Assignment Tracker - SE Project

Bernico Constantino - 2440049033

Devita Azka Tsaniya - 2440047280

Geary Riandy - 2440013462



Permasalahan yang ingin kami atasi

Di dunia pendidikan, tugas adalah satu komponen yang tidak bisa diabaikan, tugas dapat menguji pemahaman seorang siswa/mahasiswa terhadap apa yang sedang dipelajari. Siswa dan mahasiswa sering kali kesulitan mengingat tugas-tugas dan deadlinenya sehingga akhirnya seringkali ada tugas yang terlewat karena kesulitan mengatur waktunya.

THE PROBLEM



TARGET USER

Target pengguna aplikasi kami adalah siswa dan mahasiswa yang memiliki kesulitan untuk mengingat dan mengatur waktu dalam mengerjakan tugas-tugas yang diberikan.



THE IMPORTANCE OF THIS PRODUCT

Pandemi memaksa dunia pendidikan untuk mengadakan kegiatan belajar mengajar melalui media daring seperti video conference. Dengan begitu pengajar kurang bisa melihat seberapa paham siswa-siswa terhadap apa yang diajarkan sehingga untuk melihat seberapa dalam pemahaman mereka, pengajar memberikan tugas. Pola seperti ini terjadi berulang-ulang sehingga siswa mendapat banyak tugas dan beberapa siswa kesulitan mengingat dan mengatur waktu untuk mengerjakan tugas.



USER NEED IDENTIFICATION

Assignment Detail

Detail seperti deadline assigment, deskripsi assignment atau upload file assignment.

Reminder

Reminder akan berbentuk notifikasi yang akan mengingatkan user pada waktu-waktu tertentu

Priority System

User dapat melihat prioritas assignment mana yang harus dikerjakan terlebih dahulu sehingga dapat mengaturnya lebih baik

MAIN USER ACTIVITIES

ADD NEW ASSIGNMENT

UPLOAD ASSIGNMENT FILE/DESCRIPTION

SET ASSIGNMENT'S DEADLINE

SET ASSIGNMENT STATUS (NOT DONE, ON PROGRESS, DONE)



User Story

As a student, I want to set my assignment's status that I haven't done and need to do, so that I know the progress and can submit all assignments and get a good score at my class.





User Story

As a student, I want to save my file assignment in cloud before I submit to lecturer, so that I won't have any problem finding my assignment.

