Project Title: Lecture traffic lights and feedback system  
Degree Scheme: G601 Software Engineering (With Integrated Year In Industry) Meng  
  
Student: Morgan Jones (mwj7)  
Supervisor: Chris Loftus (cwl)  
  
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# Project Description

My Project is to build a lecture feedback system that will allow students to give feedback and ask questions anonymously throughout a lecture or workshop. The lecturer can then respond to this feedback during the session by re-visiting misunderstood material and/or answering questions posted by students. Any feedback given will be recorded in a database to be re-visited for review by a lecturer at some point in the future enabling the lecturer to easily see what was good/bad and adjust future content delivery accordingly.

The system will be a RESTful responsive web app accessible to both lecturers and students through mobile or desktop browsers. Students do not need to login to use the system. For lecturers to use the system to start a new session or review history they must authenticated as staff via a login. Each member of staff can only view the history of the sessions they have started themselves. Lecturers will be able to start a session set to run until a certain time, for that duration a session code will be available for the students to submit feedback to that session. This code will be read out at the start of the lecture. Students can only provide feedback if they have a valid code for a currently ongoing lecture.

I plan to write the system using the Django web framework with a PostgreSQL database, this will require a web server and PostgreSQL database server to be deployed somewhere on the university network. The system must be capable of handling multiple lectures/workshops running simultaneously.

# Proposed Tasks

* Learn the Django web framework
* Learn about LDAP and use of an API that allows me to use it for staff authentication
* Revise Bootstrap and PostgreSQL
* Design the user interface
* Write higher level UML design for the overall system
  + Use-Case Diagram
  + Component Diagram
  + ER Database Diagram
* Build lower level UML design
  + Class Diagrams
  + Sequence Diagrams
* UI and Usability testing documentation will have to be produced
  + Test Plan
  + Test Scenario
  + Test Case
  + Traceability matrix to map testing to requirements
* Build the login functionality
* Design and build the database
* Build the history view functionality
* Build the session start functionality
* Build the student feedback functionality
* Managing version control and backups?
* Maintain Record and Reflections in Project Diary?

# Project Deliverables

* System Requirements Specification
  + Mirrors initial domain understanding at start of FDD
* Higher-level component architecture, ER database diagram and use-case deliverables.
  + This mirrors the initial modelling at the start of FDD.
* List of main features to build (sections/chunks of work) and their order/dependency
  + 2nd and 3rd steps of FDD in one
* Iterative Design and implementation of each feature/chunk of the system.
  + Lower level design will be done for each feature, this may cause the higher-level design to change if needed (low level class and sequence diagrams)
  + Code and unit testing will be done simultaneously
* Mid Project Demonstration
* UI Testing
  + List of tasks for tester to perform on both desktop and mobile
  + Half Dozen people, recommended to perform tasks
  + Each testers success or failure of the task is recorded
  + There will be a notes section for each task where the tester can make any comments or possible improvements about the UI components relating to the task.
* Usability Testing
  + Will require running multiple mock “lectures” each having students interacting through either a mobile or desktop device.
  + Need to book a room for this and have multiple volunteers at the same time.
* Final Report
* Final Demonstration

# Bibliography