with minimal risk and payment
 - ➤ Advised by client at a later phase
 - Finished all tasks earlier and tried different approaches
 - ➤ Infeasible due to zero budget

Sprint 3 – Burndown chart

Completed 22/22 story points



Out of Scope Features



Key Outcomes

WHAT WENT WELL?

Sprint 2

- Collaborated smoothly as a team for efficient workflow
- Integrating new solutions to existing functions successfully
- Most user stories were completed and satisfied the client's needs

Sprint 3

- Completed all user stories and modified the features based on the client's feedback
- Effective verbal and written communication between the team and the client

WHAT COULD HAVE GONE BETTER?

Sprint 2

- Ask for the materials required for implementation earlier from the client and remind her regularly
- Familiarise with the application structure built by the previous team
- Track project progress consistently to avoid missing tasks

Sprint 3

- During demonstration, the terms used for explanation should not be too technical
- The structure of wiki documentation should be better organised and the content should be more elaborative on reasoning each decision made

Key Outcomes

Action Items

Sprint 2

- Catch up with our client every 2 weeks and send reminder email 3 days before client meeting
- Start the next sprint earlier and follow the project timeline closely

Sprint 3

- Prepare for clear and concise manual for client to understand the usage of the application, Vercel analytics dashboard, and Cloudinary storage and video analytics platform
- Double check and ensure the written details of the wiki documentation before submission

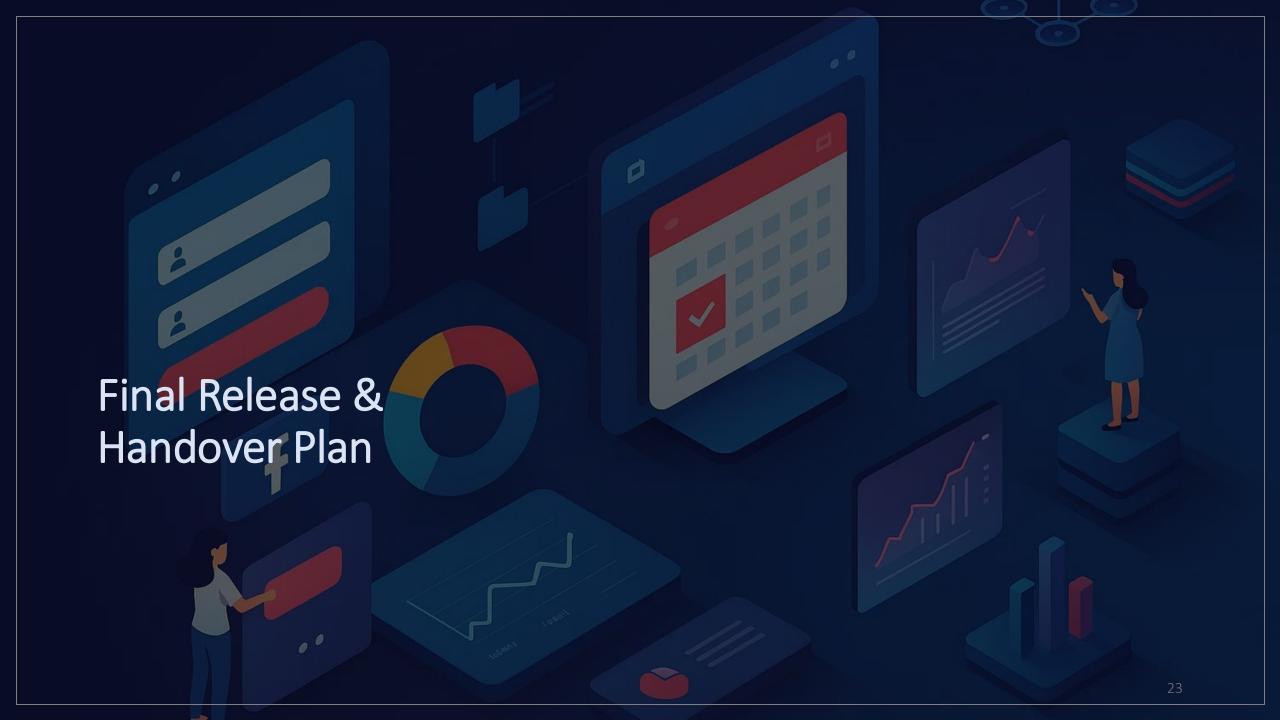
WHAT DID WE LEARN THROUGHOUT THE PROJECT?

