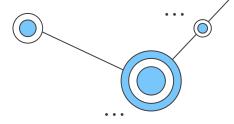


Project Demo

By Team Riker

Our Team



Yixu Z

Team member

Bulbul A

. . .

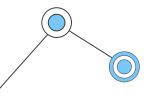
Front-end developer

Archisha B

. . .

Project Manager, Back-end developer



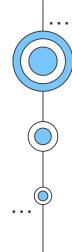


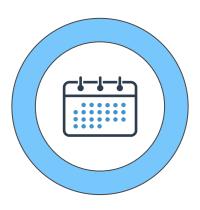


- Planning and being productive at all times is one of the many problems that every student has.
- There are various tools on the market that somewhat work but not entirely.
- Needed something that shows us our progress yet simple to use.

Our Who

Students

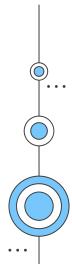




What is RSA?

A scheduling app for students that will allow them to see their coursework and due dates in a Calendar view as well as on a Kanban Board.

• • •





Project Progression



PROJECT CHARTER			
Project Name	Riker Scheduling App		
Date Produced	October 10, 2021		
Project Goals	The project strives to develop a scheduling application for our user groups (students) that will allow them to manage their time better. The application will give students the freedom to come up with productive schedules that work for them. It will help them efficiently complete their coursework before the due date.		
Project Objectives	 Effectively manage their schedules to dedicate time for working on their coursework Get a visual representation of their monthly due dates. Track the progress of their coursework as "assigned," "in-progress," and "completed." 		

Our Goals:

Create an application that

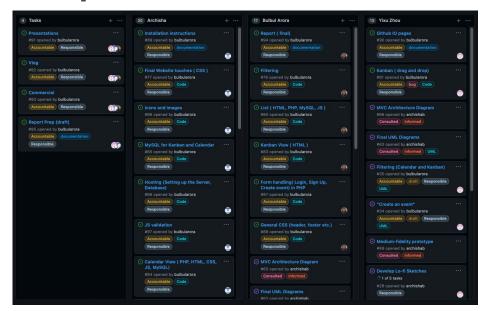
- Will help our users to schedule and manage their events
- Enables users to track their progress
- Offers a visual representation of due dates



Roles and Responsibilities

PROJECT ROLES AND RESPONSIBILITIES					
Project Name	Riker Scheduling App				
Name	Role	Responsibilities			
[Team member name]	[Their role or job title]	[Detailed description of their project responsibilities and job duties]			
Archisha	Developer	RACI Visual Developing User stories Business Case Document Project Charter Project progress Viog Creating hosting environment Installation instructions Model Controller Final project documentation Presentation files			
Bulbul	Developer	Creating MVP Stakeholder Register Doc Stakeholder Engagement Plan Project Progress Vlog Lo-Fi prototyping View Controller Final Project documentation Presentation files			
Yixu	Developer	Presentation files Developing User Stories Project Roles and Responsibilities Project Scope Project Progress Vlog Github 10 pages Vlew Final project Documentation			

Defined Roles and responsibilities in our documentation



Used GitHub RACI chart to assign and delegate tasks





Feedback Received



 Throughout the project we followed Dr. Maciag's comments and feedback.

From our test users:

 We tested our app with some students and then tweaked it as needed.



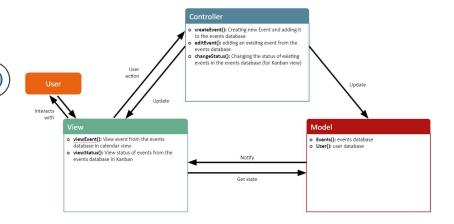
- Separation of backend and frontend development.
- Using an array for events.

