# RateMyLab: Student UI Sprint 1

Team: The Garbage Collectors

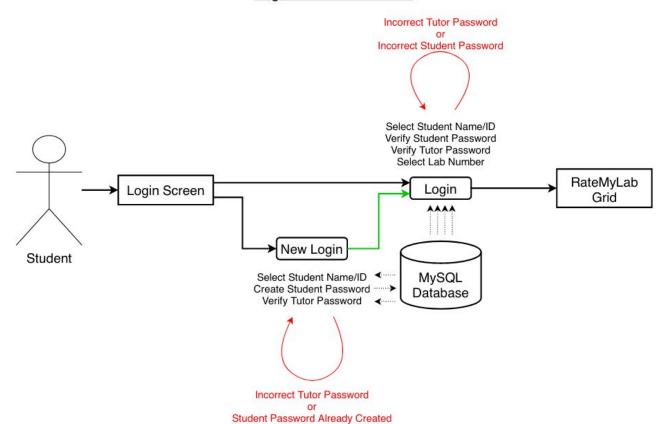
## Purpose

 Create interface for students to login and rate their lab based on interest level and difficulty

## Login Overview

- First time
  - Student can login using the teachers access code and selecting their name from the roll
- After initial login users can login with name and password

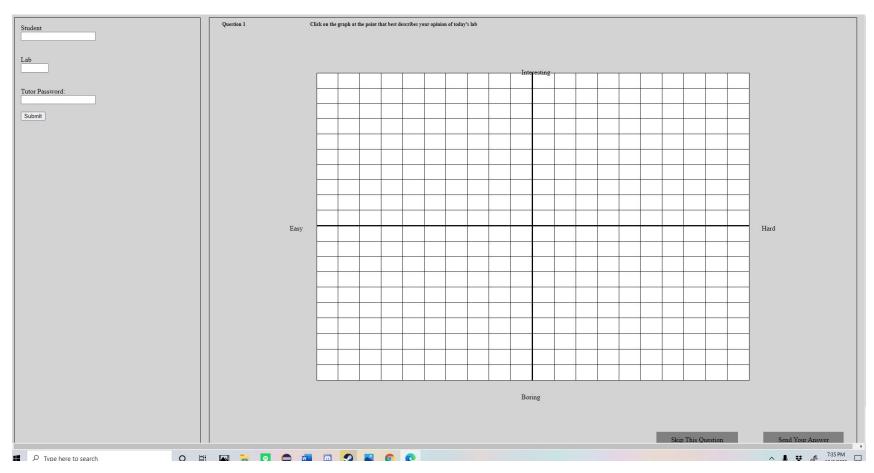
#### Login Screen Wireframe



#### **Grid Overview**

- The grid was designed to allow students to vote on a scale from:
  - Interesting to Boring
  - Hard to Easy

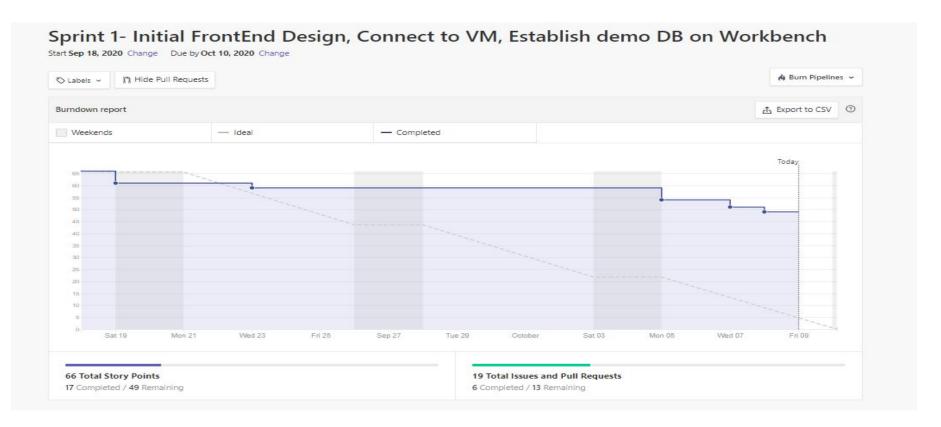
### ScreenShot



#### **Discovered Risks**

- Staff Turnover
  - Programmers rotating after each sprint
- Management Change
  - Active roles cycling, learning new territory
- Specifications Delays
  - Communicating with other teams, VM delaying schedule
- Staff Illness/Conflicting Personal Schedules
  - Team members class/work schedules conflicting with meeting times

#### **Burndown Chart**



## **Active Epics**

- 1. Frontend (HTML, CSS, JS)
- 2. MySQL DataBase
- 3. Create Clickable Grid in JS
- 4. Separate login page
- 5. Question Navigation

## Epic 1 - Frontend (HTML, CSS, JS)

- -Aspect Ratio based on window size
- -Resizing grid using CSS in relation to rest of page
- -Editing font size, style, etc.

## Epic 2- MySQL DataBase

- -Initial ssh and password change into VM, link to workbench
- -RND appropriate DB design
- -PHP Post/Fetch code to read and write into DB

## Epic 3 - Create Clickable Grid in JS

- -RND on JS clickable grid
- -Improve look and feel of Grid overall
- -Consider size and location of various buttons students will interact with

## Epic 4 - Separate login page

- -Initial design for login page submitted to Github
- -Fields for student to change password
- -Field to select CampusID based on Instructor password, then verify with personal password

## Epic 5 - Question Navigation

- -Submit button
- -Next and Back buttons
- -To skip or not to skip?
- -Constraints like requiring student to rate question before they can move on, etc.