

Screen Sketches: COLL8

Team Members

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Actors

1. Admins (us, the developers)
 - a. Develop the program.
 - b. Create classes and delete established classes.
 - c. Create site-wide announcements.
2. Superusers (professors and TAs)
 - a. Manage individual classes.
 - b. Create and delete any file object.
 - c. Create class-wide announcements.
 - d. Archive / decommission classes.
3. Students
 - a. Join and leave classes.
 - b. Allowed to upload documents and annotate.
 - c. Remove or edit their own files.

Non-Functional Requirements

- The application must only allow students into classes they have enrolled for.
- The application must allow several students to annotate a single file simultaneously.
- The application needs to be able to work on mobile devices.
- The application must discriminate between developers, professors/TAs.
- There should be no limit to the number of classes that can be created under a college, except when memory runs low.
- The user should not have to wait more than 30 seconds for a simple PDF or text file to be uploaded.
- The user should not have to wait more than 5 seconds for an annotation to be uploaded.
- The user should not have to wait more than 15 seconds to sign in.

Tables and Fields

- **USERS**

Description: Describes a user and all corresponding metadata

- Username
- Email
- Password
- Classification: whether user is an admin, superuser, or student
- Courses Joined
- Last session

- **SESSIONS**

Description: Describes login sessions

- User ID
- Time since last login
- Idle time
- Remember me

- **COURSES**

Description: Describes courses, their users, and their announcements

- Course number
- College
- Privileged users
- Announcements

- **COLLEGES**

Description: Describes a college, including a description and every class it contains

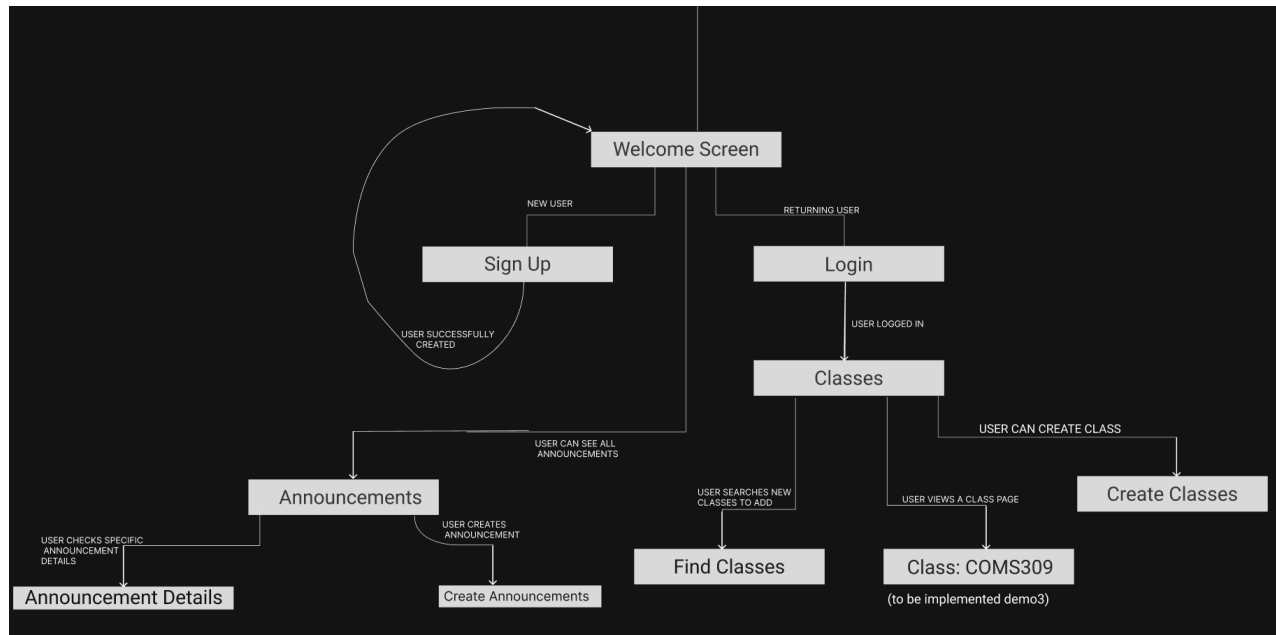
- Description
- Faculty
- Child classes

- **ANNOUNCEMENTS**

Description: Describes announcements, including its metadata and contents

- Date posted
- Author
- Contents

Screen Flow Diagram



Home Screen



Purpose: To show a welcome screen to the user and give the option to log in or sign up

Loading Event: This will be the entry point for the application once the user opens the application from their home screen.

