***Team Icarus Milestone 2***

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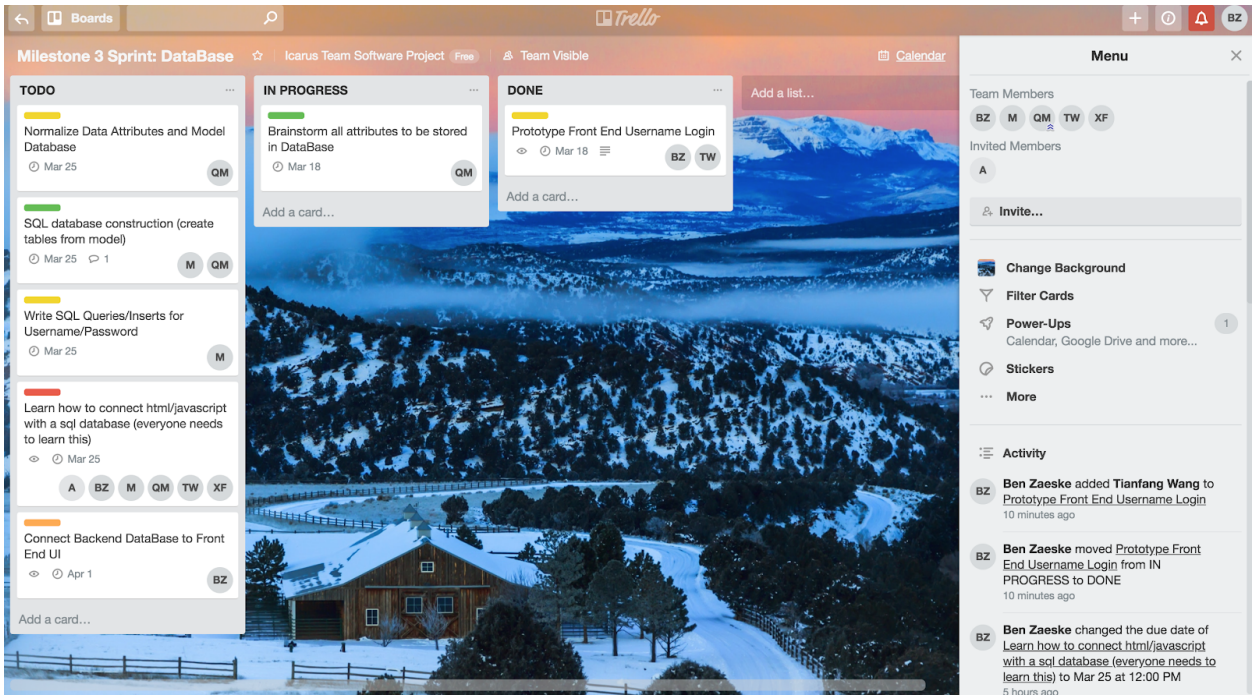
*Team Members: Benjamin Zaeske, Quinlin McNatt, Xuejuan Feng, Michael Wegner, Aidan Duggan, Tianfang Wang*

**We will be using Trello to manage our project and project tasks. A screenshot of the Trello page for our sprint #2 (databases) is below. We use colors to denote the expected difficulty of tasks (green, yellow, orange, red) in order of easiest to hardest. To denote who is going to do each task and by when, we use Trello's built in functionalities. The screenshot below shows how each task has an initial by it and a date representing who is going to complete it and by when.**




**Project Features Summary:**

We are team Icarus, and our CSCI-3308 Software Development project is an app that provides a better way for teachers and students to communicate in class, in real time. Our first main feature will be a login screen which distinguishes between a student, and teacher login. This screen will check the strength of a password, and store profile information in a database. Teachers and students will have slightly different interfaces to work with due to the fact that students can only post questions and discuss, while teachers have many other features available to them (described below) that are not necessarily available to students. After logging in, a user will arrive at our

main feature, which is a main chatroom in which teachers and students can discuss topics in real time, with user friendly formatting.

Once we have a basic communication platform in place, it's time to start buffing up our app with more advanced features. The follow features are all centered around enhancing the student-teacher communication experience within our app. The first and main feature is a feed in which students can ask questions and rate them based on relevance. This will help the teacher utilize their time to answer frequently asked questions, or questions that the majority of students want answered. The app will also automatically save and timestamp questions to compile them into a course notes for each day of lecture. Another main feature we would like to add is a study guide feature, in which the app will take the hardest, and most asked questions across multiple days of lectures, and compile them into a study guide which students can access to prepare for exams. We will also have a calendar on the app, that will allow teachers, CAs, and LAs to schedule office hours which can be easily viewed by students, who can then RSVP to these office hours so the teacher has a good idea of who will show up, and what students come to office hours. The CAs and LAs will also be able to take student asked questions from the database and add them to the office hour schedule allowing students to see when certain questions may be addressed throughout the day.

Lastly we want to have a few live features to really make our app stand-out from other class communication platforms. The next few features revolve around participation and in class functionalities. These features will allow teachers to use our product as the sole platform for in class participation and attendance counting. The first of these features is a live multiple choice function in which students can login and participate in teacher provided questions during lecture (much like clickers). The next feature would be a participation point counter, that uses some kind of location tracker or authentication method to determine if the student is in class, and if they are, give them participation points for attending lecture.

Overall the goal of our project is to create a user friendly live classroom app that both teachers, and students can use to succeed in large lecture environments. We believe that the above features allow our product to stand out from platforms like moodle or piazza because we streamline and compile participation, attendance, and Q and A along with many other features into a user friendly web app.

**Agile standup and retrospective meeting:**

We defined our sprint 1 as prototyping a login screen and connecting it to a database of users. A written summary of our scrum meetings is below.

Due to the time conflict among our team members, we decided to have two meeting sessions on two different days. The first meeting was on March 7, Benjamin

Zaeske, Quinlin MaNatt and Xuejuan Feng were meeting at ESCL at 4 PM, we signed up for Trello and arranged different tasks for each of the team members. Since the last meeting for milestone 1, we have all been brainstorming features and methods to implement features for the project, but we have not done any physical work. For the tasks in the Trello, we came up with some todo lists that need to be done before the due date of milestone 4, such as to normalize data attributes and model the database. Before the next meeting we will have all assigned tasks for sprint 2 (which is where we will be connecting our database to a login screen), and also have determined what features we want in our final product. Additionally, we will have finished milestone 2 write up, except for the retrospective meeting. One road block for our team is that none of us know how to connect SQL to a front end type application, so we decided that everyone in our team should learn how to connect html and/or javascript with a SQL database.

The second meeting occured on March 12th at 2:00PM in ESCL between Michael Wegner and Benjamin Zaeske. Since the last meeting on March 7th the Trello page has been setup and filled with the todo lists and goals for the next milestone (screenshot above). The trello tasks have also been assigned to team members since the last meeting. Additionally, even though he was unable to make it to a meeting due to scheduling issues, Tianfang has finished prototyping the html for our front end login screen.  Before our next meeting we will begin the production of the SQL database that will be used on the backend. One roadblock the team continues to face is the lack of knowledge on connecting backend to front end applications.

Retrospectively, we feel like our sprint 1 went well. We have flushed out our idea and set hard due dates and a schedule for our next sprint (databases). We all feel like we have a better and more streamlined idea of what our final product is going to look like than we did at the end of milestone 1. Moving forward, we are in a good position as a group to begin coding our product.