1. Name: Hee Su Chang

2. **Title:** Field Data Collection

3. **Project Summary:** This project will allow scientists to efficiently store and share the data they have collected out in the field. Scientists will use this service to create their own templates according to what data they will expect. It will fill out easier metadata like location and time automatically and help scientists make full, complete records easily and structure the data in JSON for further archival in other internal systems.

4. Project Requirements:

ID	Responsibility
U01	User can create template with name unique to other templates the user has
U02	User can add many various kinds of data blocks to template when creating
U03	User can delete data blocks added to template when creating
U04	User can delete template
U05	User can create collection with name unique to other collections the user has
U06	User can create dataset using a template the user has made
U07	User can record data according to the chosen template into the dataset
U08	User can save dataset to collection that the user has made
U09	User can delete dataset collection
U10	User can view dataset in website
U11	User can view dataset in JSON
U12	User can download dataset in JSON
U13	User can delete dataset
U14	User can sign up with email, name, password
U15	User can log in with email, password

- 5. **UI Mockups:** Create screen mockups for the user interface of various parts of your application.
 - 1) Log in or sign up with Fig 1. If signing in, an alert window will ask for name
 - 2) After logging in, user is moved to Fig. 2
 - 3) In Fig. 2 user can create new Collection with "+New" (go to Fig 3) button or go into a

Collection (Fig. 4) by clicking on an item in the list.

- 4) In Fig. 3 clicking on "+New" creates a drop down that shows the templates the user has created. Clicking a template opens up a webpage that shows the template with forms that can be inputted (Fig. 4). Clicking "HTML" in the large list of datasets will send the user to a webpage (Fig. 4) that shows the dataset.
- 5) User can reach Fig. 5 by using the top navigation bar and clicking "Templates".
- 6) In Fig. 5 user clicks "New" to create new template (Fig. 6). User can click one of the templates in the list to go to a page like (Fig. 6) without the "+" button.
- 7) In Fig. 6 user clicks "+" button that shows dropdown of what block to add. User can change name and some info in each block. If user clicks one of the blocks once made, a popup asks if it should be deleted. User can also click "save" button to finalize template and save.

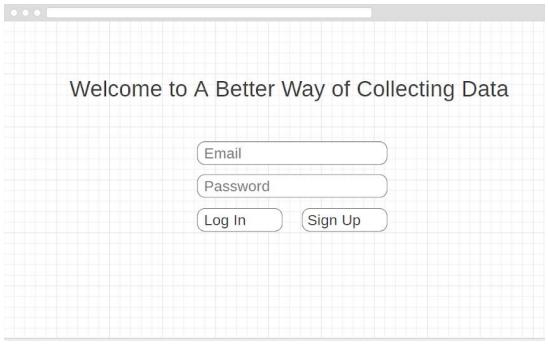


Fig. 1



Fig. 2

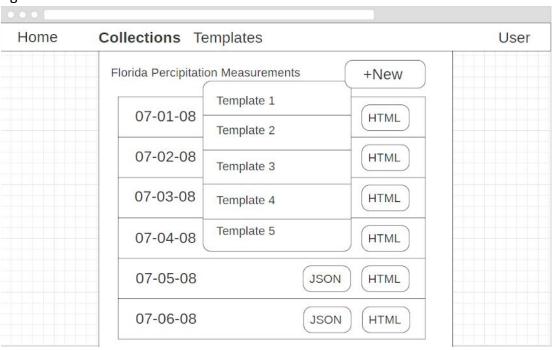


Fig. 3

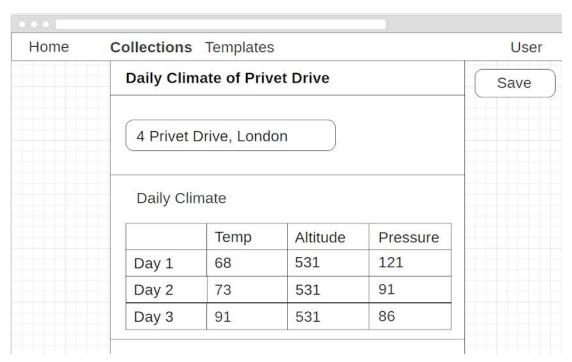


Fig. 4

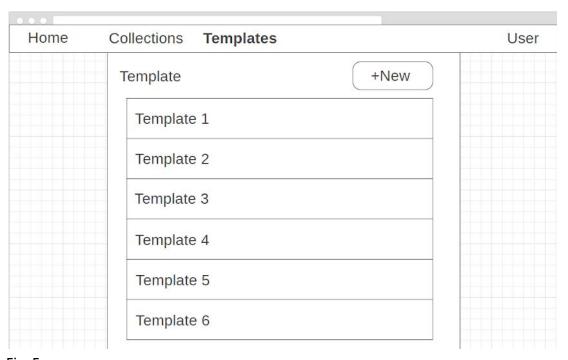


Fig. 5

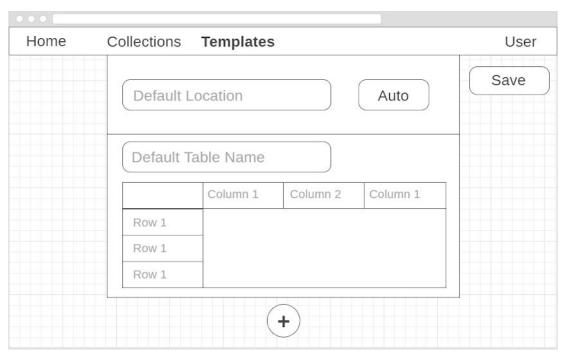


Fig. 6

6. **Class Diagram:** Create a class diagram containing: what relationships the classes have, their attributes and (public) methods, what design patterns you may already know about are present in your design, etc. Be sure to show the visibility modifiers and relationships between the classes.

Diagram is on next page.

