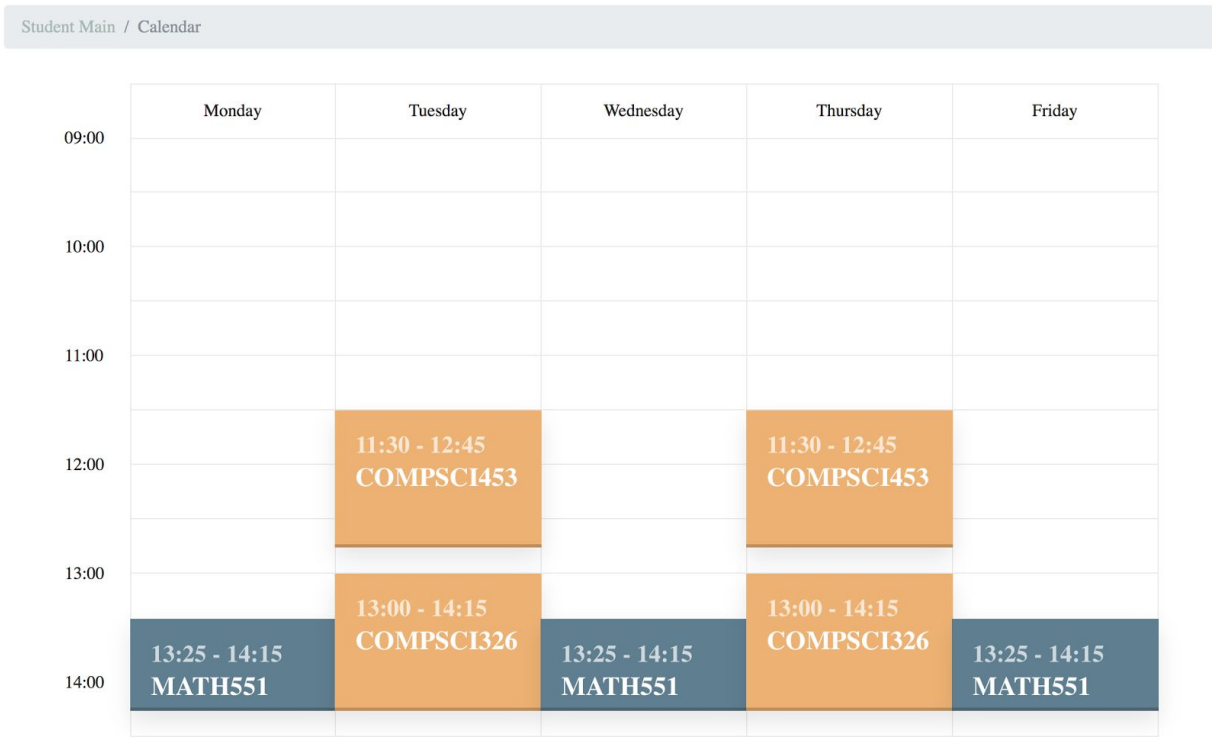
Title (team name): snack eak
Subtitle (project name): Spoodle
Semester: Fall 2017
Github link: https://github.com/attraylor/snackeak

Overview: Spoodle is a semester management system that centralizes all of the information a student needs for their classes during the school year. Students are able to view their schedule, create notes, check off easy-to-edit to-do items, chat with other students, and access professor contact information. Our application is innovative because it's student-first. We really tried to make it as easy for students to access *all* of their information as possible-- you'd think this wouldn't be an issue with other applications, but it is. It provides a method for students to communicate with students in their class without any extra effort or signup required on the part of the student.

