

SpangaroRASD-v0.1

Francesco Spangaro

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1 Introduction

1.1 Purpose

1.1.1 Goals

G1: Allow educators to create new tournaments:

Educators have the possibility to create new tournaments. When creating a tournament, educators have the opportunity to create new badges. Badges have corresponding achievements, called "Rules", which are defined on badge creation. Badges are obtained by users on achievement completion. Obtained badges will be then displayed on the user's profile page.

G2: Allow educators to create new battles:

Educators have the possibility to define new battles within tournament they created or in tournaments they have been granted permission to do so. When creating a new battle educators have to set different parameters:

- upload project description;
- specify the programming language and build tool to utilize, including test cases and build automation scripts;
- set minimum and maximum number of students per group;
- set a registration deadline;
- set a final submission deadline;
- set additional configuration for scoring.

G3: Allow educators to administer different tournaments:

Educators can grant other colleagues permission to create new battles in their tournaments. Educators have the possibility to close their tournaments, thus, not letting students submit new answers to any battle defined in the closed tournament, nor letting their colleagues create new battles in that tournament.

G4: Allow educators to administer different battles:

Educators have the possibility, once a battle has expired, to manually evaluate through the platform each student's work, and then assign a corresponding score to each one of them, ranging from 0 to 100.

G5: Allow students to subscribe in tournaments:

Students subscribed to the platform have the possibility to subscribe to different tournaments, in which they plan to participate in.

G6: Allow students to participate in battles:

Students can join battles within a set deadline. They can do so by themselves, by inviting somebody else or by accepting someone's else invite.

G6.1: Allow students to form groups to participate with:

Students have the possibility to send out invitations to other students, so that they can form a group to participate with. Groups need to follow the guidelines specified by the battle creator for it to be accepted.

G6.2: Allow students to submit their answers:

When students have developed a solution to the battle, they can submit their answer to the platform. Groups are requested to send only one answer. Students can change their answer as they proceed, when uploading a new solution the older one is overwritten, since there can only be one answer for each battle.

G6.2: Allow students to see their scores:

After each answer submission, a new score is assigned to the students. The score can be manually created by an educator or automatically assigned to the students by the platform. Students can see the scores obtained

G7: Let the students be notified on important events:

When a new tournament is created, all students subscribed to the platform are notified. A different notification will be sent when a new battle is created in a tournament they are subscribed to.

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