University of the Philippines Los Banos
College of Arts and Sciences
Institute of Computer Science
CMSC 128 Introduction to Software Engineering
Second Semester, AY 2015 -2016

Project Specifications

Project Name: Classroom Selector of Volunteers (CSVs)

Description: The CSVs is an online/stand alone application allows teachers to select random 'volunteers'. The volunteers are students enrolled in a class.

The CSVs allows the user to perform the following features, at minimum:
1. Randomly select a volunteer for an activity (say games)
2. Randomly select n volunteers for an activity (say games). n>1
3. Randomly select n volunteers from sections
4. Add, delete, insert or update a list of volunteers
5. Allow a mechanism to remove or include a volunteer that has already been called.
6. Volunteers can be saved and can be associated to a section.
7. Number of times a volunteer is called is considered.

Programming Language: You have the freedom to choose you programming language(s).

Interface: The interface should exhibit flow, composition, user-friendliness and usability.

You need to specify all your features in your SRS. You are ~~allowed~~ expected to expound the features mentioned in this project detail outline.

All other details not mentioned here means you are in control of how to implement them.

Pointing System: In order to make the project show your competitive side, we will give the highest score to the group who exhibits a number of working features with solid design and documentation. Your goal is to beat the other groups in terms of originality, features and design.

A rough set of criteria will be provided later.

To give you an idea, see **http://www.classtools.net/education-games-php/fruit_machine**