**About the E-Learning System**

The summary of the whole project is an E- Learning System where Teachers can conduct test for students and also students attempting this test. Both Student and teachers would be able to access the system from anywhere irrespective of their location (i.e. It’s going to run Online).

**SUMMARY BREAKDOWN OF IMPLEMENTATION**

1. LANDING PAGE FOR SCHOOL BANK:
2. Navigation Panel:

This includes Links to View Score sheet, Upcoming Tests, Library Content (i.e. Support books, or quick reading material).

1. Sign Up Section/Link:

This includes sign up for major entities of the system **(School, Teacher, Student, and Parent).**

1. Login Section/Link:

There is only one Login panel for any of the major entities that leads to the entities’ page **(timeline, news feed, profile, search bar, and settings etc.)**.

1. ENTITY PAGE:
2. School:
3. School Name/Information (Create Read Update Delete (CRUD)).
4. **Students (CRUD, Assign Username and password).**
5. Parents (CRUD, Assign Username and password).
6. **Teachers (CRUD, Assign Username and password).**
7. Classes (CRUD).
8. **Students (Verify Sign up information).**
9. Parents (Verify Sign Up information).
10. **Teachers (Verify Sign up information).**
11. Curriculum (CRUD, Assign **subject** to class).
12. Subject Categorization.
13. Students (Assign student to class).
14. Teachers (Assign some Teachers to class).
15. Other entities (Read/View the basic profile).
16. Friends update appears on timeline.
17. Teacher:
18. **Teacher Name/Information (CRUD).**
19. **Deadline for Submission**
20. Notes (CRUD). (Not in demo)
21. **Home work (CRUD). (Not in demo) \*\* this is different from Tests**
22. **Student Report (CRUD). (Not in demo)**
23. **Subject Categorization.**
24. **Other entities (Read/View the basic profile)**
25. Friends update appears on timeline. (Not in demo)
26. **Videos (Learning Material)**
27. Parent:
28. **Student Report (Read/View Report) (Not in demo)**
29. Student:
30. **Take System defined test, for loyalty points/System ratings.**
31. **Submit Test**
32. **Subject Categorization**
33. **Student Report (Read/View Report). (Not in demo)**
34. **Share Score amongst other student**

**SYSTEM FEATURES OR MUST BE REQUIREMENTS**

**1. Course Progress Section**

The purpose of the course progress section is to give the student an idea on how much they have progressed through the material or course content. The student(s) will easily be able to figure out how much work they have completed and how much work they have left to sort through either for the rest of the semester or academic year.

**2. Section of Content**

The section loaded with content is arguably the most important user interface element. Without this element, eLearning systems would basically be nothing. The content section provides users with the information they need to read about and learn. Without the content, the user is unable to gather the information they need for the particular class.

**3. Instruction Guide or Manual for users in general**

Not everyone knows exactly what they are expected to do upon signing onto the user interface. A small section devoted to providing instructions to the users is necessary. The instruction guide can easily make or break the educational learning platform because if there is no explanation as to what is expected of the user, they may end up doing the work wrong.

**3b. Instruction Guide for course by Teacher**

***(This would be prepared by Teacher in his/her panel):*** For each course or assignment posted, teachers are expected to prepare an instruction guide for each course. This would serve as a tip of on how to go about particular subject matter.

**4. Navigation System**

A navigation system is essential for an eLearning platform. Users need to be able to easily navigate through the interface to sort through content, read instructions, check message, and interact with other students. A navigation system should be thoughtfully prepared to provide convenience and ease to the users.

**5. Drop-Down Menu**

Having a drop-down menu is a good idea for a user interface. The drop-down menu will feature different options for the user, ultimately depending on the task at hands. Drop-down menus are simple and make life that much easier.

**6. Success Notification**

What exactly is a success notification? Well, it basically gives the user thumbs up after they have submitted work or important information. The success notification is often green and it basically tells users when they have successfully completed something.

**7. Error Notification**

The exact opposite of a success notification, the error notification tells the user when they have not successfully submitted something or if it has not been saved before the user leaves the user interface.

**8. Set Title**

The title is a primary and necessary element for any user interface. The title lets the user know what type of work they are doing before they even get started.

**9. Control Buttons**

The control buttons allow the user to get through content on the interface, go back if they need to, skip forward if they would like to, and all of the things like that. Control buttons are a primary function of a user interface.

**10. Message Inbox**

Last but certainly not least, a special message inbox section is needed. The section promotes communication and interaction between different users who are studying and working on the same content.

**10. Device Responsive**

Above all, the platform should be device responsive, i.e. Tabs, etc.

**11. Quizzes**

Quizzes for each sub-topic to test retention and reinforce learning at the point of content delivery.