1.Team Number: 15-1

2.Team Name: Coding Baddies

3.Team Members:

Jack Toenjes, Github: Ponippp Email: jato9234@colorado.edu

• Calvin Wagner, Github: CalvinWagner05, email: cawa9142@colorado.edu

Wyatt Lyda, email: wyly3647@colorado.edu, github: wyatt-lyda

• Christina Fernandez, Github: chfe8281 email: chfe8281@colorado.edu

• Benjamin Willcutt, Github: benwillcutt, email: bewi8864@colorado.edu

• Kaitlyn Brown, Github: TenorPanther, email: kabr3253@colorado.edu

4. Application Name: Coding Buddy

5. Application Description:

We want to create a website where users can log on to study CS topics in various coding languages with a friend or alone. We think it would be interesting to build an application that combines the ideas of the structures of Quizlet and Leetcode applications so that students can become familiar with CS terminology and gain practical coding experience.

There will be coding problems with starter code, problem description, and test cases. The user can choose to code in different languages. For each problem they get correct, they earn points. They also have the option to time themselves by clicking a button up top to set a timer. Then they'll show up on the leaderboard on the homepage (if they score well enough) and their user profile. There will be multiple choice quizzes for CS concepts. Depending on the user's answers and score, they get personalized flashcards to review what they got wrong. Flashcards will contain CS definitions and syntax and are available for users to practice with. Users can also make their own flashcards.

Our website covers different CS topics and allows users to practice coding while also learning CS conceptually. It ideally has questions for different coding languages. You can also challenge what you have learned through coding challenges that all users can compete in and receive awards for participating in.

Key Features Summary:

- Use external API for coding problems/test cases
- Starting code
- Timed coding competitions
- Different programming languages
- Tracking how many problems done
- Reward system
- Badges earned
- Add a dashboard
- Multiple Choice quiz
- Review flashcards

6. Audience:

The specific audience we are targeting is aspiring computer science students and software developers. The age group would primarily be high school and college students. The project encourages the audience to study and understand core principles of computer science through flashcards and hands-on problems in an easy and fun way.

7. Vision Statement:

For students who are struggling to learn how to code, Coding Buddy is an online tool that makes learning to code SO FUN. Unlike Quizlet or LeetCode, our product is collaborative, encouraging users to interact and compete with other students.

8. Version Control:

Github Repository Link: https://github.com/chfe8281/Coding-Buddy

9. Development Methodology:

We are implementing aspects of Agile methodologies. We are using the Github projects board as a kanban board. As we plan, we will add tasks to our to-do list. Members are assigned to the tasks that they are responsible for. Tasks reserved for the group to complete as a whole as noted as such. As members work on and complete tasks, each task will be moved to the corresponding column. We will be creating epics and user stories to break down and describe the tasks in order to keep them organized, achievable, and relevant.

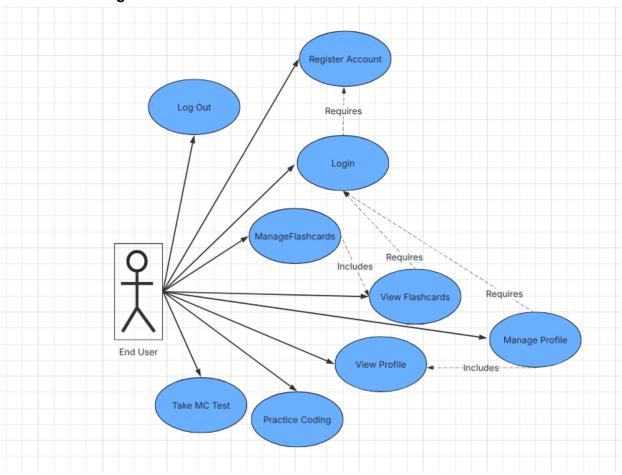
10. Communication Plan:

We are using a Discord group chat for team communication.

11. Meeting Plan:

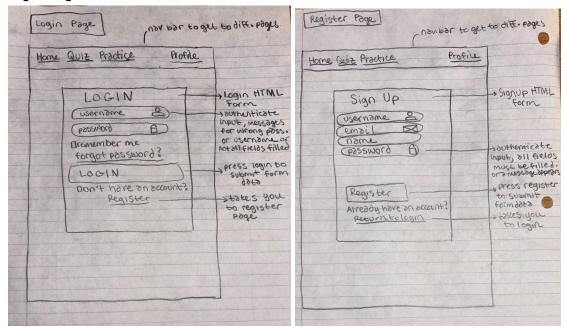
- Meetings with TA: Mondays at 3:00pm over video chat
- Group meetings: Mondays at 2:00pm in-person at Norlin Library