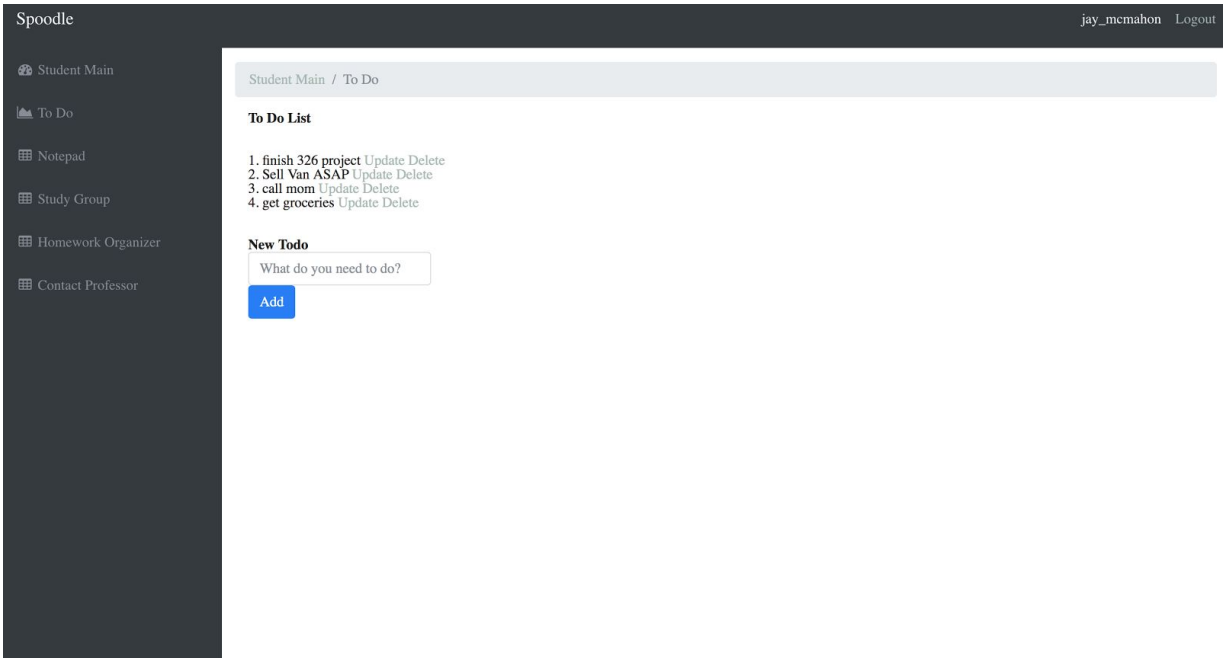
Team Members: Aaron Traylor, Jay McMahon, Quentin Small, Logan Cotto

User Interface: Our user interface draws off of the base generic template that we created. The base generic holds the sidebar and login to be shown on every page. All other pages created extend the base generic template. The website opens up to login first. After the user logs in they can now see their schedule, or student main. They can navigate to the professor contact page, the todo list page, the homework organizer, or the studygroup page. All of these extend base generic. The professor contact page contains all of their professor's contact information such as email and office hours. The todo list page contains a general note of todos that user enters. Users can both update and delete todo elements they have previously made. Homework organizer contains more specific holders for detailed descriptions of assignments. Finally, studygroup page is a view that allows users of similar classes to discuss class material, or to do assignments together. The UI element screenshots begin on the next page.