Interface Items:

1. The user shall click this button to choose to log in to the app if the user already has an account.
2. The user shall click this button to choose to sign up to make an account for this app as they do not have any account set up.

Sign in page

The image shows a mobile application sign-in screen. At the top left is a 'Home' button with a small '1' next to it. Below this is a red rectangular logo with 'COLL8' in white text, flanked by two yellow vertical bars. Under the logo is the text 'Sign in' with a '2' next to it. Below 'Sign in' are two light gray input fields: 'Enter Username' and 'Enter Password'. Below the password field is a 'Remember me?' checkbox with a blue checkmark and a '4' next to it. At the bottom is a blue 'Log in' button with a '5' next to it. A '3' is placed below the password field.

Purpose: Once the user has navigated to this page, The user must put in their information that they have saved to sign in to the application.

Loading event: This page will allow the user to sign in to enter the application.

Interface Items:

1. This button shall be clicked whenever the user wants to do back to the home page
2. This button shall be clicked whenever the user wants to enter their username. The “Enter Username” text will disappear whenever the user clicks onto the username box. The username can consist of anything like capital letters, numbers, lowercase letters, etc.

3. This button shall be clicked whenever the user wants to enter the password that is associated with their username. The “Enter Password” text will disappear whenever the user clicks on the text box. The Password can consist of anything like capital letters, numbers, lowercase letters, etc.
4. This button shall be clicked whenever the user wants to remember the username and password whenever they log in. This will be more efficient as the user will not have to enter username and password whenever they want to use the app.
5. This button shall be clicked whenever the user is done entering the username and password. This will allow the user to advance to the next page (the classes page). An error message will show if the username or password is entered in correctly.

Sign up page

The image shows a mobile app sign-up screen. At the top left is a 'Home' link with a callout box labeled '1'. Below it is a red header bar with the text 'COLL8' and yellow vertical bars on either side. Under the header is the text 'Sign up'. There are three input fields: 'Enter Username' with callout '2', 'Enter Password' with callout '3', and 'Re Enter Password' with callout '4'. At the bottom is a blue 'Sign up' button with callout '5'.

Purpose: This page is meant for the user to enter a username and password to create an account for the application.

Loading Event: This page will allow the user to sign up and make an account. The user will then be forwarded to the sign in page.

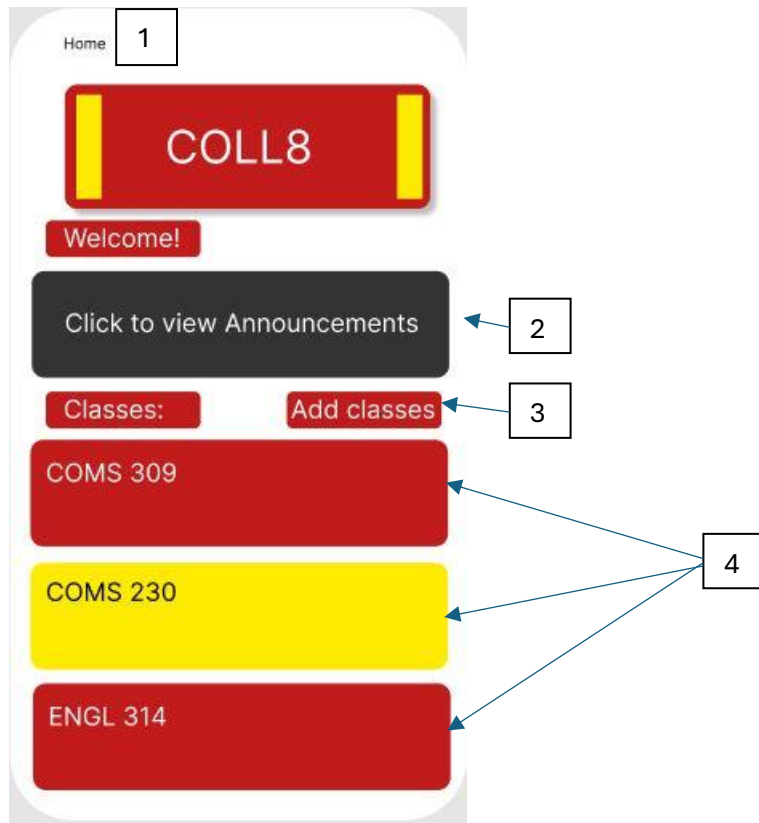
Interface Items:

1. This button shall be clicked whenever the user wants to do back to the home page
2. This button shall be clicked whenever the user wants to enter a new username. The “Enter Username” text will disappear whenever the user clicks onto the username box. The username can consist of anything like capital letters, numbers, lowercase letters, etc.
3. This button shall be clicked whenever the user wants to enter the password they want to be associated with their new username. The “Enter Password” text will disappear whenever the user clicks on the text box. The Password can consist of anything like capital letters, numbers, lowercase letters, etc.
4. This button shall be clicked whenever the user is done typing their password. The user just re type their password into this box. This is a confirmation precaution that the user is

entering the password that they desire and that there is not any typo in the password they entered in the box above. The “Enter Password” text will disappear whenever the user clicks on the text box.

