Webster 2024

Bit by Bit

Team ID: 681

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Project Overview

- Problem Statement:

- Develop a campus tracker app, CampusXP, to gamify academic life. This app aims to make studying, attending lectures, and campus engagement fun, rewarding, and collaborative, promoting a community-centric approach to academic success.

Website Name and Objective

- Website Name: CampusXP

- Objective:

- CampusXP is designed as a comprehensive solution for students to track progress, earn rewards, and stay engaged with campus life. By gamifying academic tasks, CampusXP creates a fun, interactive, and rewarding experience tailored to the college environment.

Process Flow of the Website

Step-by-Step Process:

1) Login and Signup

2) Professor Dashboard: Create Class, Track Attendance, Manage Assignments, Provide Points

3) Student Dashboard: Enroll in Class, View Attendance, Earn Points, Submit Assignments, Personalized Timetables, Redeem Points

Key Features

1) Dual login for students and professors.

2) Professor capabilities to create classes, track attendance, manage assignments, and allocate points.

3) Student features including timetable creation, study plan management, and reward redemption.

External Libraries/APIs

Technologies:

- React: For a responsive and dynamic frontend.

- Django: Backend framework for robust app functionality.

- Cloudinary: For media storage and retrieval.

- Google Calendar API: Synchronizes timetable events.

- Badgr API: Adds achievement and rewards management.

Class Diagram

Aura Tracker - Advanced Class Diagram with Authentication and Leaderboard