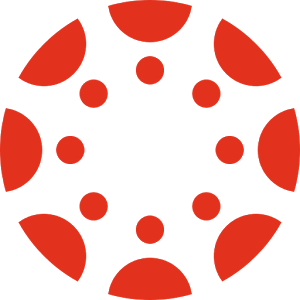
90’s Canvas

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CS329E Project 3 & 4

# Basic description

A program that allows instructors “flip” the teaching and learning experience within the classroom. This program is a gamification of Canvas and is built using Microsoft Visual Studio and C#. It is basically a Windows Form application. Students can have a level and they can increase the level by completing quests. Students also have homework, quizzes, projects and tests which give them a grade. We can have a grade for each skill so students can see how well they perform in each skill. Teachers can create assignments and assign skills to the assignments. They can also look at the students’ scores, see the average grade of each assignment and the number of submissions.

# Major changes / alternations

None.

# Required elements

1. Create (or upload) homework assignments, projects, quizzes, and test content into the system
   1. Teacher Create Assignment Page
2. Create a series of “Quests” to build certain skills
   1. Teacher Create Assignment Page
3. Create (or display) a skill list related to a class/assignment/project/quizzes/tests
   1. Student Choose Assignment Page
4. Assign a skill, difficulty level, etc to each problem
   1. Teacher Create Assignment Page
5. Create a level list with corresponding point values
   1. Student Home bar/header
6. Each question / item / Quest has a skill(s) designation
   1. Teacher Create Assignment Page
7. Quests can contain multiple combinations of skills or skill levels
   1. Teacher Create Assignment Page
8. Keep track of individual student progress
   1. Teacher Assignment Report Page
9. Allows students to be members of various defined groups (guilds)
   1. Student Group page
10. Generate reports in various ways (i.e., individual quests, individual skills, individual students, specific groups, etc.)
    1. Teacher Assignment Report Page
11. Calculate the current level for each student
    1. Teacher Assignment Report Page

# User stories

## Project 3 - Release 0

1. Teacher Create Assignment Page (7 days – very hard) IN PROGRESS
   1. Choose if it will be a quest, homework, project, quiz, and test.
   2. Choose what skills will be associated with assignment.
   3. Description.
   4. Enter in questions for assignment.

## Project 4 - Release 1

1. Login Page (3 days – normal)
   1. Users login, authentication stored in text file
   2. If authentication is valid
      1. Links to either students choose assignment or teacher choose assignment
   3. If not
      1. Reloads the page and displays an error
2. Student Home bar/header (3 days – normal)
   1. Always present
   2. Displays student progress/level
   3. Display group the student is associated with
   4. Link to Choose Assignment page
   5. Link to Student Group page
   6. Link to logout
3. Student Group page (4 days - normal)
   1. Choose, find, create, join group…
   2. Will be simple label, multiple people have label
   3. All groups stored in a text file
4. Student Choose Assignment Page (5 days - hard)
   1. Skills and point value assigned to each assignment
   2. Quests list:
      1. Description and questions
      2. Complete quest when all answers are correct
   3. Homework List
      1. Only description
   4. Project List
      1. Only description
   5. Quiz List
      1. Only questions
   6. Test List
      1. Only questions
5. Student Play Assignment Page (5 days - hard)
   1. If questions assignment
      1. Answers question (set), submit button.
      2. One question at a time
      3. Four multiple choice questions
      4. At end display score
   2. If description page
      1. Just display description
6. Teacher Home (7 days – very hard)
   1. Button to create quests
   2. Button to Assignment Report page
   3. Button to Student report page
   4. Shows each student, their level and completed assignments and grades
7. Teacher Assignment Report Page (5 days - hard)
   1. Average grade of each assignment
   2. Number of students submitted
   3. Remove assignment button

# Pair programming chart

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date, Time Start, Stop | Member 1 | Member 2 | Task(s) Completed | # of Switches between Driver/Navigator |
| 11/15; 2-4pm | All Members |  | Planned work, created report. | 8 |

# Plan for Pair Programming

We decided to complete the Teacher Create Assignment Page first in project 3 – release 0 so that we can connect these newly created assignments to other pages in project 4. We can split our group into small groups (2 people and 3 people) so that it will be easier to do pair programming.

# Plan for Acceptance Testing

The plan for acceptance testing is to test the program manually. After finish all the user stories, we will test for the following features:

* When you click login with correct credential, the login form will disappear and show the Main Form.
* Clicking all the buttons leads you to the right place / form.
* Creating new assignment will show the new assignment in the assignment page.
* Completing a quest give proper amount of points to student level.
* Completing any other the assignments add to the student grade.

# Plan for Refactoring

To refactor the code our plan is first the individual groups will write their code. Then when we meet as a whole group every few days we look at everyone’s code and see how it can be improved and changed.

# References

Picture 1, <https://upload.wikimedia.org/wikipedia/en/5/51/WWTBAM2010falllogo.png> Nov 2, 2017.