Project summary

YouTube link: <https://youtu.be/ojBPyYt0SKI>

Project Repository: https://github.com/ScratchyPirate/Cpts-322-Project

This project was a very eye-opening experience for all of us. We had to start with a simple idea of what a project will entail and worked on it thought out the semester. Our project is a Kahoot for the WSU. The idea is that it is accessible for teachers and students, where they are both registered users. Unregistered users are only able to see classes and also look at trends, but they are only able to look at certain trends. If you are a teacher, you are able to add questions (quiz, poll, question), add classes, remove classes, add to trends, change trends, remove/add students to classes. If you are a student, you are able to enroll in classes, drop a class, show trends, and show attendance. We have learned of useful things in the class in regards to software engineering and were able to implement many of the things that we learned into the milestones.

We have all gained very useful experience while making this project in a lot of aspects of software engineering such as creating process models where we talked about how we were going to use the scrum model to implement or project), UML diagrams(where we were able to implement a UML diagram of our stakeholders and database), class diagrams(Where we made all of the classes and used UML annotation to show the relationships between those classes), package diagrams(Where we used a diagram to show all of the packaged classes within our project), CRC index cards(Where we had a separate index card for each class explaining the responsibility and collaborator), Architectural context diagrams(Where we made an ACD for our project distinguishing the actors and peers), design classes(Where we were able to have a top down design of all of the aspects with classes and types indicating their relations with others), and Component diagrams(Where we were able to go more in depth within the components and write on what we will discuss in them). We were able to learn how to create many things regarding to steps on making a working project. We have also learned lessons throughout the semester.

We have learned many important lessons while working on this project, one of the main lessons is that we need to know everyone’s schedule when we are first starting this project. We had many complications on scheduling dates to meetup, it was either the date or time that was conflicting. We had many times where some people were just not able to make it to be able to discuss or work on a milestone. So, in the future we feel like it would be a good idea to just get everyone’s calendar and assign a certain date/time to meet every week. Another big lesson was to be able to choose the right language for the project. We realized that Java Script is notorious for being good with front end and back end developing, so we were persuaded to do our project in JS for this reason. This meant that most of us had to learn a completely new language. This was hard because we all had to understand what we were implementing while not having certain syntax errors and trying to meet the requirements of the project which was difficult for a lot of us. Another lesson that was learned was that we needed to brainstorm more on how all the things that we did in the millstones would be portrayed in the coding part. Although it was all right, there were many things that didn’t work out when we were doing the actual coding. We didn’t have someone who has done this so it was difficult to see how these would translate into the actual development part. This is the major lesson that we have learned because if we were to have had a better description in some of the milestones then we would have been able to execute the coding a lot better.