Sprint 2

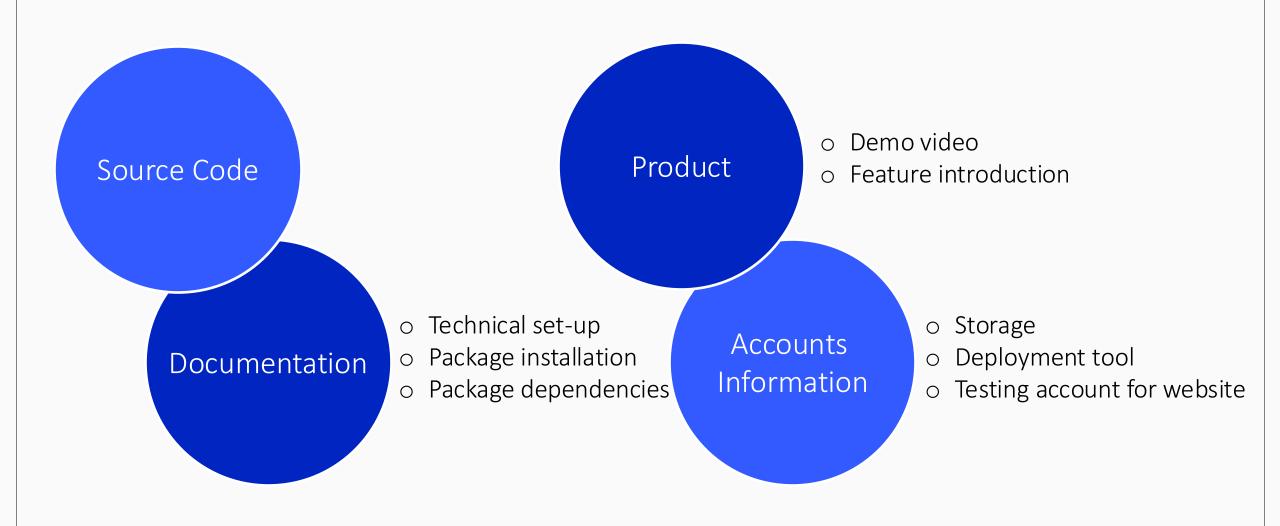
- Timely communication is crucial in keeping the project on track
- Promote knowledge sharing and onboarding practices to reduce the learning curve for new features or legacy work.

Sprint 3

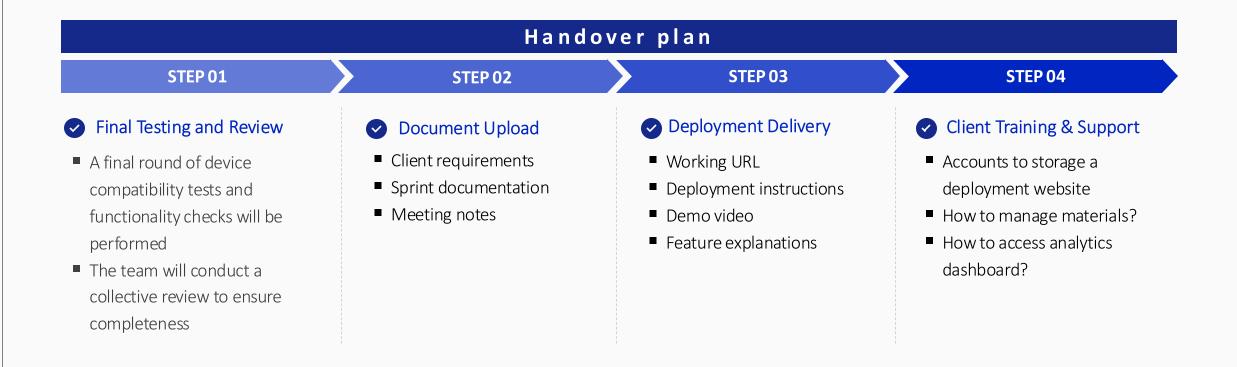
- Logical negotiation with the client is allowed to provide a high-quality product
- Professional Delivery = Good Product + Good Documentation



What will be included?



How to handover?



Addressing risks during handover with clear distinction between developer and client document to avoid miscommunication

Thank you!