STAKEHOLDER ENGAGEMENT PLAN					
Project Name	Riker Scheduling App				
Name	About the Stakeholder	How to Engage the Stakeholder			
Team Riker	High Power, High Interest and Supportive. The team is responsible for implementing the project.	The team will have weekly meetings to determine the next steps in completing the project. These meetings will also be a medium to understand the strengths of the team members and how they can be used to complete the project in time. The team will also have weekly or bi-weekly scrums with the sponsor to confirm that they are on track. Monitor the team's progress carefully to make decisions about future roles and to assign tasks as per strengths rather than assigning tasks equally.			
Dr. Maciag	Low Power, High Interest and Supportive. Dr. Maciag is the sponsor and mentor for this project. Dr. Maciag will provide guidance but the decision-making power still remains with Team Riker.	The team will have weekly or bi-weekly scrums with Dr. Maciag. These scrums will include talking about past milestones and future steps. These scrums will guide the decisions made by the team while making important decisions about the project. Pay close attention to the remarks made by Dr Maciag in the scrums as they might be useful going forward in the project.			
Students (Domestic and Overseas)	Low Power, High Interest, Neutral. These students are our customers. These users were kept in mind while deciding on the project idea.	The customers will be briefed on what the application does and then will be monitored to determine the usability and utility of the project and if the project meets their requirements. Focus on some aspects while monitoring the customers. For overseas students, make sure that they are able to use the application effectively given the time difference. The application should automatically change the due date according to the student's time zone.			





PROJECT SCOPE STATEMENT				
Project Name	Riker Scheduling App			
Project Deliverables	Detailed Description			
[Deliverable]	[Describe this deliverable in as much detail as possible.]			
Form affordances	Students need to input their course information to this form. Our web has three main affordances, assignment, lab, exam. So, students can view which event is coming soon.			
Kanban board interface	We will try to use the code to create a calendar like Kanban board Our interface needs to be easy to understand and use, just save students' time to learn how to use it.			
Calendar view	The calendar will show the monthly calendar and the due date, the day of the exam and so on.			
List View	The list will shows all the events ordered by due date and due time.			

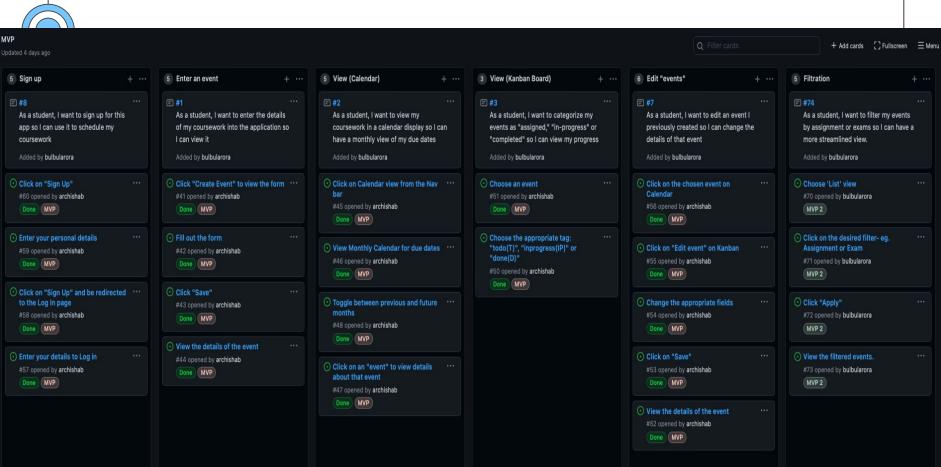


Design Architecture



- Defined our Deliverables in the Project Scope Statement
- Listed the required user interactions in our MVP
- Used MVC Diagram and UML Diagrams to figure out the relationships between components







App components



Forms

- Sign-up: Adds user
- Login: Enables access to our application
- Create Event: Adds user's events



Calendar

Monthly/Weekly view of due dates





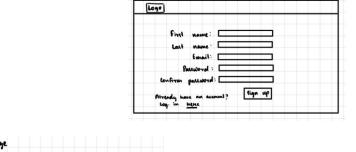
Kanban

- Displays status of each events
- Users can change the status of each event



List

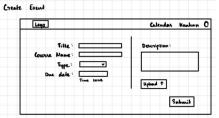
 Filtered view of events by state or type



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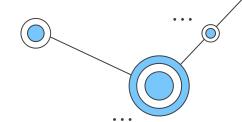
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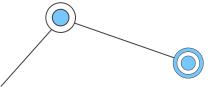


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Our Demo









Team Reflections

- How did we feel about this project? Do we think our team was successful, or?
 What did we like about the project? What did we dislike about the project?
- What did our team feel most proud of throughout the entire project experience?
- What did we learn about ourselves as we collaborated and worked on this project (individually and as a team)
- How will we use (or not use) what we have learned/experienced in this project going forward?
- What "stuff & things" related to this project would we like more help with?