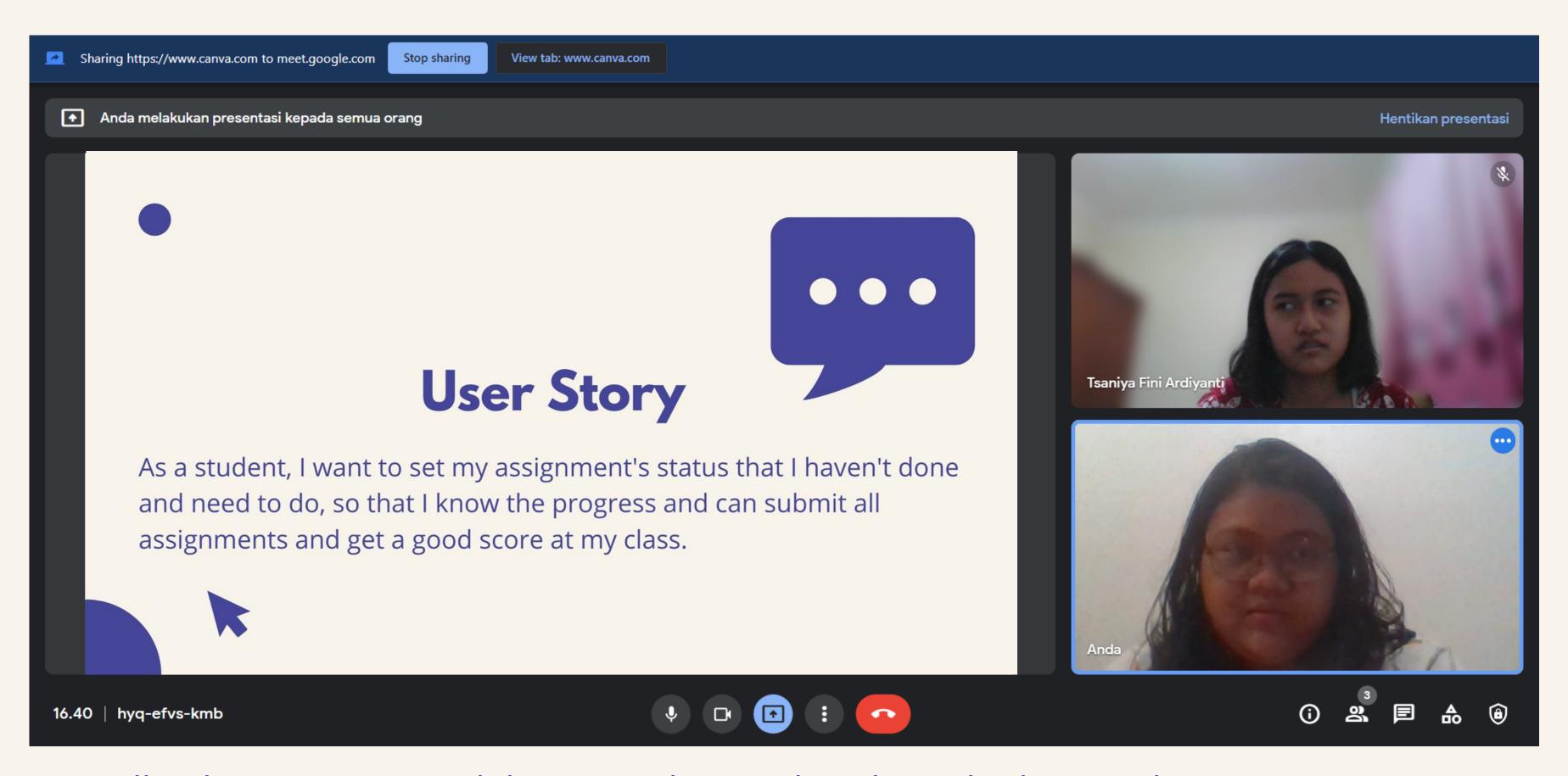




User Story

As a student, I want to know which assignments are the closest to the deadline, so that I can focus on the urgent ones first.





Feedback: user story sudah sesuai dengan kondisi subjek yang diwawancara. Subjek merupakan siswa kelas 11 SMA.







Halo,

to ryanjesespadua 🔻

Perkenalkan kami mahasiswa School of Computer Science Bina Nusantara. Saat ini kami sedang melakukan penelitian terhadap aplikasi yang akan kami bangun yaitu Assignment Tracker.

Kami ingin meminta bantuan anda untuk menjawab beberapa pertanyaan dan memberikan masukan terhadap aplikasi yang kami bangun.

Dari User Story yang kami telah buat, kami ingin bertanya:

- 1. Apa pekerjaan anda saat ini?
- 2. Apakah User Story sudah sesuai dengan keinginan anda sesuai dengan aplikasinya?
- 3. Harapan yang anda inginkan dari aplikasi Assignment Tracker?

Sekian, terima kasih atas partisipasi anda.

Berikut feedback dari subjek yang merupakan mahasiswa.



Mercynov Gloryan Jeses Padua

17:38 (20 minutes ago)







Halo Bernico.

Berikut ini merupakan jawaban saya atas 3 pertanyaan yang diberikan diatas:

- 1. Saat ini saya bekerja sebagai mahasiswa semester 4 yang masih aktif berkuliah di Institut Teknologi Indonesia
- Secara garis besar user story sudah sesuai dengan apa yang saya butuhkan dan inginkan, sedikit tambahan dari saya diantaranya :
- pengingat tugas memberikan notifikasi berkala yang dapat diatur sendiri oleh pengguna (contoh : 10 menit sebelum pengumpulan, 20 menit sebelum pengumpulan, dan kelipatannya)
- User interface seperti simbol ataupun font yang digunakan dibuat menarik agar lebih menarik dan tidak membosankan
- dapat diakses di beberapa device seperti handphone maupun desktop
- 3. Harapan saya dari "Assignment Tracker" ini adalah semoga dapat terealisasikan dan beberapa poin yang saya sebutkan dapat dipertimbangkan sehingga aplikasi ini dapat bermanfaat bagi banyak orang

Demikianlah jawaban saya atas pertanyaan yang diberikan diatas, sebelumnya saya mohon maaf jika ada dari jawaban saya yang kurang sesuai, mungkin bisa disampaikan langsung ke saya.

