# SC-Bluering Handover Documentation

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## Project Background

The Student Competency Assessment Solution (SCAS) is designed to enhance the assessment of complex student skills in diverse educational settings. Utilizing the Ruby platform, SCAS enables educators to evaluate student abilities and generate both individual and class-wide competency reports.

**Goals**:

- Improve accuracy and reliability of assessments.
- Reduce teacher workload.
- Enhance evaluation efficiency.

**Scope**:

- For educators, institutions, and students.
- Focus on consistent and insightful assessments.

**Expected Outcomes**:

- Insights into student learning progression.
- Support high-stakes certification processes.
- Empower educational stakeholders.

## Team Information

### Team: SC-BlueRing

**Team Members and Roles**:

- **Aoxiang(Sean) Xiao**: Subteam Leader, Quality Assurance, Developer
- **Danning Feng**: Meeting Organizer, Developer
- **Hao Guan**: Product Owner, Developer

- **Haocheng Wang**: Quality Assurance, GitHub Coordinator, Developer
- **Hanying(Tori) Li**: UX Designer, Developer
- **Heng CHEN**: Developer
- **Jianqiao Song**: Tester, Developer
- **Mingchong Li**: Scrum Master, Subteam Leader, Developer
- **Weihuang Wu**: Researcher, Developer
- **Yutian Fan**: Researcher, Developer

### Stakeholders

**Industry Partner**:

- Narelle English
- Jason Pietzner
- Richard Xu

**Supervisor**:

- Afsana Imam

## User Stories

User stories are short, simple descriptions of a feature or functionality told from the perspective of the user or customer. They are intended to capture what the user wants to achieve and why, providing a basis for communication and understanding among the development team and stakeholders.

During the 05-03 client meeting, we reconfirmed the user stories with the client. The relevant documents and changes based on feedback can be found in the zip file under:

- `docs\user story\User Story Feedback and Confirmation From Client.pdf`
- `docs\user story\User Stories Confirmed with Client.pdf`

Artefact can also be viewed via the following link:

User Stories

## Requirements Elicitations

Requirements Elicitations is the process of gathering requirements from stakeholders to understand their needs and expectations. This helps in defining the scope and deliverables of the project.

The points below were discussed during the client meeting on 03-18:

### Discussion Points

- Scope of Project Data and Environment
- Deliverables and Expectations
- Understanding Project Objectives through Real Case Studies
- Research Methodology for Understanding Teacher Judgments
- Criteria for Teachers to Mark Students

Detailed information can be found in the documents within the zip file.

- `docs\meetings\Client Meetings\03-18 Meeting.md`
- `docs\Requirements Elicitations_SC.md`

## Low-fidelity Prototypes

The low-fidelity prototypes for this project demonstrates the main functionalities under development. It resembles a wireframe and is composed of black, white, and gray elements. Additionally, it provides interactive elements to illustrate user interactions.

Detailed information can be found in the documents within the zip file.

Two versions are avaliable:

- `prototypes\low fidelity\Handdrawn_low_fi_prototype.pdf`
- `prototypes\low fidelity\Low fidelity prototype – figma.pdf`

Prototypes can also be viewed via the following link:

SC-Bluering (Student Competency)

## Hi-fi Prototypes

After the client meeting on 05-03, feedback on the low-fidelity prototypes was collected. Based on this feedback and the foundation of the low-fidelity prototypes, high-fidelity prototypes were developed. These prototypes use the same design style as the Ruby platform, ensuring that the new features seamlessly integrate with the existing platform. The high-fidelity prototypes represent the team's vision of what the final developed features should look like.

> The deliverable features inlucde:
>
> - User Guideline
> - Confidence Quiz
> - Create Group
> - Hovering Text
> - Matrix Question
> - Data Visualization

Detailed information can be found in the documents within the zip file.

- `docs\prototypes\high fidelity\High Fidelity Prototype – figma.pdf`

Prototypes can also be viewed via the following link:

SC-Bluering (Student Competency)

## Usability Tests

### Test Plan

#### Objectives

- To ensure the system is user-friendly and intuitive for new users.
- To identify and resolve any usability issues that users may encounter.

#### Methods

- Scenarios were created for different user roles (teachers, sports teachers, school leaders) to simulate real-world tasks.
- Feedback was collected during and after the testing process to understand user experiences and difficulties.

#### Environment

- The tests were conducted in an environment where users could interact with the system using provided links.

- Users were advised to press ‘Z’ to fit the content to their screens.

Test Results can be found in the documents within the zip file.

- `tests\usability test\low fidelity\Usability test to clients and notes.pdf`
- `tests\usability test\low fidelity\Usability Test feedbacks actions.pdf`
- `tests\usability test\low fidelity\Usability Test Video.mp4`

## Acceptance Criteria

Acceptance Criteria define the conditions that a software product must meet to be accepted by the user or client. This includes both functional requirements (what the system should do) and non-functional requirements (how the system should perform).

For detailed information on the acceptance criteria, please refer to the specific document.

- `tests\Acceptance Criterias.pdf`

## Acceptance Tests

Acceptance Tests are tests conducted to determine if the requirements of a specification are met. This includes test cases with expected results and actual results.

For detailed information on the acceptance tests, please refer to the specific document.

- `tests\Acceptance Tests.pdf`

## User Story Map

Provide an explanation and links to the user story map (if any), showing the relationships and priorities among user stories.

For detailed information on the acceptance tests, please refer to the specific document.

- `docs\user story\User Story Map.pdf`

Artefact can also be viewed via the following link:

User story map

## GitHub Repository

All files are stored on GitHub, and the codebase structure can be found in the README.md file, which also includes information on the location of corresponding files.

Below is the link to the GitHub repository:

**https://github.com/SWEN90009-2024/SC-BlueRing/tree/main**

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