

# Right

**Second Iteration** 



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01

## **Client Information**

What does RefReps do?



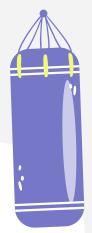
### RefReps

#### **History**

- Founded in 2020, after an idea CEO Kyle Armstrong had in a discussion with IUPUI officials about a referee simulation software.
- The hardware to run the original product sold out in 3 days, and again the next week.

#### **Current Products**

- Interactive & educational referee training videos for almost a dozen sports such as football, basketball, etc...
- Other Resources for referee training include magazines, infographics and statistical analysis diagrams.





## 02

## Feedback

From client and mentor



#### **Mentor Feedback**

#### Mid-Iteration:

- He said what we had was good.
- But, he helped us with some testing issues.
- He said we should make the difference between timestamp and question.

#### Now:

- Duncan said our documentation looked good.
- He said that we could improve some very simple styling of the application before we submit it.
- Overall, he likes our functionality and feels that we did a lot more than he expected
  we would do for the iteration.
  - We fixed the testing and made the changes he said we could do.

#### Client Feedback



- RefReps really liked our adding questions to each timestamps functionality, and they did not expect it to look that good.
- Ref Reps enjoys how we decided to develop & store the lessons
- Ref Reps would like us to "play around" with eye tracking
- Ref Reps would like us to create another type of feedback for timestamps





## 03

## Iteration features

What was accomplished and what is planned



#### Second Iteration Features

#### Right-Call now has ...

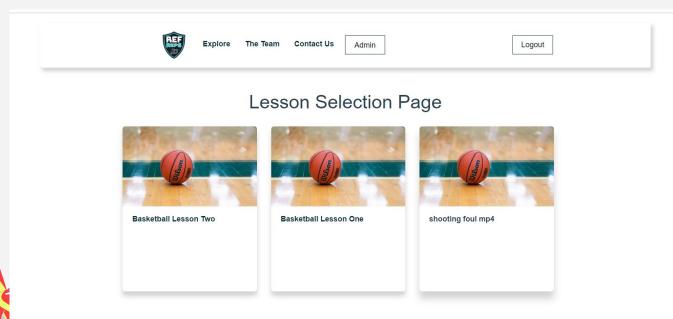
- An API connecticon to a mongo database [FR16]
  - Users can register, login & logout of the application
    - Admin users [FR18]
    - Instructors users [FR19]
    - Student users [FR15]
  - Admin can upload, alter, and delete videos and questions from the database through the application [FR8]
  - Instructor should be able to add custom timestamps and questions into the database for a lesson. [FR20]
  - The application should store all of the user's results for each lesson under the user's account. [FR17]





### **Application Connects to Db**

FR16: The application will connect to a mongo database through an api. (Image shows the videos being retrieved from the database.)





## Login/Registration Page

FR15: Students can register, login, and logout of the application FR18: Admins can register, login, and logout of the application FR19: Instructors can register, login, and logout of the application

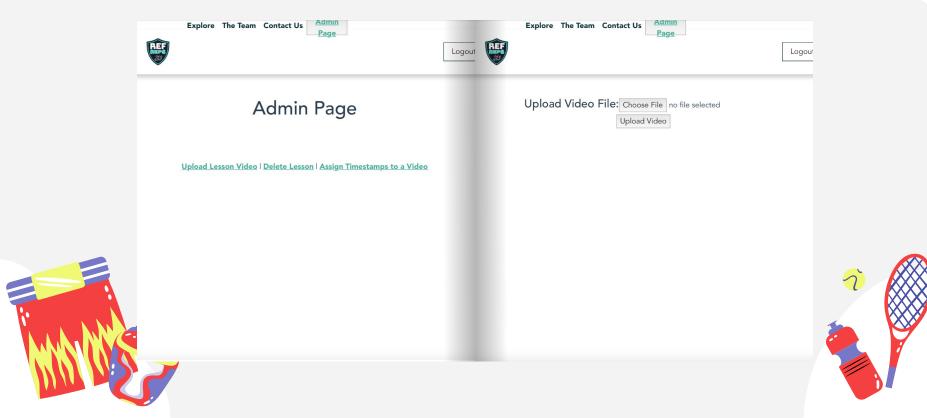
		Register
	Login Page	
Email or username	Password	
	Log in	





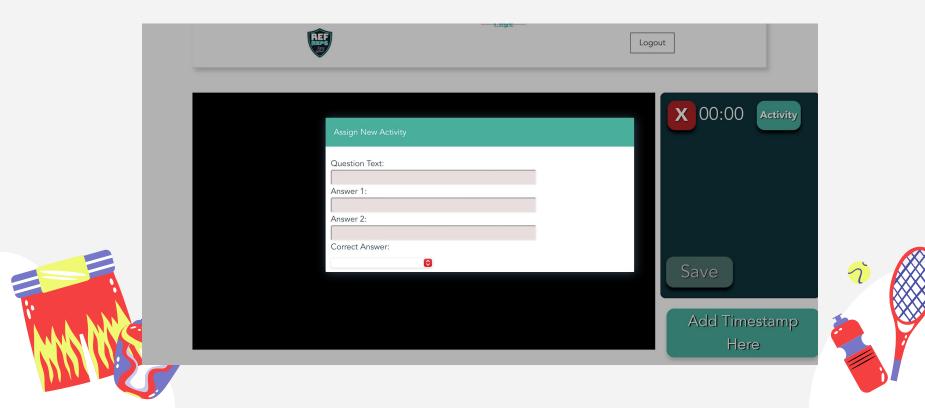
## **Admin Privileges**

FR8: Admin can upload, alter, and delete videos and questions from the database through the application



## **Instructor Privileges**

FR20: Instructor should be able to add custom timestamps and questions into the database for a lesson



## **Storing Users Results**

FR17: The application should store all of the user's results for each lesson under the user's account.







#### Planned Features for 3rd Iteration

- FR21: An Admin can create a full lesson with many video clips and questions and publish it when ready.
- FR9: A instructor should be able make their own version of a lesson and save it in the database.
- FR22: An instructor should be able to create a class with students in it and students should be assigned to that instructor.
- FR23: An instructor should be able to assign their custom lesson to a class.
- FR24: An instructor should be able to see the results of each of their students.
- FR25: A student should see their instructors name, and any lessons that they have been assigned.
- FR26: A student can toggle on eye tracking, and a dot will follow where they are looking on the screen.
  - FR5: The user should use their webcam during the lesson for eye-tracking actions

## Something funny?

I think we are all ready for Winter break.







### **Link to Documentation**

https://github.com/UVCity/Right-Call/tree/master/Documentation

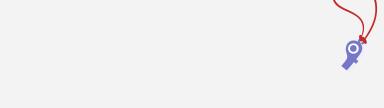






## **MANY THANKS!**













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