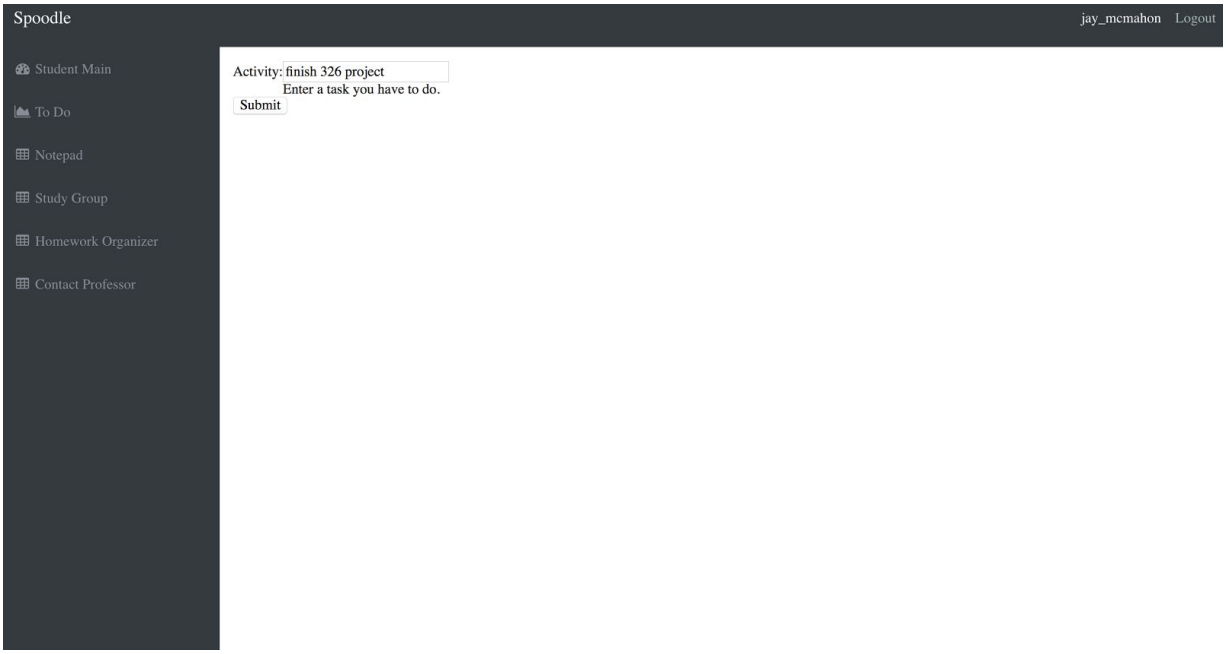
Index page



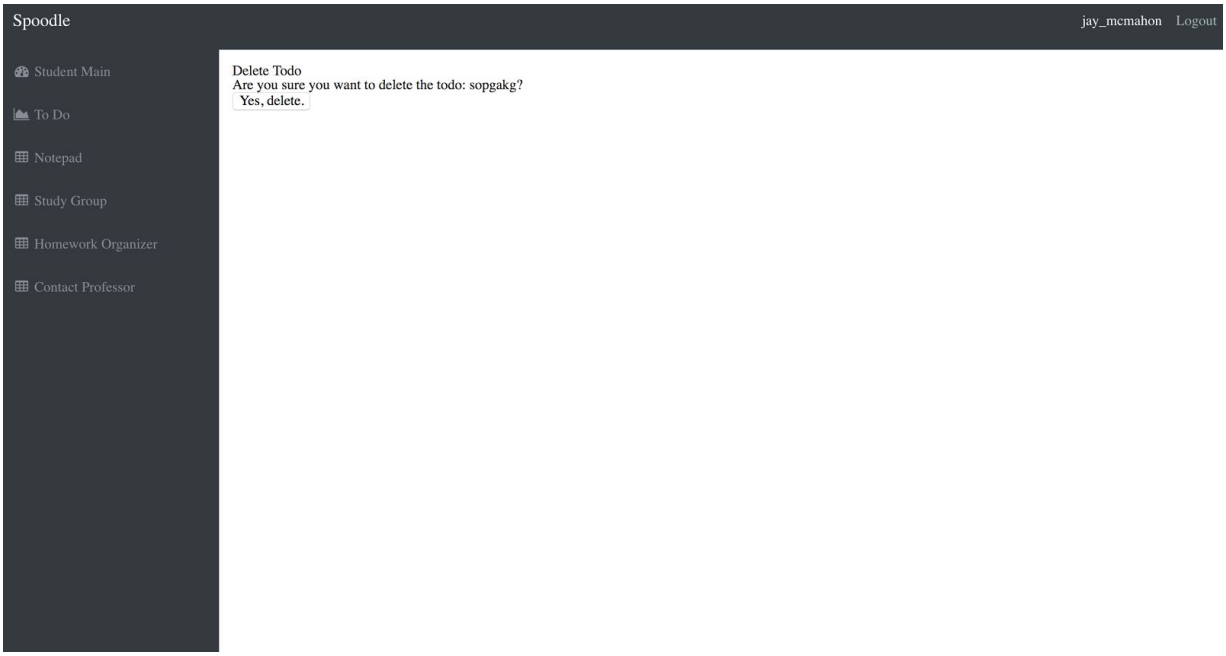
Todo main



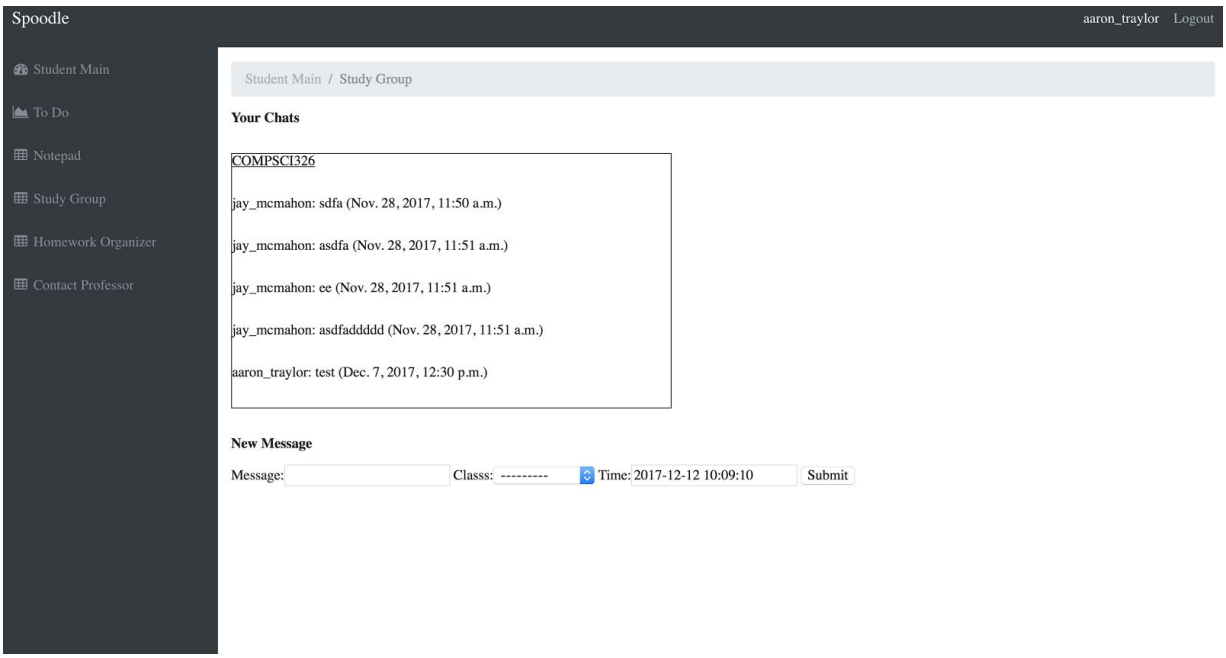
Todo Update



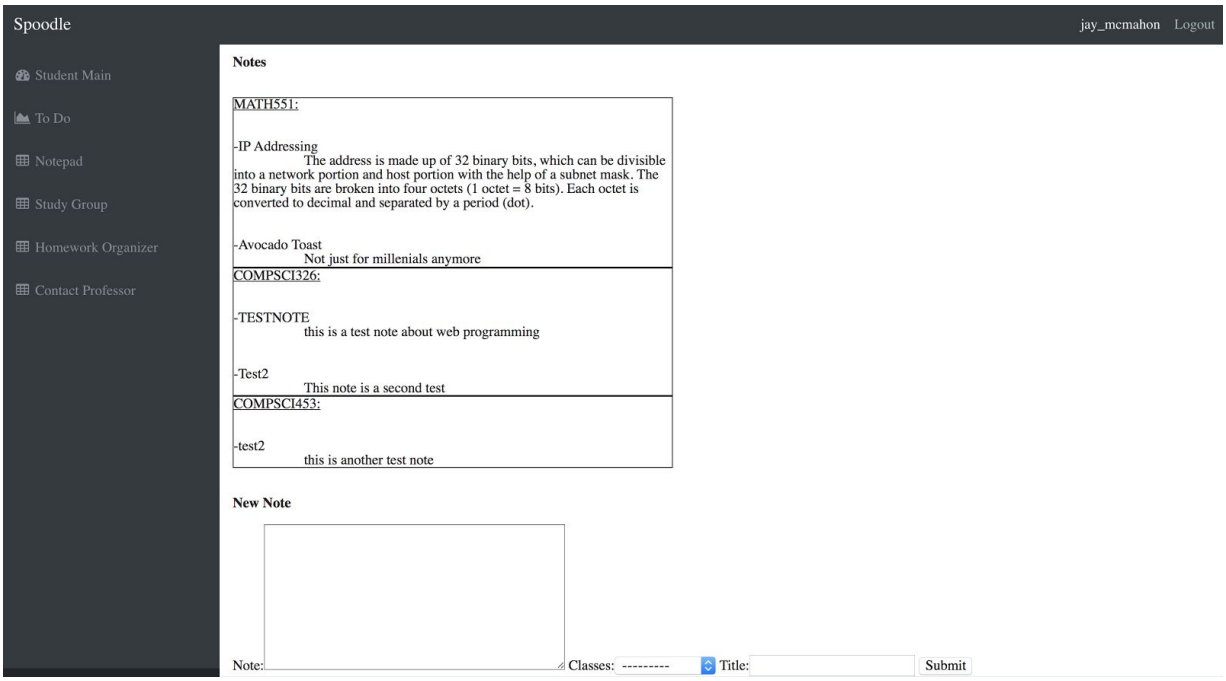
Todo Delete



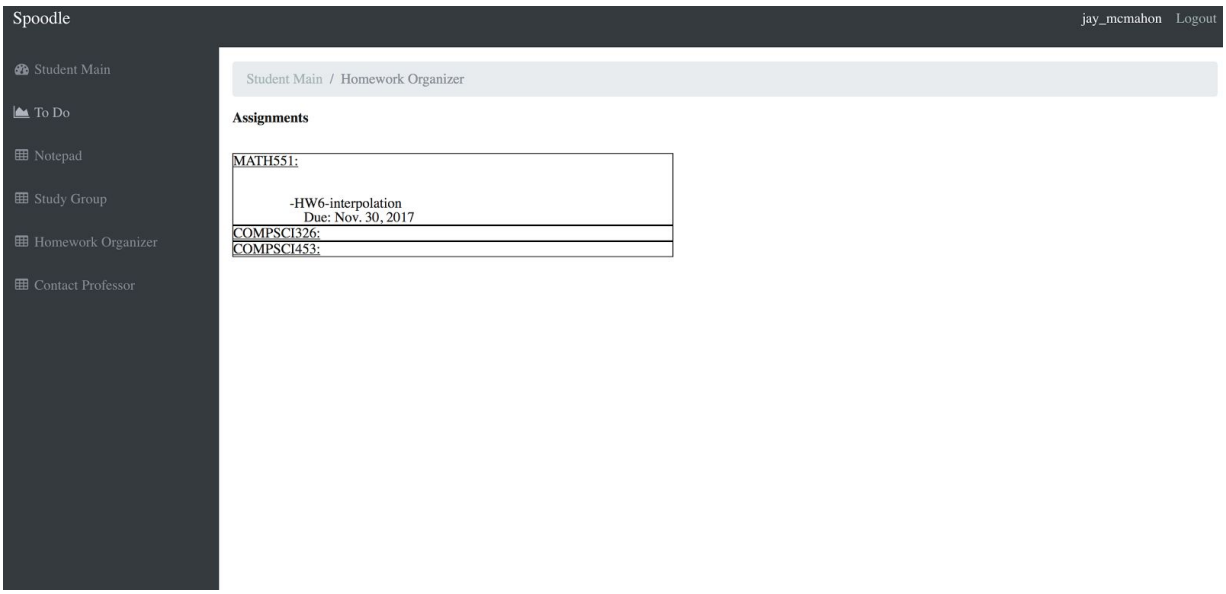
Study Group



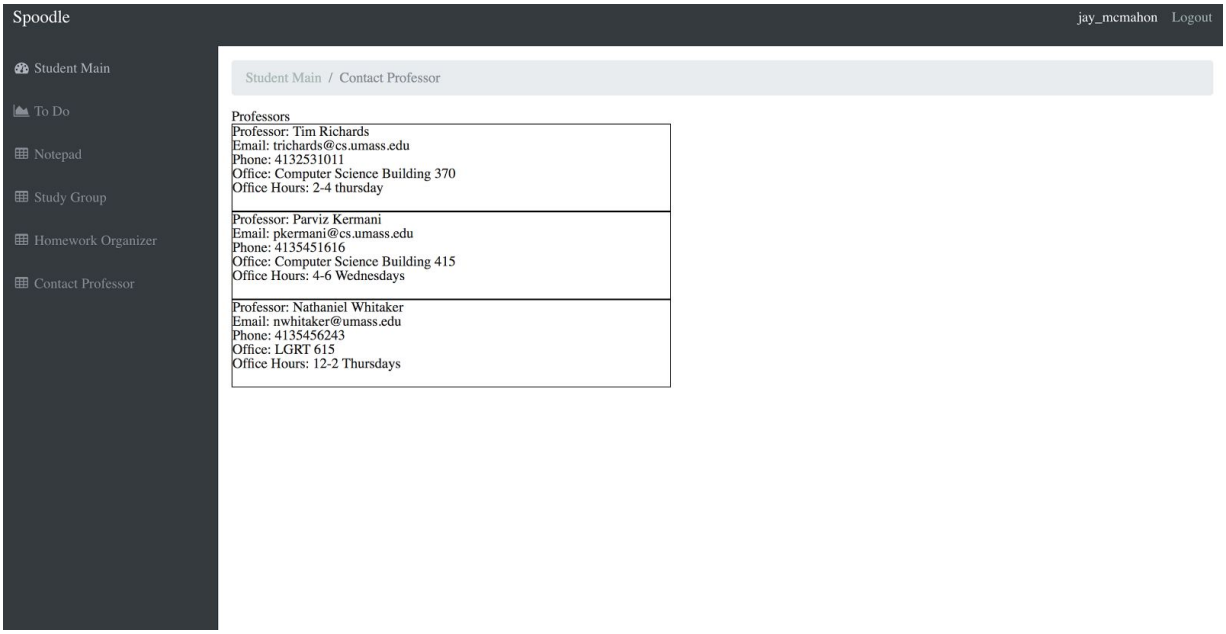
Notepad



Homework Organizer

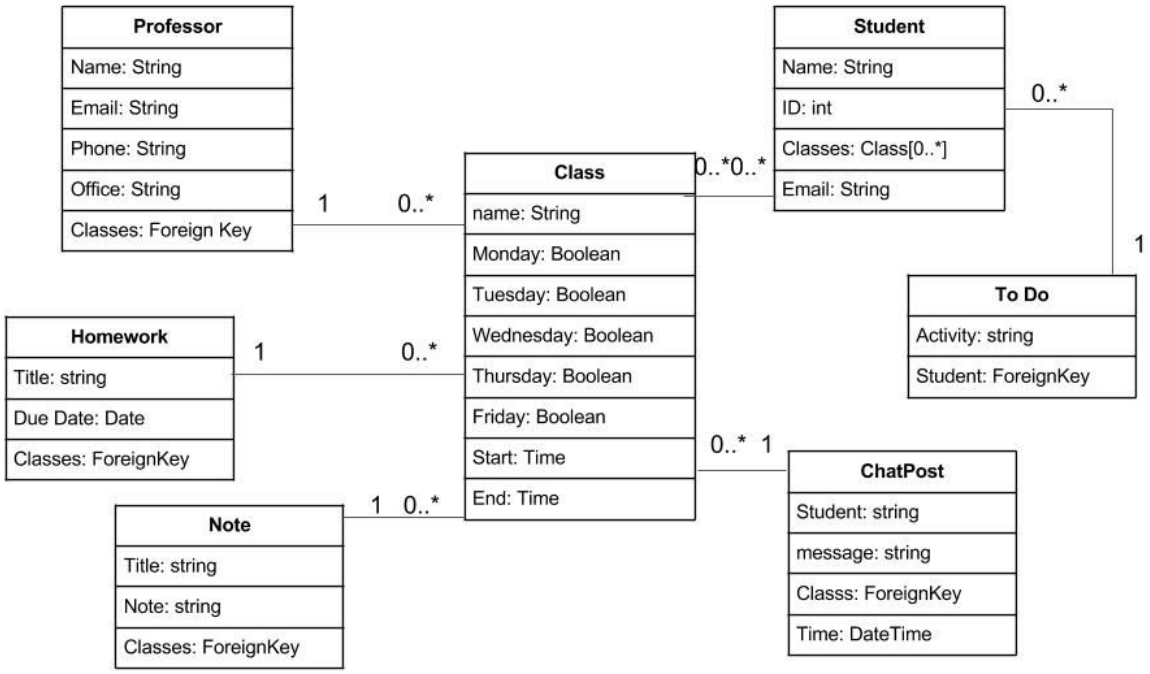


Professor Contact



Data Model:

Diagram:



Description:

Our data model is centered around the Class model. The Class model contains the class's name, booleans describing whether it meets on each day of the week, and Start and End times. The Professor, Homework, Note, Student, and ChatPost models all have Foreign Keys back to the Class class; all other fields of these models are self explanatory based on the above diagram. The ToDo model has a Foreign Key to Student, because