Salam Hormat, Mercynov Gloryan Jeses Padua





Geary Riandy <gearyryandi@gmail.com>

21:38 (15 minutes ago)





Halo.

to melvinmariolim31 -

perkenalkan kami dari mahasiswa School of Computer Science Bina Nusantara, sedang melakukan penelitian mengenai pembuatan aplikasi yang kami rencanakan yaitu aplikasi Assignment Tracker yang bertujuan untuk membantu siswa dan mahasiswa dalam pengerjaan tugas.

Kami ingin meminta bantuan anda untuk menjawab beberapa pertanyaan dan memberi masukan terhadap aplikasi ini.

- 1. Apa pekerjaan Anda saat ini?
- 2. Apakah Anda pernah mengalami kejadian seperti lupa mengerjakan tugas, atau kesulitan dalam mencari file tugas? Jika ya, apakah menurut Anda aplikasi ini dapat membantu?
- 3. Apakah harapan Anda dari aplikasi semacam Assignment Tracker ini?

Sekian pertanyaan dari kami, terima kasih atas partisipasi Anda.

Feedback dari subjek yang merupakan mahasiswa:



Melvin Mario

21:50 (3 minutes ago)







Halo Geary,

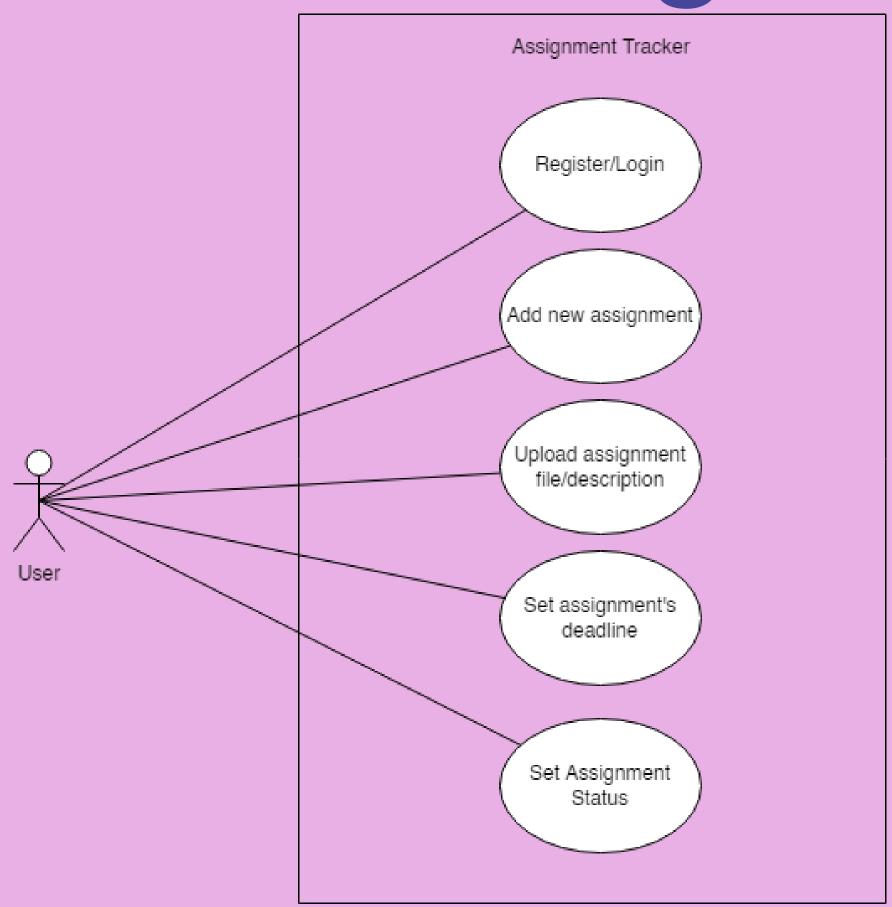
to me 🔻

Di bawah ini adalah jawaban saya untuk pertanyaan yang kalian berikan :

