All frontend design on Figma and implementation was done by me with help from Gabriel.
It took me around 2-3 hours per day for 2 days to complete everything since I had a rough draft that was initially not accepted. Also, I had to become familiar with using Figma which took an extra hour minimum since I had to watch YouTube tutorials.
Pictures are attached below

Dashboard Design:

- The dashboard gives a clear summary of team performance, with important information like the number of teams, completed evaluations, and any pending tasks—all in one place so that instructors can stay informed and on track. The graph shows the relationship between the average score and time so instructors would get a visual summary of the progress of each team.
- I kept the design simple and visually appealing, making sure that everything was easy to read and easy to understand.

Team Management:

- Instructors can create and edit teams directly because of a simple interface that gets the job done in just a few clicks.
- Instructors will be able to see all teams with their names and members in the format of a table, so we can fit as many as possible.
- Managing team members will be much easier for instructors with a clear table format, as it allows instructors to add, remove, or view details for each team member without any difficulties.
- Used icons instead of buttons for actions since it takes up less space and is neater than using two different buttons.

Evaluation Results:

- The results page gives instructors detailed feedback on peer assessments, breaking down individual scores and showing how each team is performing overall.
- Each score will be out of 7 as mentioned in the project guidelines, and will display the average score for each member of the team the instructor chooses from.
- Added an extra column for feedback
- Allows instructors to export the information as a CSV file.

Settings Interface:

- Users can update their personal details, such as first and last names, email, and profile picture. Changing your password is also quick and secure, with options to enter the current and new password easily.

Consistency:

- Made every page follow a consistent design.
- My focus was on making the platform user-friendly, prioritizing ease of use and accessibility, so instructors could be able to see everything without any troubles.

LYGMA
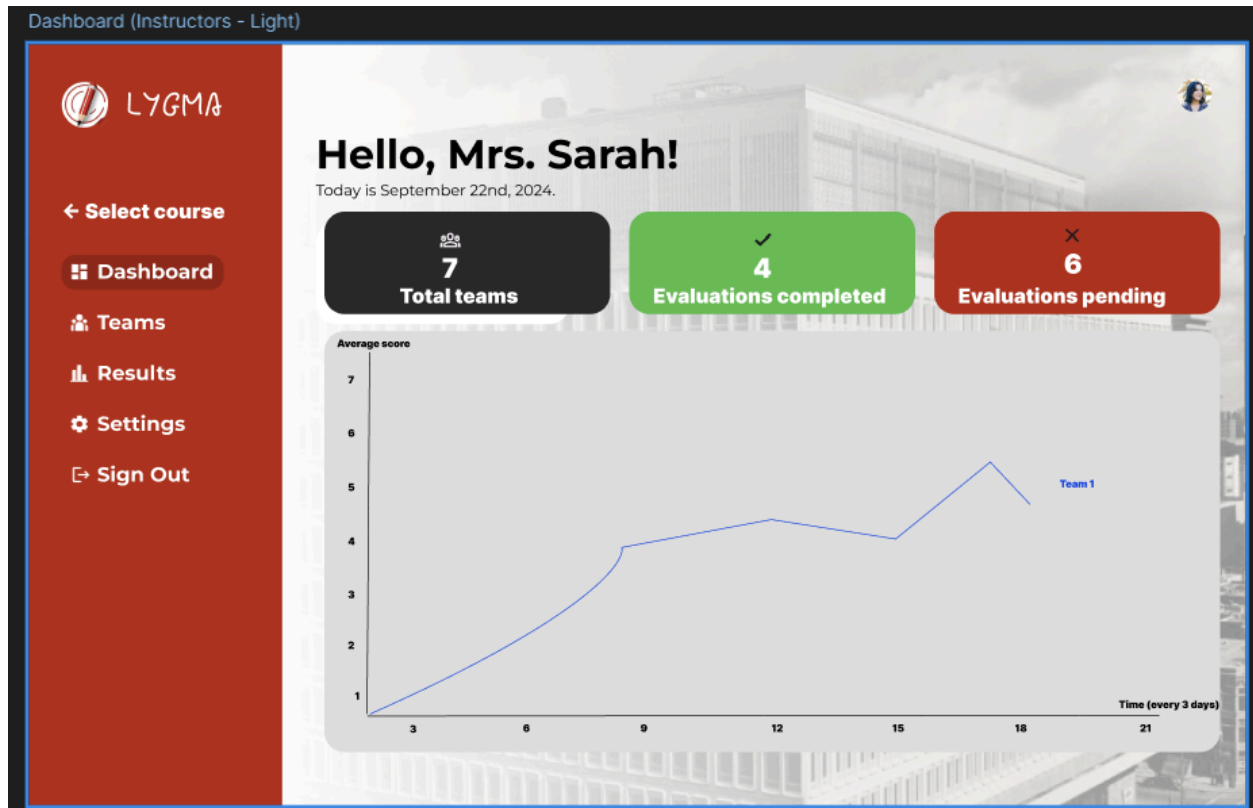
- ## Dashboard
- ## Teams
- ## Results
- ## Settings
- ## Sign Out