it is the only model that is not tied to a class, just to a particular student. One last note is that the Student model's email field is a primary key; this is important because it is how we connect the logged in user to their associated Student object. This, in conjunction with our simple, Class-centric model, enabled us to easily filter our views for each page.

URL Mappings/Routes:

All URLS accessible by all users.

URL Mapping	What it's used for
^$	Index page.
^todo/$	Page for viewing all of user's todos.

^contact/	Page with professor contact information.
^Homeworkorganizer/	Page for homework in classes.
^notepad/$	Page for writing in the notepad.
^studygroup/$	Page for talking to other students in our app.
^todo/newtodo/	Used for creating a new element. Redirects to the todo page.
^studygroup/newchat/	Used for posting a new chat message. Redirects to the studygroup page.
^notepad/newnote/	Used for making a new note. Redirects to the notepad page.
^todo/(?P<pk>\d+)/update/$	Page for updating an existing todo element's text. The todo to be updated will be changed based on primary key. Is its own page and redirects to todo when done.
^todo/(?P<pk>\d+)/delete/$	Page for deleting an existing todo element's text. The todo to be deleted will be changed based on primary key. Is its own page and redirects to todo when done.

Authentication/Authorization: Currently users are created by their teachers, who assign their classes and permissions. The only way to view our website is to have an account already made for this site. Students can not see the back end of our site only the front end pages are available to them. Users are set up by teachers so the email provided by them will be the email used for these accounts. This is a lot like moodle where users are given accounts to use and the classes are updated by professors.

Team Choice: Our team choice was to incorporate a password reset functionality. With this, we ask for the user's email, send them a reset link, and when they click it, they can enter in a new password. We need forms to collect the user's email, send the email, and to enter a new password. Finally, at the end we show a notification template to let the user know that the password reset completed. Another thing we could add in the future is the capability of entering in new users to the database.

Conclusion: After our semester of building Spoodle, we as a team discovered the difficulties and fun aspects of designing a website. When designing Spoodle, our goal was always to deliver a product that tailors to the average student's needs. We chose the webpages seen in the final product because we thought that these had the most purpose in the daily life of a

student. When building these pages we found that shaping and designing these were not difficult, especially because of bootstrap. This became more challenging, as we began adding functionality through Django we found at times we were confused on how to properly implement things. Django became easier as the class went on and things like forms although challenging to start with were much easier as time went on. Before starting this, having some knowledge of Git and some knowledge of Django would have been nice. We had problems with Git and Git Bash from forgetting to upload parts of code to struggling to download the latest version. Overall our team met any challenge in stride and any obstacles we faced were eventually conquered.

Final slide (available in writeups folder):