Nox V1.0

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Summary

This document describes and lists all features and functionality as part of the version 1.0 release of the web app, Nox.

Context

Nox is a project that originates from the course, CSC398H5 in Fall 2019 with Professor Larry Yueli Zhang. It is a project that was designed and set out from scratch. All ideas and designs stem from the 4-month duration of this project, ending in December 2019.

Nox is a communication platform designed for educational institutions. Targeted at closing the communication gap between professors and students by allowing professors to get real-time feedback from students while they teach.

For more specifics on the back end of Nox, please review code V1.0 of Nox. Any drastic back-end changes such as architecture changes, both V1.0 and newer versions will be shown side by side.
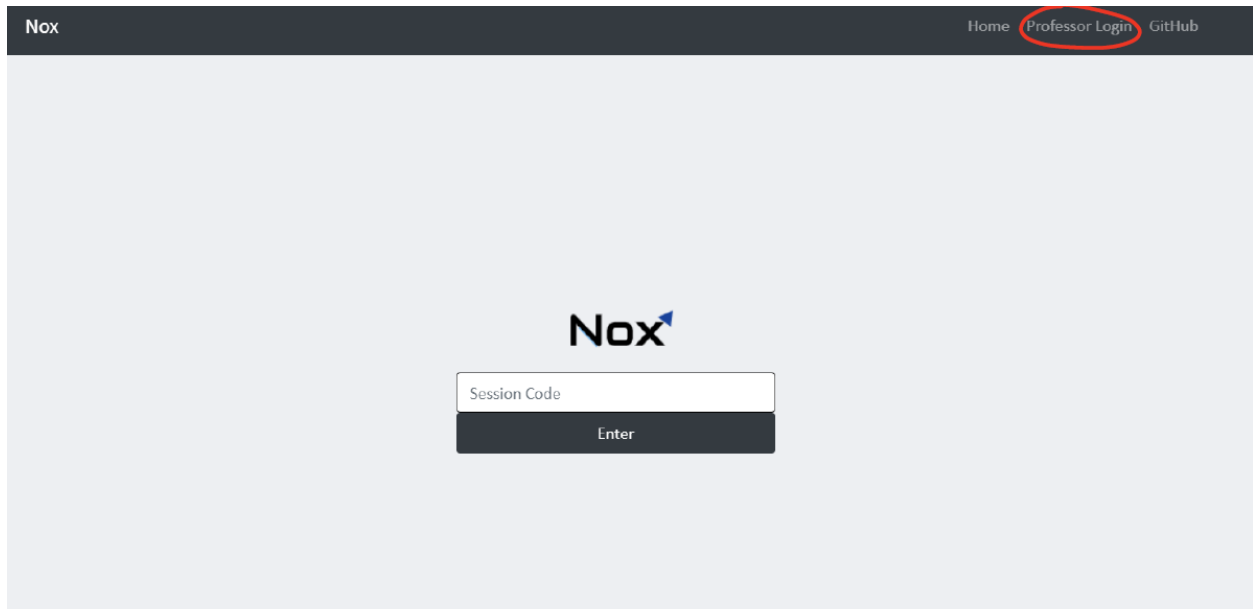
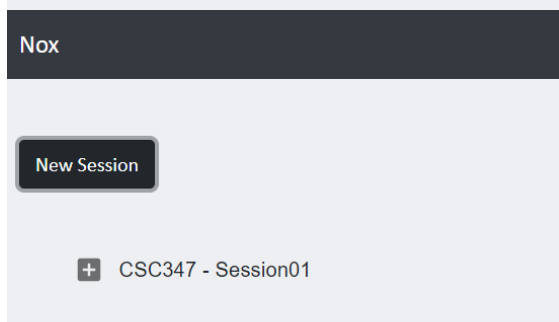## Table of Contents

