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College of Computing

Computer Science Department

CS3141 Team Software Project

Spring 2022

**Team Software Project proposal**

Section: RO1

Team #: 2

| Roll# | Student name | position |
| --- | --- | --- |
| 16 | Ian Hanby | Scrum master |
| 17 | Hunter Holm | Developer |
| 18 | Wilmer Isip | Developer |
| 19 | Ethan Jones | Developer |
| 20 | Mia Kelly | Developer |

Project name/title: StudyUP endorsed by Blizzard T. Husky

Instructor name: Serein AL-Ratrout

* Project introduction and description:

Our project is going to be a studying tool for people learning new things like languages, subjects in school, or term memorization. The tool that we are going to create will be a free option for anyone learning anything new to practice and review things that they know until they consider themselves masters in their field. We will end up with multiple forms of studying or reviewing like a flashcard system or quizzing or tests.

* Problem statement

The current problem posed is, currently there is no well-developed free studying tool available for students, most study tools have slowly been locked behind constant pay-to-use walls, forcing students to pay for basic study features.

For example, Quizlet, a popular study site, has begun placing many of their features behind a premium, this prevents students who may have financial problems from finding the best way to study for them.

Without some of these key features which can help a student study in various ways, students could be left studying inefficiently. Those who do pay for the premium may stumble into financial problems later on.

* Proposed solution:

Our project seeks to answer these problems for students and learners by producing our project which will allow students to import or add terms and definitions to their topics. A student is able to study a topic in various ways with some being better for mastery compared to beginners of a topic.

* Tools:

This project will be a full-stack project that uses React for the frontend, and the SpringBoot java framework for backend. The database will be Postgres, because of SpringBoot’s excellent integration. Instead of using a raw CSS, this project will use an extension of CSS such as SASS. We will be using Jira for it’s project management tools and GitHub for sharing code. This project will only require PC’s or laptops to code.

* Constraints and challenges:

Lack of infrastructure and time constraints seem to be our largest problems. Managing all the different quiz sets in a database might be another challenge we will face. Otherwise our group seems to have a good grasp of our project and is quite obtainable.

* The expertise of the Team Members

All team members have adequate experience in Java, but some of us will have to learn SpringBoot specifically. React/SASS will be a learning experience for some of us, but the team has adequate ability to learn and use it. All team members show interest in the project topic as we all agree that we would like a free study tool.

# References

[1] Phillip Webb, "Spring Boot Reference Documentation," [Online]. Available: https://docs.spring.io/spring-boot/docs/current/reference/htmlsingle/. [9/19/2022].

[2] Documentation. Sass. (2022). Available: https://sass-lang.com/documentation. [9/19/2022]