Profile

Signin

Signin with email and password.
- If correct, go to home screen
- (minor) If wrong password or user exists error message "Details incorrect, please try again"

Signup

Signup by adding info and pressing ok
- Info to add:
  - Email
  - display name
  - postgrad/supervisor (pick one)
  - supervisor e-mail (if you're a student, field for supervisor pops in)
  - First name
  - Second name
  - Password
  - Confirm password
- Handles error "user already exists"
- Handles error "passwords don't match"

Goals and Deliverables

Add a goal/deliverable

- Set a goal (writing only)
  - Title
  - Description
  - Word Count
  - Completion date
    - no time
    - current week only
    - Monday to sunday
    - Notify that you have a goal for that day
      - Override or cancel.
  - Review Requirements
    - List of pre-defined requirements.

Commented [MK1]: Was decided to be removed.

- ==“Are you sure?” message when submitting.==

Submit goal/deliverable

- Upload a pdf
  - Upon submission – complete goal.
- Send email to teacher to review the submitted goal/deliverable

View goals/deliverables

- ==Display current week's goals==
- Use cat to mark a current date.
- Colour the days:
  - Green – Goal completed
  - Red – Goal missed
  - Grey - Nothing
- ==Day cells==
  - ==Shows name of a goal==

Reviewing

Review window

- Accessed by supervisor
- Can see all submissions of student goals/deliverables
  - Submission name
  - Student name
  - Ordered by day of submission.
  - Upon clicking a submission, a pop up window will appear.
    - Description
    - Pdf link
    - Requirements
      - As tickboxes
    - Comments (as optional)
    - Submit review.
- Upon submitting a review:
  - Send email to student notifying him about a review
  - Add a button in student view for review reading
    - Glow if review is present
    - Clicking it will trigger requirements pass game

- View requirement pass game:
    - A pop up window
        - Cat runs
        - Encounters obstacles
            - Jumps if requirement was completed
            - Crashes through if failed
        - Crossing encounter will trigger a puff with text saying what the requirement was.
    - End game screen
        - Requirements met/failed
        - View next review (if present)
        - Exit

Weekly result
- Send email to a student.
    - Total goals completed.
    - Calming/ motivating message