- 1. Saat ini saya adalah seorang mahasiswa semester 4 di suatu Universitas Swasta di Indonesia.
- 2. Saya sangat sering lupa untuk mengerjakan tugas dan terkadang baru sadar saat mendekati deadline. Terkadang saya juga sulit untuk mencari file tugas yang saya simpan karena terlalu banyak folder yang dibikin dan terkadang file yang biasa di download namanya terdiri dari angka dan huruf yang random sehingga menyulitkan saya untuk mencari file tersebut. Menurut saya, aplikasi ini cukup membantu saya dalam mengingatkan saya untuk mengerjakan tugas bukan hanya sebelum deadline, tetapi juga beberapa hari agar tidak terburu-buru dalam mengerjakan tugas. Selain itu, aplikasi ini juga memudahkan saya untuk mencari file tugas yang saya simpan di folder.
- 3. Harapan saya, aplikasi ini dapat lebih mengembangkan dari sisi User Interfacenya agar lebih mudah dipahami dan lebih mudah dimengerti oleh pengguna dari Assignment Tracker ini.

Sekian dari saya, Terima kasih.

Use Case Diagram



Use Case Description

Use Case : Register/Login					
Primary Actor	User				
Goal in context	To make or sign up an account for using the app.				
Preconditions	Device must be connected to network				
Trigger	User wants to list their assignment in the app				
Scenario	User logs onto the Assignment Tracker app with their Google account. The system will display the homepage				
Exceptions	The email/password is incorrect, then user has to re-enter their email and password, if they're sure it's right but the system still says it is incorrect then user has to click/tap help to gain access to their google account				
Priority	High Priority				

Use Case : Add new assignment						
Primary Actor	User					
Goal in context	To add a new assignment to the system.					
Preconditions	User must be logged in to the system					
Trigger	User wants to have a list of assignments that also can help remind the user.					
Scenario	User has a task/assignment and wants to be reminded through the app. User clicks Add Assignment Assignment successfully added into the app The system will display the assignment description page					
Exceptions	If the system does not successfully adding task/assignment, the system will notify "Adding assignment is not successful", then the user has to repeat step 2 and step 3 in scenario					
Priority	High Priority					



Use Case Description

Use Case : Uplo	Use Case : Upload assignment file/description						
Primary Actor	User						
Goal in context	To upload and store file to the system						
Preconditions	- User has a file to be uploaded - User knows the description of the assignment - Assignment is already added						
Trigger	User wants the assignment file to be easily found.						
Scenario	User has a task file and wants to upload so they can find the question file in the app. Or User already completed their task and wants to store a file so they can find the task easily. User clicks the upload button and attaches the file or user can write the description in the description column User clicks save File/description stored in the app.						
Exceptions	 User doesn't wants to upload file or adding details to the assignment, user can clicks "save without adding description or file The system does not successfully store the file or description, the system will notify the user "File or Description is not successfully added", then the user has to repeat steps 3 to 5 in the scenario. The file size is too big so the system cannot store the file, the system will notify the user "Cannot upload the file because the file size is too big, maximum file size is 50MB", user can upload the smaller file or attach file links in the description column. 						
Priority	Moderate Priority						

Use Case Description

Use Case : Set assignment status						
Primary Actor	User					
Goal in context	To update the status of assignment (to do, on progress, done)					
Preconditions	Assignment is added to the app					
Trigger	User want to confirm whether the assignment is done or not					
Scenario	Users receive new tasks or users complete the tasks and they want to confirm the assignment is done. User select the assignment Users choose assignment status (To do, On Progress, Done).					
Exceptions	The system fail to change the assignment status, the system will notify "System error, please try again" and user has to repeat step 2 and 3 in scenario					
Priority	High Priority					

