# Homework Tracker for Children

Concept: A task management system designed for students to track homework and daily tasks. Parents can monitor progress, and students can gain access to games/pokemon cards for completing work on time.

## Key Features:

* User Authentication: Sign up/login for students & parents.
* Task Management: Add, edit, delete, and mark homework as complete.
* Due Date Tracking: Colour-coded deadlines (e.g. green = on time, red = overdue).
* Parent Dashboard: View child's progress and send reminders.
* API Integration: Fetch educational resources (e.g. Open Library API for book recommendations).
* Bonus Feature: Reward points for completed tasks
  + unlocking a game or theme customisation

## Users

* Teacher
* Parent
* Child

## User Relationships – One to Many

* Teacher has many child users, Child has one teacher
* Parent has many child users, Child has one parent

## Tech Breakdown:

* Frontend (React): Tick off Homework Task list, progress tracking.
* Backend (python):
* Backend (Django): Task management, user authentication, progress tracking.
* Database (PostgreSQL):
* Users (table)
* Daily Homework (table) has many Homework Task (table)

# Main Functions

* + Teachers can create and delete homework
  + Parents can view child progress – child’s daily homework progress
  + Child can update Homework List (tick off subjects when complete)

## How does this meet Assignment Criteria:

* CRUD operations
* Authentication
* External API – Game API or Pokemon API
* Deployment – Render and Github
* Responsive design – Bootstrap

# ● Display the site map detailing the structure of the web application

**## Home work tracker**

A cool app for tween kids, “pre teen” where homework is made less boring by proving them with some fun games after getting their work done.

\*As a user I would love a website with an easy navigation btw search and login system. (html, css)

\* I would like a website where  I can click my homework as done and submitted then logging into the server, to ensure my daily tasks are up to date before proceeding. (React)

\* As a user, I want a webpage where I can play and share my games with other kids while interacting with friends. (Django)

\* As a student, I would love to be able to edit my homework in case of an error before finally submitting it. (python)

\* As a user, I would like a user experience that enables sharing each other's games while using the game app (API)

\* While on the same webpage, I would like to be able to search for online games and books which can be played and read while using the same web app.

\* As a tutor, I would like to be able to create homework for my students, delete old work, and update new homework. (CRUD)

\* As a tutor, I would love an app with the ability to differentiate between students who are done with their homework and those who are yet to, so they can be reminded on time about their pending homework. (Alert)

\* As a parent, I would like to be able to track my child/ward's progress and view their homework. (Database)

**## USERS**

\* Teachers / admin

\* Students

\* Parents

**## Apps**

\* Users

\* Games

\* Homework

## ● Share the Planning Analysis Sheet

GEOGRAPHY

IRISH

SCIENCE

MATH

ENGLISH

AUTHENTICATION

USERS

GAMES

WELCOME Admin view site change password LOGIN LOGOUT

logout

LOGOUT

ADMIN

HOMEWORK

HOME

RECENT ACTIONS

MY ACTIONS

# ● Define user roles (admin, authenticated user, guest).

## USERS

## . Teachers / admin

This user creates new homework, and delete old ones, while updating parents on their kids grades.

## . Students

This user reads and updates homework listed by the teacher.

## . Parents

This user can only read and keep tabs on their kids progress.

# ● List down features with priority (essential vs. optional)

. learning tool as technical. essential

. homework being fun for kids. essential

. keeping tabs on your kids progress. essential

. rewarded with few hours of fun games. essential

. have an insight on what your friends do outside of school. optional

. alert reminder on due date. optional

# ● Highlight any potential challenges anticipated

> working with react

> connecting with API

> setting up alert

● Illustrate the user flow within the application.

teacher

homework

games

done

users

List of homework