## SMART CLASS PLANNER

TEAM: SJCZZ JUL-25-2018









#### **Brief Introduction—motivation**

- 1. Many students including ourselves were spending a lot of time during their class selections, because
  - They need to open several websites to check their requirements and see if the courses were provided in specific quarter.
  - They need to write down their courses on a piece of paper and it was hard to modify their courses.
- 2. We are all interested in web development, and we think this project would help us to learn a lot of knowledge about web development.



#### **Goals / Achievements**

#### Set out to achieve

- Design a user-friendly and easy to use interface.
- 2. List all the courses in selected year and display their information.
- 3. Implement user interaction that user can click on the course name to add the course.
- Give suggestions to users, which allows them to make their own plans.

#### Achieved

- We designed an auto-adjust table for user to display their select courses.
- 2. We displayed all courses in the year categorized by different quarters.
- 3. When the users click the course on the list, they can see the detailed information about the course and they can add the course into the table.



## **Biggest Challenges / Achievements**

#### Challenges

- We don't have sufficient experience in web development.
- It's hard to find concrete tutorial online for our specific implementation, so we have to start from the ground.
- It maybe so difficult to implement the initial idea by coding, so we need to be on alert to change the idea if is necessary.

#### Achievements

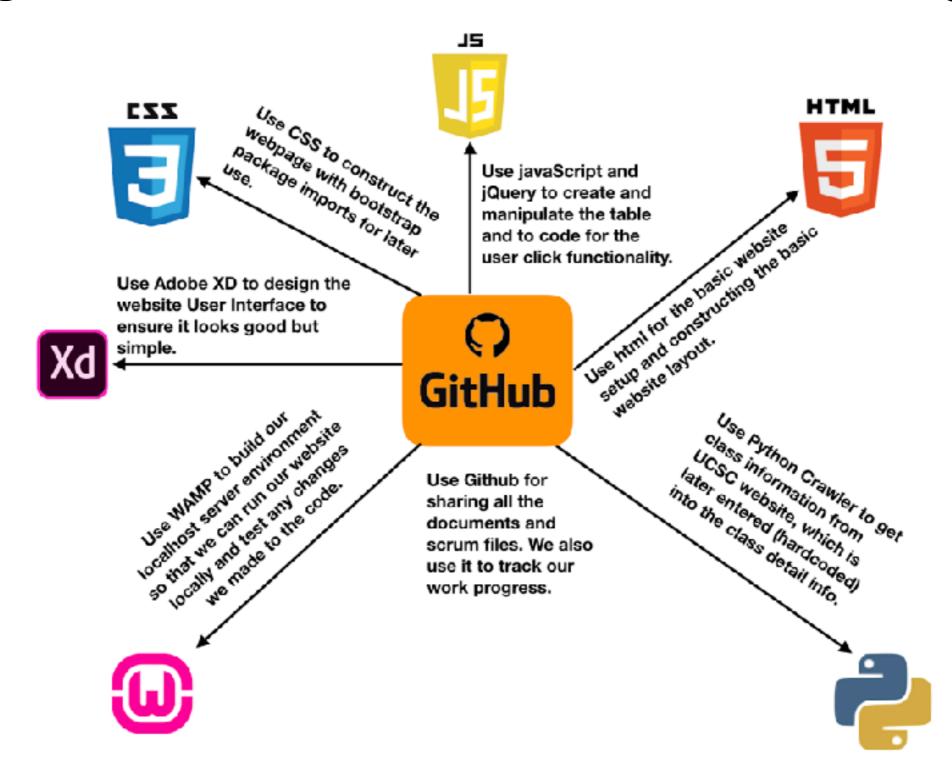
- We changed our initial idea and distributed it to several simpler implementation to make it realizable.
- We read a lot of tool and language documentations and developing experience to make sure we were on the right track to finish the project demo on time.



# Demo



## System Overview and technologies





## Project Management Used

- 1. Scrum Meeting: at least 3 times a week and each meeting is strictly 15 minutes.
- 2. Scrum Board: Keep tracking every task status.
- 3. Agile Planning: Create user stories, sprint plans and tasks.



## What We Enjoyed

### What We did not

- 1. It's fascinating to have a group of people to aim to the same goal in a period of time.
- 2. It was rewarding and motivating to do group work than working as individuals.
- 3. It's interesting to discuss in the group to achieve our goal.
- 4. It's excited to do really project rather than learning theoretical fundamental knowledge.

- Time period is short so that we cannot implement every idea we had in the first place.
- 2. Lots of documentations made us frustrating.
- 3. We chose a wrong tool at first that wasted a lot of time.



#### Lesson learned

- 1. What worked: Read a lot of original documentations of the tool or the language and practice from a simple function and gradually to more complicated model.
- 2. What did not work: Youtube tutorials were convenient, but it didn't help us save the time, rather it lead us to a wrong way.
- 3. Wished we had done:
  - 1. To build a functional database either for class information or user profiles storage.
  - 2. Implement the planner for every major.