Presentation

Hello everyone. We are team Yar, I am _____, and this is _____ and _____. Our project idea is a scheduling application where professors can see their student's workload and any conflicts that may occur with assignments. Our project's name is TaskMaster.

For responsibilities, we split up the work and had one person in charge of each page. Ifeanyichukwu was in charge of the login/signup page and its functionality, Eric was in charge of the main calendar page and its functionality, and Mackenzie was in charge of the last four pages, as well as making the CSS consistent and creating the test database

Ifeanyichukwu - SLIDE 3:

Our "why" for our project is here on the slide. To summarize it, we believe that students and instructors should be able to work together so that students can optimize their academic performance.

For "what," we made a scheduling application that will allow students to see all their assignments from their teachers, and that will inform instructors if there are any assignments from other classes that clash with their own. For "who" this application is geared towards instructors and their students.

Mackenzie - SLIDE 4:

For our project plan, we roughly followed our project milestone due dates from the Project Charter document. Our original due date for HTML and CSS was November 12, and we met that deadline. We decided to change the next two deadlines, because when we originally made them we did not know anything about the database. Once we knew how the database worked however, we decided to do these two tasks simultaneously, and both would be due by November 26th. We are done with the majority of our project, and from here we are solving bugs and other issues as we find them.

Eric - SLIDE 5:

Another piece of our project plan that we followed well was our project scope statement. We stayed within our scope as we planned. Our Project Roles and Responsibilities evolved as our project evolved, so that document will be updated before we hand it in, as will our RACI chart.

Ifeanyichukwu - SLIDE 6-8:

For our design architecture, here are a few of our visuals that we made for our project. SLIDE 6: This is the login/signup screen. Our final product's login signup screen follows the same logic as this one, with two forms, one for students, one for instructors. SLIDE 7: These are the calendar views. The final calendar views for both students and instructors resemble these lofi diagrams quite a bit. SLIDE 8: These last four pages are all very simple, and the final product follows this design closely as well.

We did take into account some of the feedback given to us by our peers. The first one was that we should have included a powerpoint presentation in our vlogs instead of just us talking, so that is what we are doing today. The second piece of feedback we got was that we needed a readme file in our github. As of right now we have not done this yet, but we plan to do so before we hand it in, and it will also contain installation instructions. We also need to edit our RACI chart and roles and responsibilities document before we hand it in.

Mackenzie SLIDE 10:

And now we have a demo of our first minimum viable product.
[after demo] (during demo?)

What makes this an MVP is the fact that in its current state, it provides some use to the users. We've been asked in one of our peer reviews why we consider logging in and out as a part of an MVP since generally it is not needed for an MVP, and it is because we have two different types of users. As such, we wanted to be able to provide use to both types of users as we demonstrated.

We are pretty happy with how far we've come. We've solved most of our major bugs, our database works perfectly, and our website is styled consistently to look like it is one uniform website, which was the goal.

The next planned MVP would be to alert professors about assignment clashes. This would still jive well with our current MVP. The planned way we would do this is to add a message on the assignment box that alerts the instructor of the percentage of students that have another assignment due that same day, with maybe a button to click that takes the instructor to a page that contains more details. We built this MVP in a way that we could easily add this feature.

SLIDE 11: (Team Reflection)

Eric - **How did you feel about this project? Do you think your team was successful, or? What did you like about the project? What did you dislike about the project?**

We feel pretty good about our project. If we were to continue this project, we feel like we are in a very good place to do so. We have a solid understanding on how to use and manipulate the database.

It was fun applying what we learned in the lab. It was also cool to experience how development is done in the engineering field. It was tough trying to learn new things alongside implementing them.

Ifeanyichukwu - **What did your team feel most proud of throughout the entire project experience?**

We are proud that we got so much done in such a short amount of time. We were one of the groups that had some work to show but did not have any functionality on the November 16th scrum, and today is 2 weeks since then and now we are nearly done.

It is a good feeling to get your code to actually work, especially because our code interacts with one another's. It was really cool to see our entire project working together between different pages that different people coded.

==Mackenzie== - **What did you learn about yourself as you collaborated and worked on this project (individually and as a team)**

As a team, we learned that we communicated well both during Zoom meetings and over our Discord group chat, whether it was a meeting that took a few hours or a quick message to update each other on the status of our work.

==E== - I learned how to better communicate ideas and opinions in debates about the direction of the project (me and mackenzie debated how best to create an _id data type)

==M== - I learned that I can get a lot of work done if I change the environment I'm working in. I used to do the majority of my work in my bedroom at my desk, but I found it hard to focus, so I switched to a different room and it was easier for me to focus to get my work done for this project.

==I== - I did learn a lot about teamwork, i've been so used to working alone and solving problems and task by myself but after working on this project with such an amazing team, I think my perspective on that has changed

How will you use (or not use) what you have learned/experienced in this project going forward?

==Eric -== I will use what I have have learned to better plan out and sketch out my vision for assignments and projects before committing my time to them to, to make sure I know what to do and how I can accomplish it

==Mackenzie== - I start my next co-op job next semester and will be working with software out in industry. I will likely be working both on a team at times and by myself, and I'm sure many of the ideas we applied here with scrums and agile will be used there as well.

==Ifeanyichukwu== - I will use my experience gained from this project in my place of work. I am starting an IT intern position at John Deere so i'm excited to show what I have learnt so far

==Ifeanyichukwu== - **What "stuff & things" related to this project would you like more help with?**

We are very close to being done with our project, and as of now we don't have anything that we need further help with.

==Mackenzie== - SLIDE 12:
Thank you for listening!