Use Case : Set assignment deadline					
Primary Actor	User				
Goal in context	To set deadline for assignment				
Preconditions	Assignment is added and User knows the deadline of the assignment.				
Trigger	User wants to be reminded of the assignment before deadline				
Scenario	User already has a task and wants to set a deadline so they receive notification from the app. User sets an assignment deadline. (Date)				
Exceptions	User doesn't know when the deadline is so he/she cannot set the time. The assignment/task can be done anytime and doesn't have any deadline.				
Priority	High Priority				



Usefulness

The Key User for this application is students, and this app will be useful for them because with this app, students can:

- Remember assignments more easily, as all of the assignments are listed with all the details in one place.
- Have a reminder to finish their assignment before the deadline.
- Finish assignments more efficiently, as in the app students can see the priority based on the deadline.
- Check whether the assignments are not done, on progress, or done.



Value Added to Key User

Assignment Tracker App can help users in managing their time in doing their assignments with a simple and easy-to-use design, so that users can finish all their assignment before the deadline.



RELIABILITY

Assignment Tracker
App can remind users
with a notification
from the system for all
the assignments listed
before the deadline.







PERFORMANCE

Quick application access so it doesn't take much time for the system to process.
Also provides good error handling for the features provided in the app.

DURABILITY

Maintenance is done routinely to ensure that the Assignment Tracker App is working appropriately.

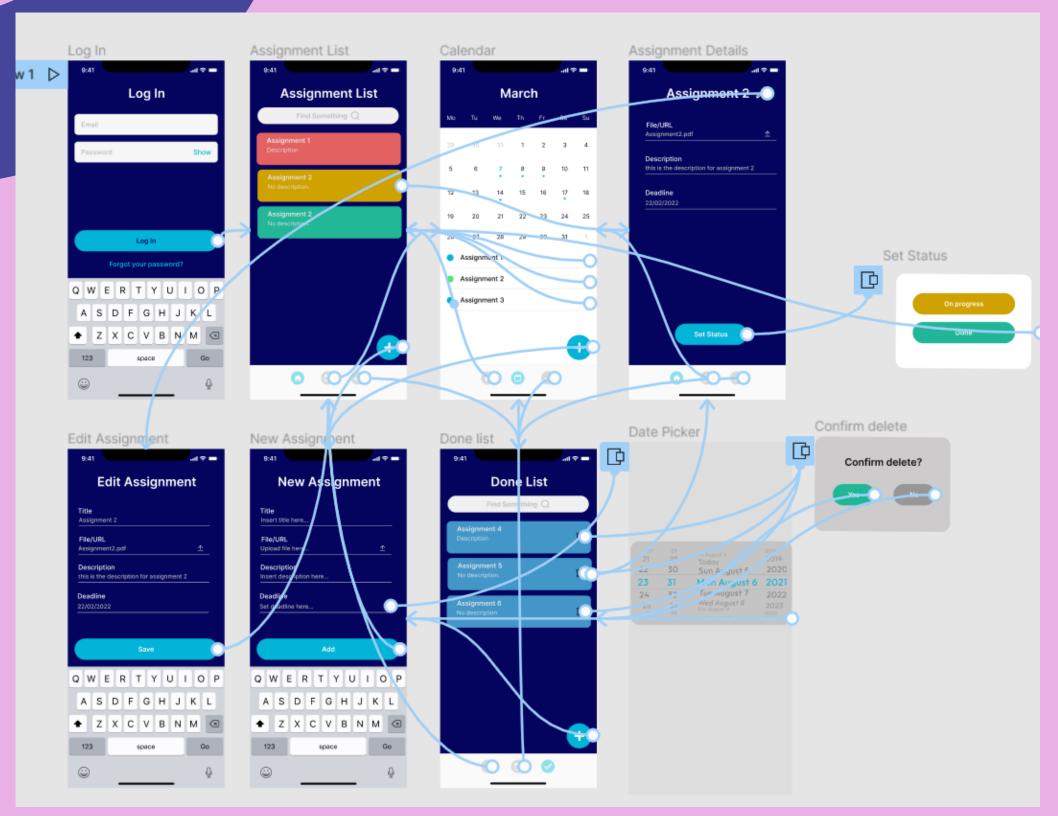




AESTHETICS

Assignment Tracker
App uses modern UI
design, which is also
friendly to the users.

