

SMART CLASS PLANNER

TEAM : SJCZZ

JUL-25-2018

Chin-shu Shao

Yalin Zhang

Lei Jiao

Jiayi Zhu

Zhongqi Chen



Brief Introduction—motivation

1. Many students, including ourselves, are 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 quarters.
 - They need to write down their courses on a piece of paper and it is hard to modify their plans.
2. We are all interested in web development, and we think this project would help us learn a lot of knowledge about web development.

Goals / Achievements

Set out to achieve

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

Achieved

1. We designed an self-adaptive table for user to display their selected 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

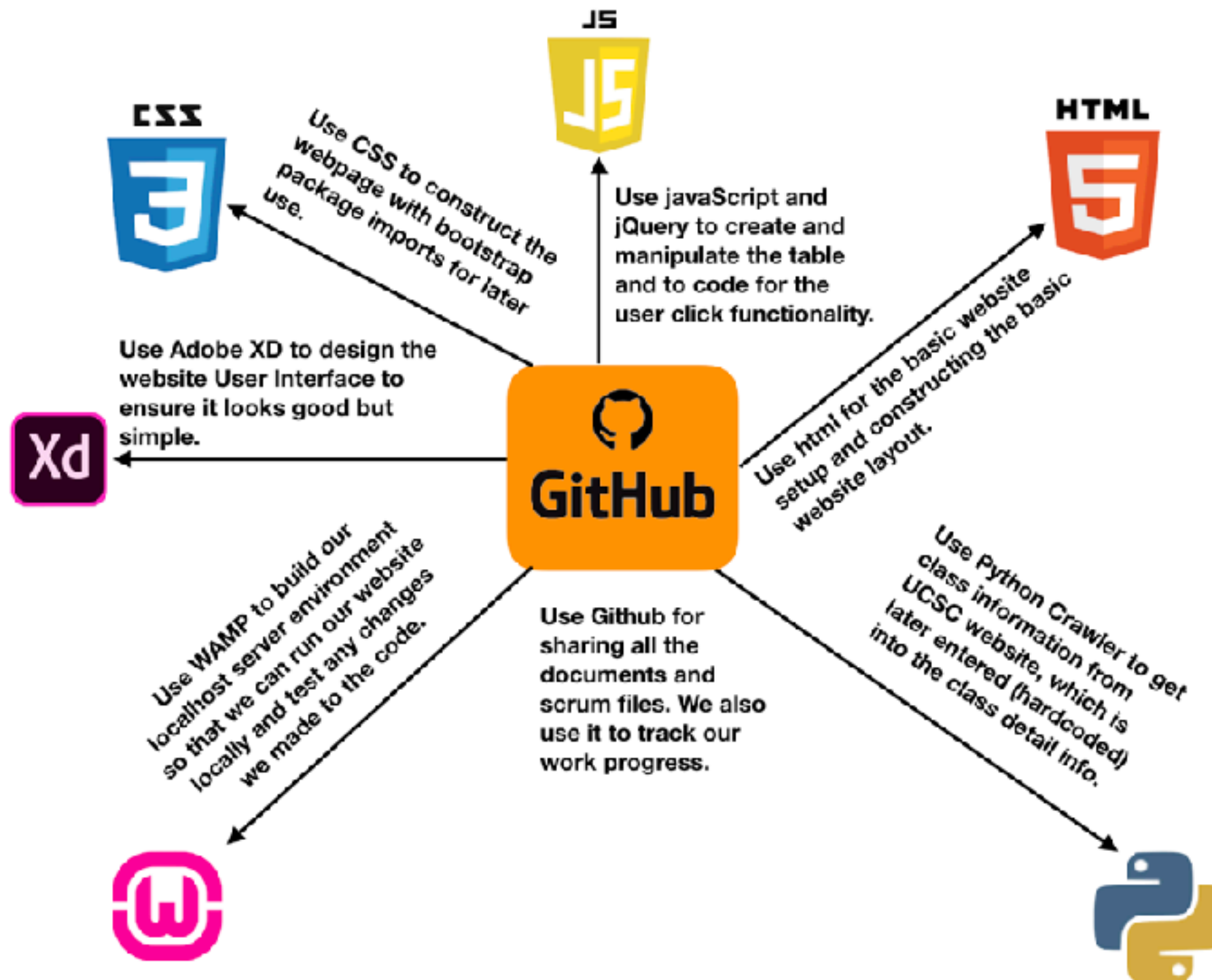
1. We don't have sufficient experience in web development.
2. It's hard to find concrete tutorials online for our specific implementations, so we have to start from the ground.
3. It maybe so difficult to implement the initial idea by coding, so we need to be on alert to change the idea if is necessary.

Achievements

1. We changed our initial idea and distributed it to several smaller implementations to make it realizable.
2. 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.
4. Github: Version control.
5. Instant Messaging Group Chat: Fast feedback to what works and what does not so that we can change the strategies responsively.

What We Enjoyed

1. Design the UI and functionalities was interesting.
2. It was rewarding and motivating to do group work than working as individuals.
3. It's interesting to discuss the project from different aspects.
4. It's excited to do real project rather than learning theoretical fundamental knowledge.

What We did not

1. 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.
 - Wordpress wasted a lot of time.
3. Wished we had done:
 - To build a functional database either for class information or user profiles storage.
 - Implement the planner for every major.
 - Implement API that can dynamically receive instant courses