12. Use Case Diagram:

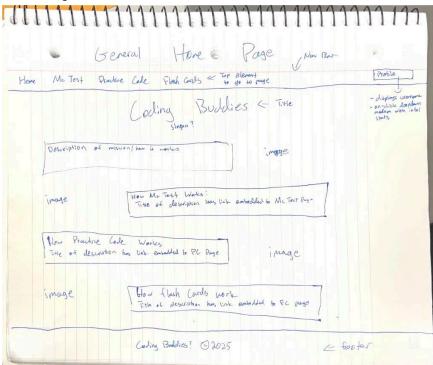


13. Wireframes:

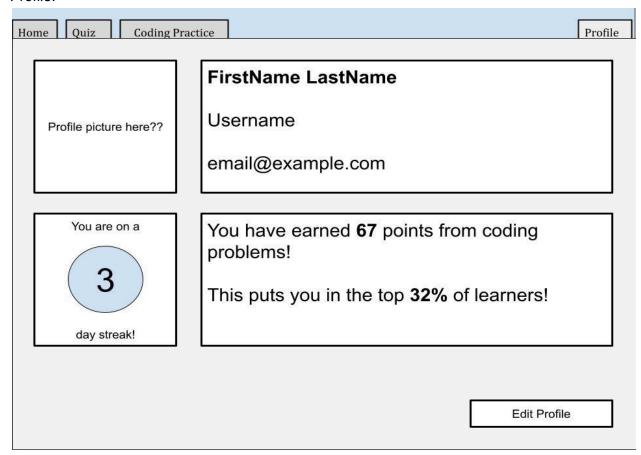
Login/Register



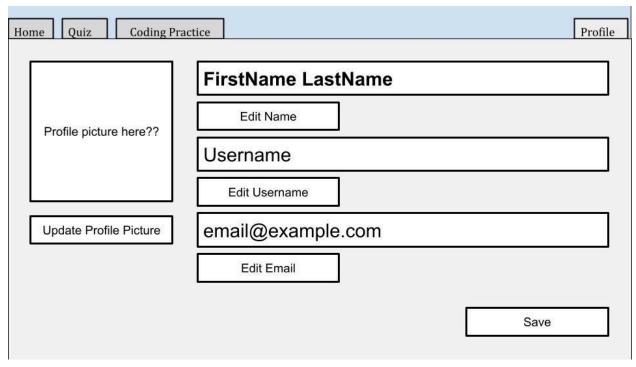
Home Page:



Profile:

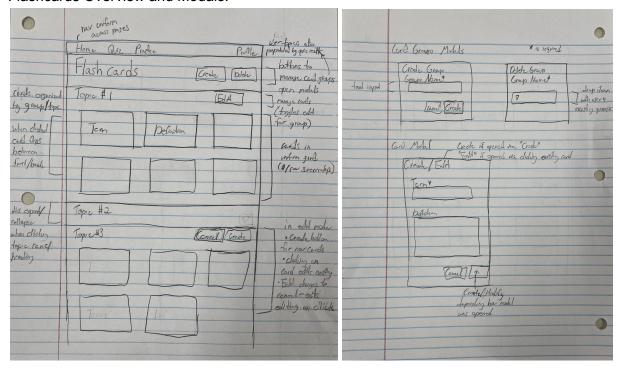


Edit Profile:

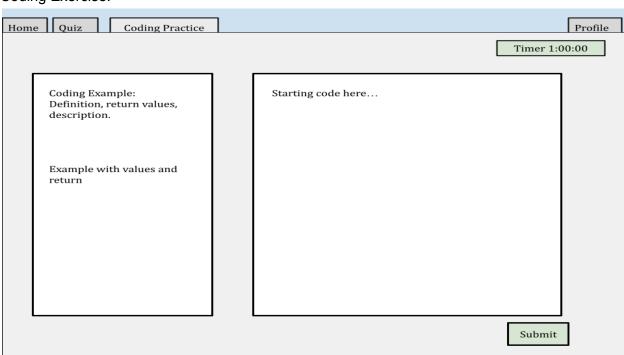


Multiple Choice Test: MC test we frame Question !! Select one. O Option 1 O Option 2 0 Opton 3 0 Option 4 10 wester 12/1 Whi I my will be with the more Select all that apply. [Option 1 Dopton 2 DOpton 3 1. Option 4

Flashcards Overview and Modals:



Coding Exercise:



Coding Exercise w/ message (Note: only one message appears at a time and spans page):

