CRITERIA A: Planning

Problem:
Our client, Ms. Richardson asked us to design a program that can identify the names of the teachers that rewarded an excess or a lack of House points for students. She asked us to design a program that can identify the names of the teachers that rewarded an excess or a lack of House points for students.

As for the context, in SSIS, students are assigned to 4 Houses: Shenlong, Naga, Wyvern, and Hydra. Throughout the school year, each house can earn House Points, and the team with the most House Points will win the award for the Best House of the Year. Students can earn points from teachers who give them out for exemplary actions that meet our core values, such as academic excellence, respect for all, etc.

However, because the points are awarded by teachers who also belong to certain houses, Ms. Richardson is concerned that the points assigned could be biased. As teachers give an inadequate amount of House Points away to the students and as a result, fail to recognize the students' effort, especially those who deserved the rewards.

We volunteered to solve Ms. Richardson's problem by designing a GUI based program for storing all of the House Point transactions done by each teacher, and for informing the client when there has been an outlier done by a teacher.
Word count: 223

Success Criteria:

- Accepts the user input for the amount of House League points given out.
- Creates a database that will store all the user inputs, including House League points assigned, name of the teacher assigned, name of the student who received the points.
- Creates a database as a rubric to provide the standards for which the points assigned are considered satisfactory.
- Compares the user input of the house league points assigned with the rubric database to determine if the user has assigned an unsatisfactory amount of points.
- A button that can display all transactions done by all teachers when the client clicks on it.
- Successfully outputs a table with the names of the users who assigned an unsatisfactory amount of points and the number of points that the user assigned.

A rationale for the proposed solution:

The teacher will be able to input a certain amount of points into specific categories to reward students. These categories can range from honesty to getting a good mark on an exam. Each category will have a range of points from which the teacher is allowed to assign. Any outliers, inadequate points assigned entered by the user, will be stored in a table that will be outputted and informed to Ms. Richardson, both the name and the points entered by the user.

Word count: 82

CRITERIA B: Record of Tasks

To determine if the points awarded were satisfactory, we will design a database where we will define the house league points awarded based on the students' accomplishments and divide them into categories accordingly. Then, the program will compare the user input with our database to decide if the user input is eligible to be output in the final table. This table only prints out the user inputs that have the points assigned exceeding the points allowed in our predefined categories.

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Ask the client for a problem	The client gives their problem	1 week		A
2	Discuss with the client about a proposal	The client approves of problem	1 week		A
3	1st Meeting with the client	Problem analysis and clear description of requirements	2 days		A
4	Think of a solution for the client's problem	Come up with a product that can solve the client's problem	1 week		A
5	Plan a schedule on developing the product	Identified a schedule for when to work on the product	2 weeks		A
6	Define criteria for success with criteria A	Identified a success criteria	1 week		A
7	Create a user interface for	Sketched a mock for a	1 week		B

	the product	user interface			
8	Draw diagrams and flowcharts the design of the product	Diagrams and flowcharts are sketched up and created	1 week		B
9	Create a test plan for the product	Created a test plan for the product	1 week		B
10	Create the software for the product	Completed the software for the product	3 weeks		C
11	Create the user interface for the product	Created the user interface for the product	2 weeks		C
12	Test product to find bugs and errors	Product is fixed with no more bugs	1 week		C, D
13	Give the product to the client to test it	Product is given to the client for testing	1 week		C, E
14	Improve product and complete final testing	Product is given to the client for use	1 week		
15	Create video demonstration	Video is developed and helps the client know how to use the product	1 week		D, E
16	Evaluate product and think about future improvements	Ideas for future improvements are made	1 week		E

CRITERIA B: Design

Test Plan

Action to be Tested	Method of Testing
Test if the program runs correctly and the main window appears on the screen	Launch the program
Check if the input box works properly	Type some numbers in the input box
Check if the add button works properly	Add new instance of assigned House points and see if it's in the database
Check if the client can receive the notification	Add an instance into the database with abnormally low/high data, and see if the client can receive the notification
Check if the client is able to check the database	Compare the program database and the original database, add some data to the original database, check the database again to see if it can update