Teams

+ Create a team

Name	Course	Members	Actions
Hacker$	SOEN 341	John Smith, David Stone, Mike Ross, Robert Schein, Christopher T. Berkley	✎ 🗑
Team #2	SOEN 341	Clifford David, Edith Cossette, Darrell MacDonald, Sheryl Gallant, Lucie Briere	✎ 🗑
Team #3	SOEN 341	John Smith, David Stone, Mike Ross, Robert Schein, Christopher T. Berkley	✎ 🗑
CodeBlock	SOEN 341	Clifford David, Edith Cossette, Darrell MacDonald, Sheryl Gallant, Lucie Briere	✎ 🗑

LYGMA

- ## Dashboard
- ## Teams
- ## Results
- ## Settings
- ## Sign Out

Results
Detailed peer assesement results (/7)

Pick a team
Lygma ⊗

Export as CSV

Lygma

CodeBlock

Hacker$

Team 4

Assesed	Cooperation	Conceptual Contribution	Practical Contribution	We...	...e	Feedback
Daniel						
Luqman						
Kourosh						
Gabriel						
Yassine						
Riasy						
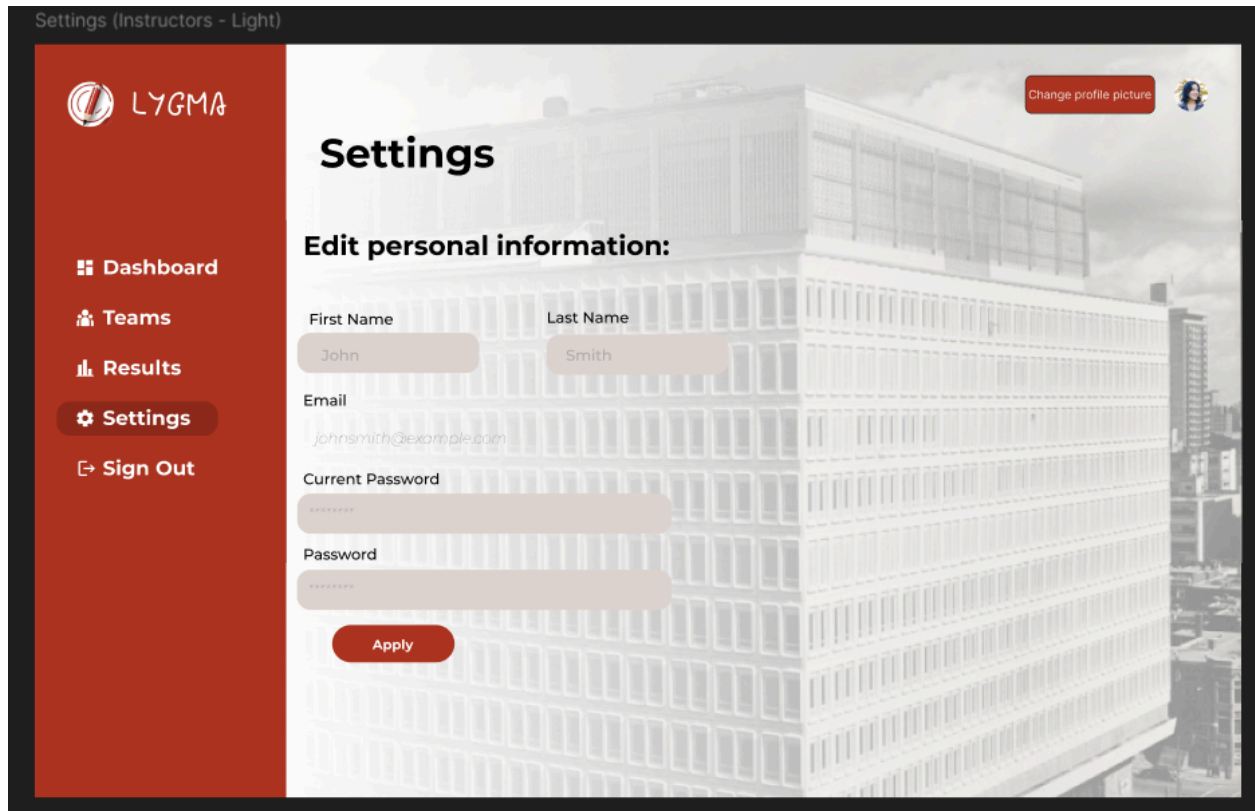
Implementation of Team design:

- After finishing all the frontend design and making sure it was going to be implemented without any problems, I aided in the implementation to apply form styles from the signup form to the team management views.
- The Teams section from the dashboard had no design but only the functionalities, so I had to ensure a consistent design for it with reference to the Figma design I did.
- As I am still taking SOEN 287, I had to get more familiar with HTML and CSS, so it took me two hours altogether.