Wireframe



Link untuk prototype figma: https://bit.ly/3JVORKL

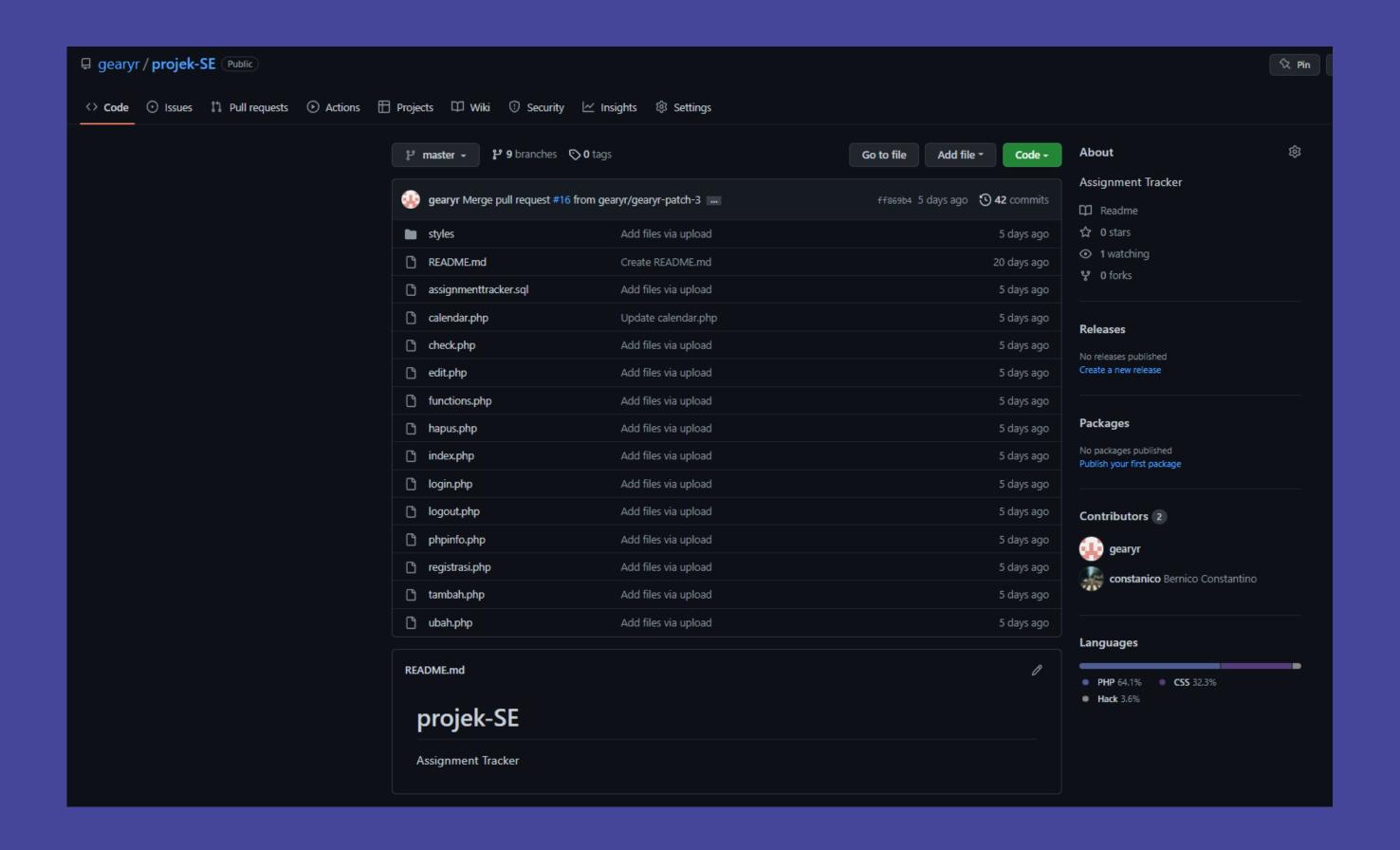
Test Scenario

	Test Scenario								
TestCaseId	Component	Priority	Description/Test Summary	Pre-requisit es	Test Steps	Expected Result	Actual Result	Status	Test Executed By
Register_1	Register_Modul e	High	Verify that when user is not registered yet, user can register	User has a gmail account	User input their gmail account Click the Register button	New account should be added to the system and a success message will pop up	Account are added to the system and a success message is shown	Pass	Bernico
Register_2	Register_Modul e	High	Verify that when user register with wrong gmail, user cannot register	User has a gmail account	User input a wrong gmail account Click the Register button	System will display error message	System displays an error message	Pass	Devita
Login_1	Login_Module	High	Verify that if user have a registered account, they can log into the app	User have already registered	Input user's account information Click the login button	System will direct user to the application	System directs user to the application	Pass	Geary
Login_2	Login_Module	High	Verify that if user input an unregistered account, user cannot log into the app	User have already registered	User input unregistered account Click the login button	System will display an error message and ask the user to input again.	System displays an error message and direct user to re input account information	Pass	Bernico

New_Assign ment	New_Assignme nt Module	High	Verify that if user add a new assignment, the assignment will be added to the list	- User has logged in - User has a new assignment	User press Add Assignment button User fill the assignment title Click the Add button	System will display new assignment in home page	System displays added assignment in home page	Pass	Devita
