

## Stabit G.4 Iteration Final

### Participant Landing Page:

#### Create Project:

To create a project, type a name in the text field and click “create”.

<https://3733projectappstabit.s3.us-east-2.amazonaws.com/html/createproject.html>

#### Project View:

The starter for the rubric run should be here:

<https://3733projectappstabit.s3.us-east-2.amazonaws.com/html/index.html?name=G4IterationFinal>

Shows the project your URL currently corresponds to, along with its tasks and teammates and the options to add tasks and add or remove teammates. When a project is first created in the Create Project page, you will be brought to this page.

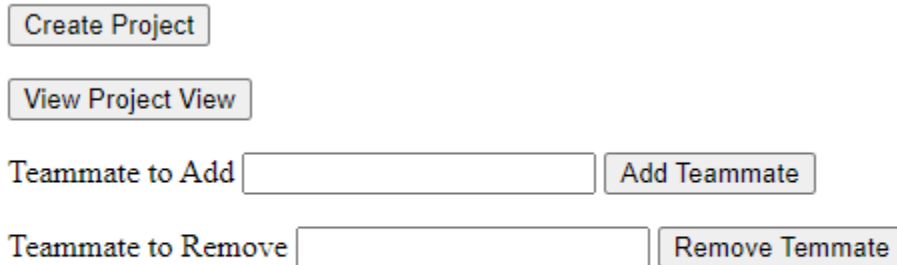
The screenshot displays the Project View interface. At the top, there is a button labeled "Create Project". Below it is a button labeled "View Team View". Underneath, there are two rows of input fields and buttons. The first row has a text input field labeled "Teammate to Add" followed by a button labeled "Add Teammate". The second row has a text input field labeled "Teammate to Remove" followed by a button labeled "Remove Temmate". At the bottom, there is a text input field labeled "Task Name" followed by a button labeled "Add Task".

To add a teammate, type in the teammate’s name in the adjacent field and click the “Add Teammate” button.

To remove a teammate, type in the teammate’s name in the adjacent field and click the “Remove Teammate” button.

To add a task, type in the task’s name in the adjacent field and click the “Add Task” button.

Adding and removing a teammate can be done in team view:

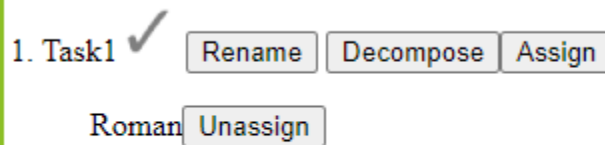


Buttons: Create Project, View Project View

Teammate to Add  Add Teammate

Teammate to Remove  Remove Temmate

To go back to the Create Project page, click the “Create Project” button.



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To mark or unmark task, click the check mark (works in team view, too)

To rename, click Rename and type in a new name

To decompose, click Decompose and type in the task names, separated by a comma

To assign a teammate, click the Assign, and type in the name of the teammate

To unassign teammate, click unassign next to teammate name

### Administrator Landing Page:

Initially displays a blank page with a button to list all projects. Upon clicking this button, all projects present in the database will be displayed.

To delete a project, click the red trash can icon.

To archive a project, click on the blue archive icon

(the icon should disappear when the project is archived)

<https://3733projectappstabit.s3.us-east-2.amazonaws.com/html/adminview.html>