**OUTPUT**

Cyklas - Learning Management System

**PROCESS**

# Agile Model

**Brainstorming**   
(Requirements analysis)

**Design**   
(Design, Document and Prototype)

**Development**   
(Iteration, Demo & Feedback)

**Quality Assurance**   
(Iteration, Demo & Feedback)

**Deployment**   
(Production and Technical Support)

**INPUT**

**SKILLS/KNOWLEDGE:**

Web scripting

**SOFTWARE AND PROGRAMMING LANGUAGE USED:**

Visual Studio Code

JavaScript

React Js

MongoDB

Node Js

Material UI

Figma

**HARDWARE USED:**

Android phone

Personal Computers

**Input**

**Skills/Knowledge** – this is the base learning of the researchers that is necessary when using the programming language and software.

**Software used** – these are the programming language use to build the system and the software use for writing the codes and also for designing prototype.

**Hardware used** – these are the physical components needed for viewing the system progress, designs and functionalities

**Process**

**Agile model**

**Brainstorming** – this part is where the researcher exchanging idea and identifying system requirements. This phase is also known as planning in which the researcher gathering information and setting up steps for accomplishing the project.

**Design** – this part is about design, prototyping and dividing of functionalities into small sections for fast development

**Development** - this part is establishing design process for mock-up user interface and needs the collaboration with the designer for product criteria and consumer feedback.

**Quality Assurance** – this part is where testing happens and needs to anticipate problems, design and conduct test cases and evaluate for potential risks and errors.

**Deployment** – this part is where the researcher deploys the system and in maintaining phase where it needs continues support to ensure that it works properly.

**Output**

**Cyklas Learning Management System** – This is the part where the researcher will deploy the system through web hosting that has been chosen.