Professor's View

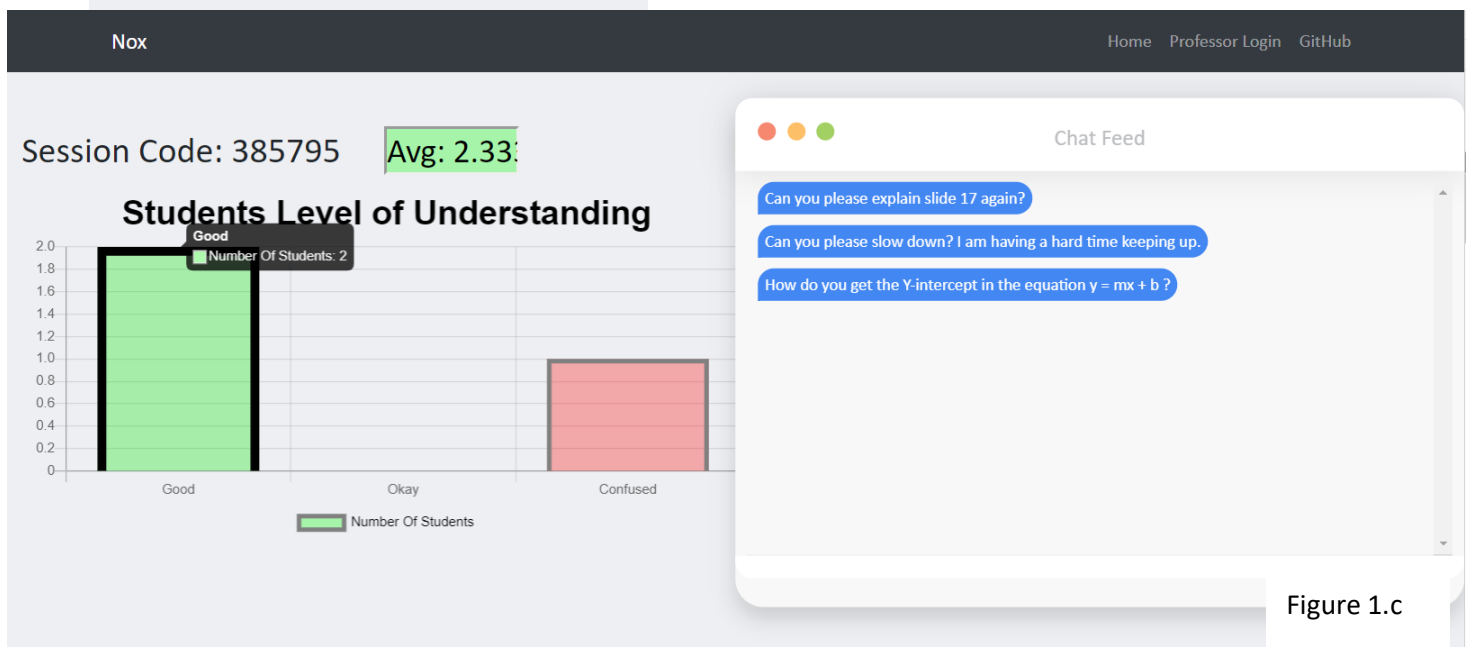
Figure 1.a

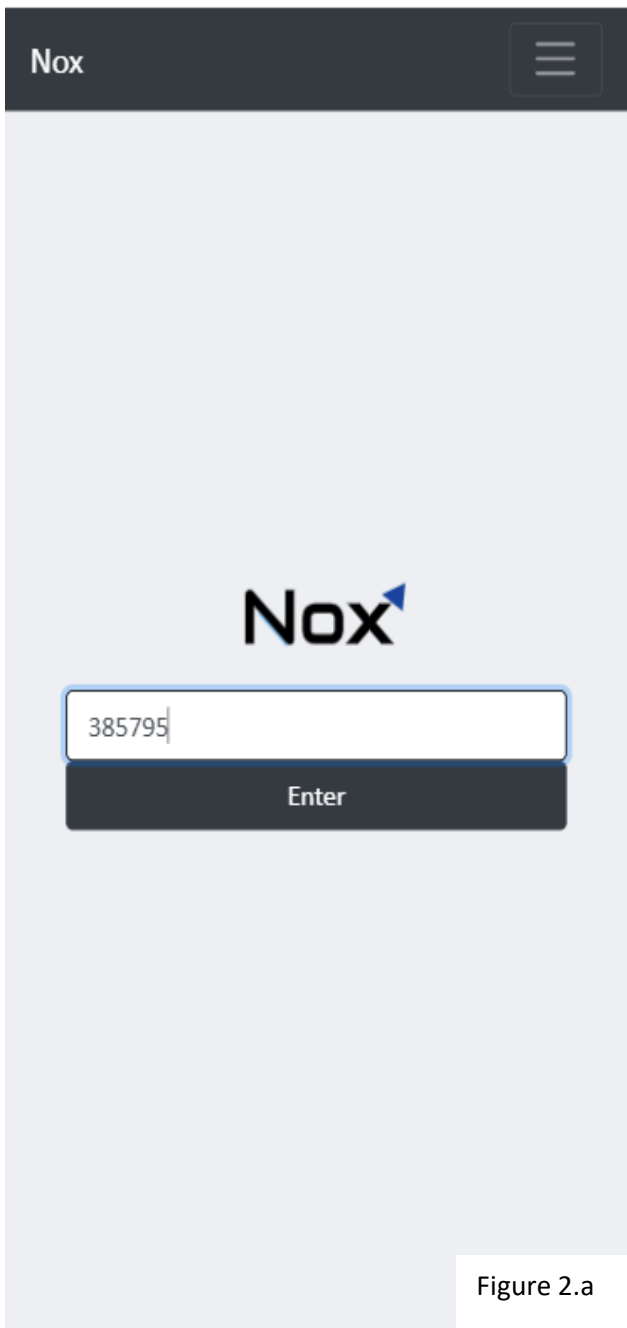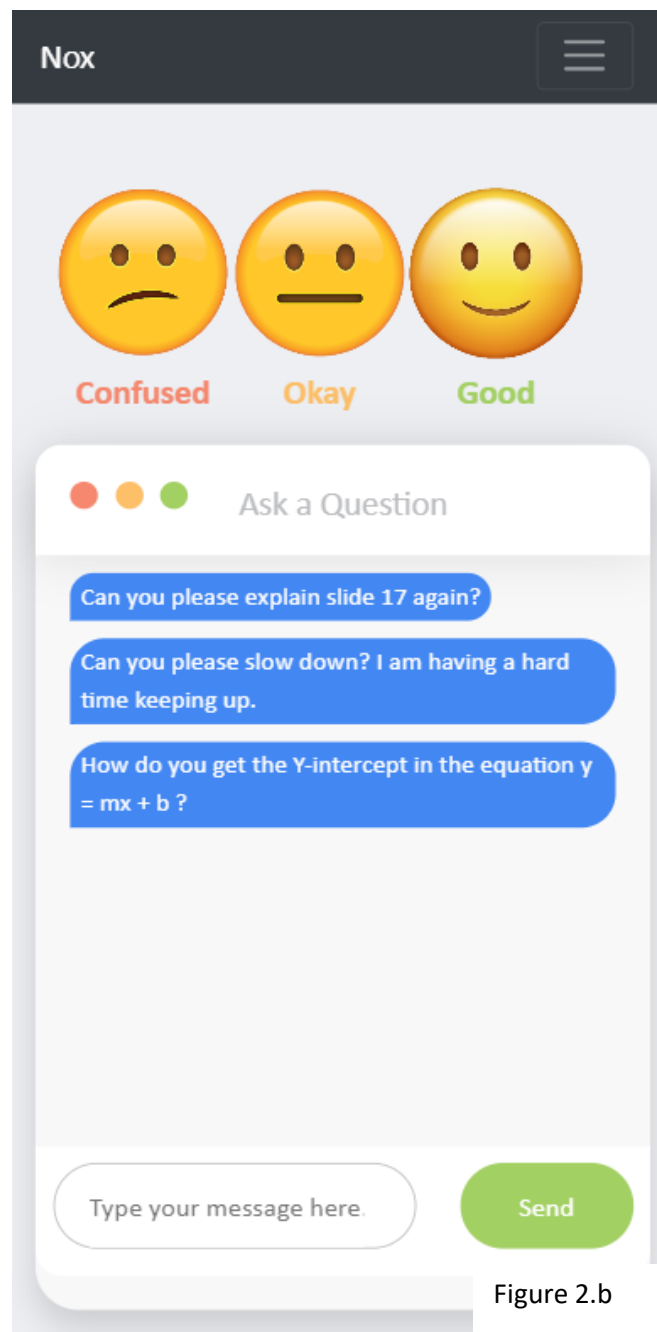Figure 1.b

Figure 1.c

Student's View

Figure 2.a

Figure 2.b

Features

1) Professors can login using Acorn otherwise known as their utorid login. (Figure 1.a)
2) Professors can make a session (Figure 1.b)
3) Professor's session has a session code that students can use to enter their session. Professor's can see all student's questions sent via the chat. Professor's can also see all student's ratings in the bar graph and the average of all student's ratings. (Figure 1.c)
4) Students on the Nox homepage can enter a valid session code to enter a session. (Figure 2.a)
5) Once students are in a session, they can provide their feedback on how they feel using 3 buttons (confused, okay, good) and they can ask questions using the chat. (Figure 2.b)