5. This button shall be clicked when the user is done entering the username, password and re-entering the password in the text boxes above. Upon clicking this, the user will be forwarded to the log in page in which the user will enter the username and password that they had just listed.

Classes page



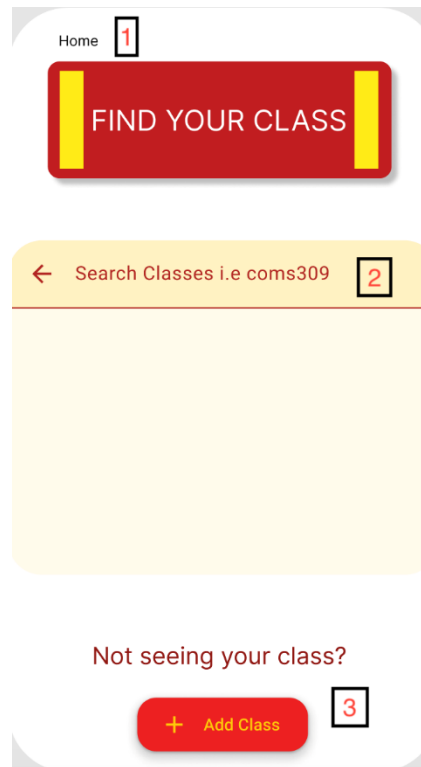
Purpose: The purpose of this page is to display an interface in which the user can click on enrolled classes, view announcements or add classes.

Loading Event:

Interface Items:

1. This button shall be clicked whenever the user wants to do back to the home page
2. This button shall be clicked whenever the user wants to view announcements that the administrator for each class has made.
3. This button shall be clicked whenever the user wants to add classes to their account. Once this button is clicked, they will then be forwarded to the “search classes” page.
4. These buttons shall be clicked whenever the user wants to view the notes to a specific class. For example, the user wants to see notes to COMS 309, the user will then click on the “COMS 309” button.

Find Class Page:



Purpose: This page's intended use is for users to find the classes they are in, and to allow access to look at notes specific to their courses.

Loading Event: Ensures the users can find their class through a simple search

Interface Items:

- 1) This button shall allow the user to leave that page and go back home when clicked. Considering they may not have a need to continue with the search. Going back home removes any changes made.
- 2) Takes a text input given that a user follows the format/example displayed in the search bar. There's a dropdown for search results.
- 3) This button shall allow users the opportunity to add a class when clicked. It leads to a separate page that allows the creation of a class.

Create Class Page:

The image shows a web interface for creating a new class. At the top left, there is a 'Home' link with a small square box containing the number 1 next to it. Below this is a large red button with the text 'CREATE CLASS' in white, flanked by yellow vertical bars. Underneath the button are three input fields. The first is labeled 'Classification:' with a small square box containing the number 2 next to it; the input field contains the text 'ex: Computer Science'. The second is labeled 'Course #' with a small square box containing the number 3 next to it; the input field contains the text 'ex: 309'. The third is labeled 'Title:' with a small square box containing the number 4 next to it; the input field contains the text 'ex: Software Development Practices'. At the bottom of the form is a red button with a white plus sign and the text '+ Create Class', with a small square box containing the number 5 next to it.

Purpose: There are thousands of classes that are offered by Iowa State. There's no way that as admins we can input all those classes in our databases. And even if we did, there is no guarantee that they will be used. So to make things efficient on both ends, the user has the ability to create classes to add to the database.

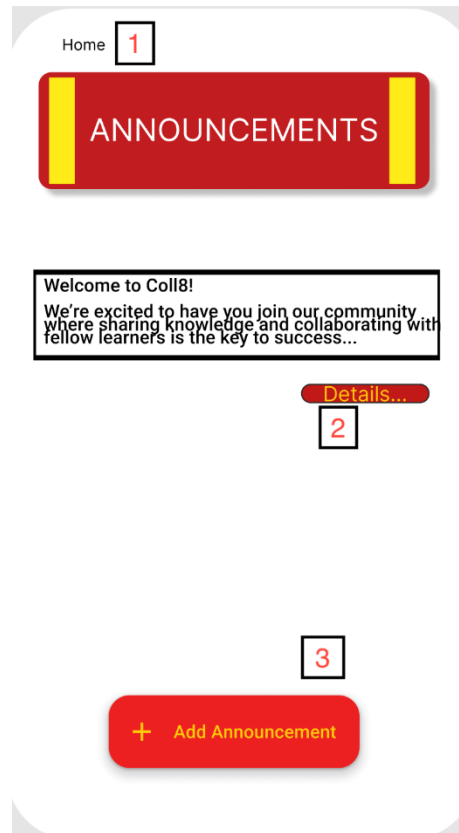
Loading Event: Adds the class to the database, and gives users access to add/upload notes to the class after added.