Upload_File_ 1	Upload_File_M odule	Moderate	Verify that if a user uploads a file under 50MB, a new file will be added.	- User has logged in - User has an assignment - User has a file to be uploaded	User choose the assignment User click the Upload File button User upload file under 50 MB	New file will be added to the system and the file tab will show title of the file	New file is added to the system and title of the file is shown on the file tab	Pass	Geary
Upload_File_ 2	Upload_File_M odule	Moderate	Verify that if user uploads a file over 50MB, file cannot be added	- User has logged in - User has an assignment - User has a file to be uploaded	User choose the assignment in the assignment tab User click upload file button User upload file over 50MB User click done	System will display an error message	System displays an error message	Pass	Bernico

Set_Assignm ent_Deadline	Set_Assignmen t_Deadline_Mo dule	High	Verify that if user add new assignment, And user fill the deadline	- User has logged in - User has an assignment - User has a deadline to be reminded	1. User choose the assignment in the assignment tab 2. User click Set Deadline button 3. User set deadline based on the assignment (Date) 4. User click done	System will store the deadline and will remind the user of the assignment when the deadline is near	System stores the deadline and reminds the assignment to the user if the deadline is near	Pass	Devita
Set_Assignm ent_Status	Set_Assigment _Status_Modul e	High	Verify that if user set the status of an assignment, the status will be updated	- User has logged in - User has an assignment - User wants to update the status of assignment	User choose the assignment to be updated User click set status button User choose and click the status of the assignment	System will update the status of assignment and display new status	System updates the status of assignment and displays the status	Pass	Geary

