**Software Development Update: Upgraded Grading System for Students Proposal**

**Introduction:**

Efficient grading systems are essential in educational institutions. Our team proposes to develop a comprehensive, web-based grading system software tailored to meet the specific needs of schools, focusing on scalability and user-friendliness. This upgraded system aims to benefit teachers, students, and administrators.

**Project Background:**

The company has noticed the current grading system used in different schools. We observed that it lacks aesthetics and user-friendliness.

After examining various grading systems currently in use, it's evident that many lack the necessary aesthetics and user-friendliness required for seamless operation. Issues such as difficulty in navigation and lack of visual appeal have been observed, highlighting the need for improvement.

**Project Objective:**

* Develop a User-friendly grading system for schools.
* Implement features such as log-in, enroll, grade checking etc.
* Ensure data security and Integrity
* Enhancing user experience through intuitive design and user-friendly interfaces.
* Ensuring data security and integrity to safeguard sensitive student information.

Additionally, we aim to provide a clear timeline for development and implementation phases to ensure efficient project management.

**Scope of Work**

This project will cover requirement analysis, UI and database design, software development, quality assurance and maintenance.

**Stakeholders**

The project stakeholders include students, IT Support Staff, Educational Institution, and also staff inside the university or school.

**Team Members**

This project would require a Project Leader or Manager, Database and UI designer, Quality Tester and a Technical Writer in order to be completed

**User Analysis**

1. **Students:** They will be the main users of this software. They are going to be the ones who will enter the data in the software.
2. **IT Support Staff:** They are the ones in charge of maintaining the software.
3. **Educational Institution:** They give students the data that is going to be entered in the software.
4. **School Staff:** They are the secondary users of this software.

**Software as Solution Benefits**

The project would be greatly beneficial to everyone who will use this. With this software, we aim to make computing grades error free for better user experience and we also aim to maintain it away from errors. We also aim to make the design and aesthetics as good as we possibly can for better visuals while users use our software.

Improved accuracy: By automating grade calculations and minimizing manual input, the system will reduce the risk of errors, ensuring accurate and reliable grading.

- Enhanced user experience: Intuitive design and user-friendly interfaces will streamline navigation and make the grading process more efficient for teachers and students alike.

- Data security: Robust security measures will be implemented to safeguard sensitive student information, ensuring compliance with data protection regulations and fostering trust among users.

**User Interface Design**

This software’s design would be straightforward and simple to make it easier to use. Despite the design being simple, we would assure that any sensitive information would be secured.

**Conclusion**

In conclusion, the development of a user-friendly grading system holds immense potential to streamline the grading process and enhance the overall educational experience. By addressing the shortcomings of existing systems and prioritizing user experience and data security, our proposed solution aims to meet the needs of schools effectively.

**Timeline**:

Project Initiation (Week 1):

- Formulate project team.

- Define project scope and objectives.

- Conduct initial stakeholder meetings.

Requirement Analysis (Week 2-3):

- Gather requirements from stakeholders.

- Analyze existing grading systems.

- Document user stories and use cases.

UI and Database Design (Week 4-5):

- Design user interface mockups.

- Create database schema.

- Review and finalize designs with stakeholders.

Software Development (Week 6-7):

- Develop login, enrollment, and grade checking features.

- Implement security measures.

- Test functionality and resolve bugs.

Quality Assurance (Week 8):

- Conduct extensive testing on the grading system.

- Identify and address any issues or inconsistencies.

- Ensure compliance with data protection regulations.

Documentation and Training (Week 9-10):

- Prepare comprehensive documentation for users and administrators.

- Provide training sessions for IT support staff and school personnel.

- Finalize user manuals and support resources.

Deployment and Implementation (Week 11-12):

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