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Software Engineering, Spring 2025

PROJECT DESCRIPTION: GUC INTERNSHIP SYSTEM MILESTONE 2

Deadline 14 May, 2025 11:59 PM

Please read the following instructions carefully:

- Made commits **in your own name** for Milestone 2 on your GitHub repository. Any teammember with ZERO commits will receive a ZERO in MS2.
- Any case of **plagiarism or cheating** will result in a zero for the entire Milestone (too many similarities in FE design between teams).
- Use ChatGPT WISELY.
- It is **YOUR responsibility** to ensure that you have:
  - Read and understood **everything** in the project description (this document).
  - Have access to your GitHub repositories from your Product Manager **before the deadlines**.
  - Submitted before the deadline stated above.

  .

Good luck! =D

1 Theme

You need to build a system that handles all the GUC internship report submissions as efficiently as possible focusing on the internship application, enrollment, assessment and evaluation.

The second milestone involved front-end design and development of your system as a web application.

2 Requirements to be Followed

The requirements you must fulfill are available on the Excel sheet named **"MS2 Requirements.xlxs"** on the CMS.

3 Overview

Milestone 2 will act as the prototype of your system, which you will be presenting to your Product Manager. Your prototype will be for **your web application only** and will be made up of front-end design using React and JavaScript (there will be **no database nor back-end programming**).

It is also important to understand that UI/UX evaluation is **purely subjective and based on the opinion of your Product Manager**.

For Milestones 2, you **must ask the Product Manager** assigned to your team (according to the **Teams** file on the CMS) questions to understand their view on what the front-end should look. Stick to your Product Manager to avoid receiving conflicting responses throughout your project. Your Product Manager is the only person who's opinion in this Milestone matters.

3.1 Objectives

- Learn how to use React and JavaScript to create a simple FE design.
- Collaborate as a team on the same repository on GitHub.
- Follow and implement the UI/UX rules taken in the lectures and tutorials.
- Follow the guidance for the FE design presented by the Product Manager assigned.

3.2 Requirements

In Milestone 2, you are required to design and implement ONLY the front-end of the GUC Internship System using React and JavaScript. You may use dummy data to represent

any data that would otherwise be retrieved from a database. This is just a prototype - no backend is required.

1. You must make sure your entire project is on the GitHub repositories created for your teams, and each team member **MUST** have commits on the repository.

   TEAM MEMBERS WITH NO COMMITS AT ALL WILL RECEIVE A ZERO FOR ALL OF MILESTONE 2.

2. Too many similarities between FE designs will be considered a cheating case and will result in a ZERO for the entirety of Milestone 2.

3.3 Deliverables and Grading Criteria

- You must cover all the requirements posted on the CMS in the Excel sheet named "MS2 Requirements.xlxs".
- Your system should not be just a mere copy of other existing systems (don't just blindly copy LinkedIn).
- Your system's UI should be self-contained. Meaning, that all functionalities needed to be fulfilled should be doable through the system's UI.
- The system's UI must be intuitive and easy to use, as it should follow the basic UX/UI guidelines outlined in lectures and tutorials. This means there should be no hurdles while the Product Manager is navigating through the user journeys of your website.
- Your system's UI must be coherent and consistent (even with the logo), and it must follow a color palette. For color palette examples you can check https://www.canva.com/colors/color-palette-generator among other online resources.
- The grading of your system will **purely subjective based on the opinion and viewpoint of your assigned Product Manager** and will consider the degree of:
  1. Learnability.
  2. Visibility.
  3. Efficiency.
  4. Design for errors.
  5. Overall satisfaction of the different aspects of your design.
  6. Navigation from page to page and navigation reversibility.
  7. How close the UI matches the user-mental model.
  8. How the UI considers the user efficiency to carry out commonly occurring tasks.

9. Feedback (or lack thereof) provided to users on certain actions.
10. Responsiveness of the UI.
11. Consistency of the IU elements.
12. How professional the overall theme of the system looks.

You can see the full grading scheme for this in the "MS2 Requirements.xlxs" file.