Source Configuration Management

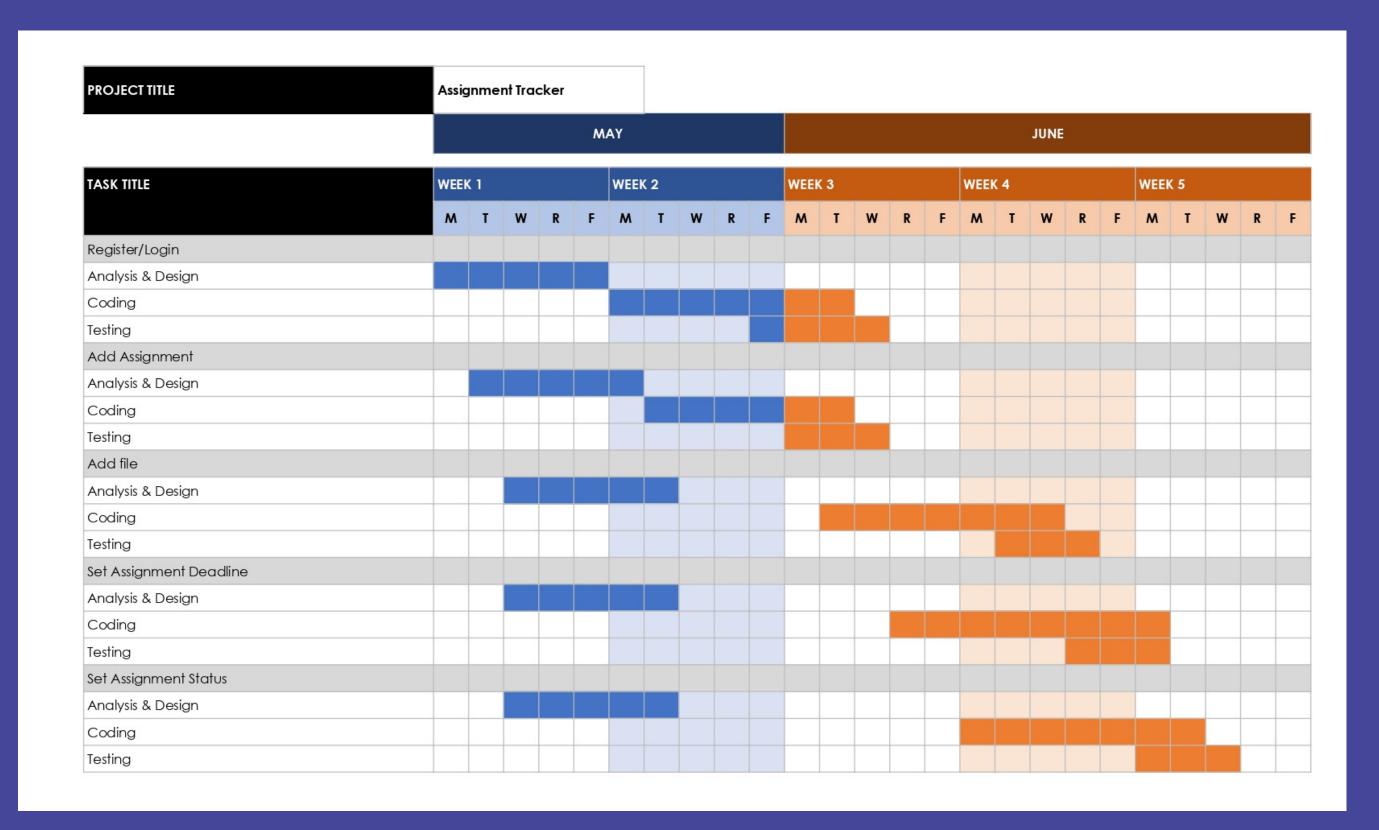


Link Github: https://github.com/gearyr/projek-SE

Experience

Untuk pengalaman kami dalam menggunakan SCM tool (Github), bisa dikatakan cukup baik. Kami masih terus mempelajari dan membiasakan diri dalam menggunakan SCM tool ini, namun sejauh ini proses pembelajaran berjalan dengan cukup lancar.

Gantt Chart



Human Resources

Tim	Role		
Geary Riandy	System Analysis, Implementation		
Devita Azka Tsaniya	Coding, Documentation		
Bernico Constantino	Testing, Maintenance		

Cost Details

Tim	Total man-days	Price/man-days	Total
System Analysis	30 man-days	Rp 250.000	Rp 7.500.000
Coding	40 man-days	Rp 170.000	Rp 6.800.000
Testing	20 man-days	Rp 170.000	Rp 3.400.000
Implementation	5 man-days	Rp 210.000	Rp 1.050.000
Documentation	5 man-days	Rp 130.000	Rp 650.000
Maintenance	3 man-days/month	Rp 170.000	Rp 510.000/month
		TOTAL	Rp 20.000.000

Link Video Presentasi dan App Demo

https://youtu.be/AWulOniPW5g