Interface Items:

- 1) This button should allow users to leave that page and go back home when clicked. Changes made will not be saved.
- 2) Takes an input for the class classification. And an example of what that is supposed to look like is displayed within the input field.
- 3) Takes an input for the course number. An example of what that is supposed to look like is displayed within the input field. This field does not take letter inputs.
- 4) Takes a title input, that is the name of the specified course.

- 5) This button shall save the data, and put into the database when clicked. So now when the user wants to search the class, it is accessible

General Announcements Page:



Purpose: There are times when announcements on delays, cancellations, and etc, are needed. That's what this page is for! It keeps users informed about anything related to classes or even campus.

Loading Events: Allows users to view live and updated announcements sorted from newest to oldest (top-bottom). Loads to create an announcement, and loads to give details on the announcement of choice.

Interface Items:

- 1) This button should allow users to leave that page and go back home when clicked. Likely given that they viewed the announcements they needed to see
- 2) This button leads to more detailed announcements, as users are given an abstract of what the announcement is. In cases where a more detailed announcement is needed. This button creates the ease of viewing all the announcements on one page.

- 3) This button shall allow the user to create an announcement when clicked. Leads to a create announcement page where the user can add an announcement.

Create Announcement Page:

The image shows a mobile app interface for creating an announcement. It features a top navigation bar with a 'Home' button (1) and a red 'CREATE ANNOUNCEMENTS' button (2). Below the navigation bar is a yellow header with a back arrow and the text 'Create Announcement'. The main content area has a 'Heading:' label (3) and a 'Text:' label (4) with a large text input field. At the bottom is a red 'Add Announcement' button (5).

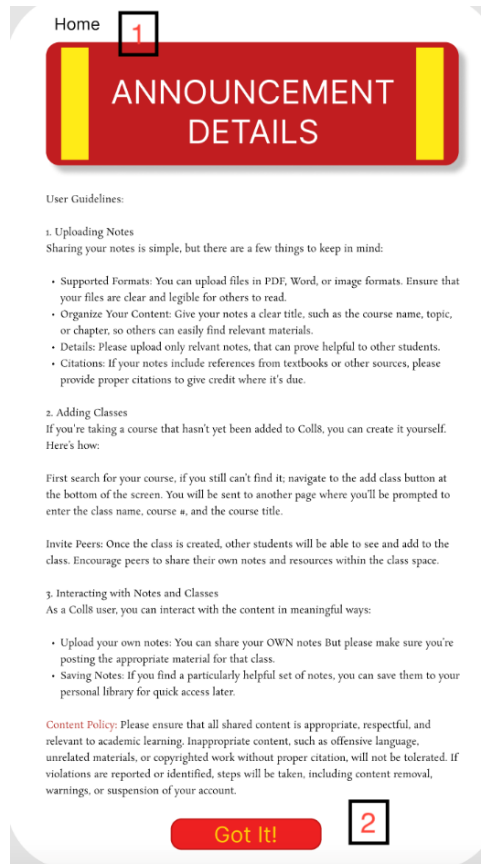
Purpose: This page is so that the user can create an announcement that will be displayed to the general announcement page.

Loading Event: This page is utilized to create announcements

Interface Items:

1. This button shall allow the user to leave that page and go back home when clicked.
2. This button shall be clicked when the user intends to go back to the general announcements page, changes on this page will not be saved.
3. This input field takes a heading input, to display to general announcements page.
4. This input field takes a text input that is displayed in the announcement details page.
5. This button shall create an announcement with the details given in the heading and text input fields, when clicked. It shall load those details on the designated pages.

Announcement Details Page:



Purpose: To allow abstraction on the announcement page and allow a more detailed page separate from the general announcement page.

Loading Event: Loads the detail of the specified announcement and takes the user back to announcements when finished.

Interface Items:

- 1) This button should allow users to leave that page and go back home when clicked.
- 2) This button shall allow users to acknowledge the announcement and send the user back to the general announcements page when clicked.

