

Project #2 Alterna Canvas  
Wednesday, October 25th, 2023  
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## Weekly Team Check-in

**Topic:** Assigning B and A goal requirements for the rest of the project

### Current allocations:

Main layout: (Jack)

- Create flex layout for other components to be nested inside of
- Have the main content of the page be dependent on the value of the navigation bar (so we can switch between classes, shop, leaderboard, etc without actually changing navigation)
- Implementing basic style choices and spacing

Top display/side nav bar: (Kody)

- Top display bar that simply displays the title of the page you're currently on (classes, shop, leaderboard)
- Right side nav bar that sets a variable depending on which tab is selected
- Styling that matches main layout, highlighting selected choice

Profile component: (Alex)

- Includes profile picture/avatar image
- Includes number of points current user has (important for C-goals to show the gamification blatantly)
- Click the profile component to open the profile? Or have this as an option on the side navbar?

Class components: **(Al)**

- Creating a card for each class in the example data JSON
- Include class name, class image if possible, and any unseen notification
- Clicking opens the class page, where materials, assignments, and grades can be seen

### Things that need to be claimed:

C-goals:

1. Students need to be able to view the syllabus (**Syllabus linked/shown on individual class page.**) Alex

2. Students need to be able to view all announcements- with new announcements highlighted so students will see them. (Announcements tab should be added to the side-bar, “unread” announcements can be highlighted by clicking.) Kody
3. Students need to be able to view a list of presentations and other course materials, organized by modules. (List of course materials linked/shown on individual class page.) **AI**
4. Students need to be able to see upcoming assignments (List of upcoming assignments linked/shown on individual class page.) Kody
5. Students need to be able to see their progress in the course- use your gameification approach (On class page, show how many points a user has gotten from turning in assignments for this class.) Alex

#### B-goals:

1. Students need to be able to submit assignments. Submission needs to have text entry and document upload options
  1. \* you do not have to have full document upload functionality in your UI, but you should have an option for doing so that could be connected in "future work" to a working document upload feature. (Shouldn't be bad? Have a “upload” button for each assignment on a class page—student uploads file (we don't have to store it), then we popup “congrats heres some points” or whatever) Jack
2. Students need to be able to access course materials- view or download presentations (This is the same as number 3 from the C goals) **AI**
3. Students need to be able to view their grades on assignments, and their grade in the course so far, according to the instructor's grade weighting scheme. (This can be another section on the individual class pages)
4. Students need to be able to plan their work- using a calendar or to-do list. (Import some calendar package from somewhere, make it a new tab on the navbar OR get a list of all uncompleted assignments and display as a to-do list on the navbar (probably easier)) Kody
5. Students need a Zoom connection option, but this feature does not need to be fully functional, leaving as "future work" connecting to Zoom. (Uh, a button on the class page that says “Zoom” that just redirects to the zoom website or something.) Alex
6. As students do tasks in this class, the UI should update to reflect their progress in the class, using your gameification approach. You should be able to perform a sequence of tasks for the student, and see changes in the UI. (Each class page will have a tally of how many points a student has gained for that specific course—and then they can view their total points on their profile) Alex

#### A-goals:

A rich, fully featured UI for all three courses. All three courses for a mock student should be displayed, either in one page that integrates this information, or a set of sub pages/menus/regions on the screen. How will your gameification concept apply over multiple courses?

- Develop several mock students to show how your UI motivates them to perform better, or celebrates their success.
- Add a simulation that runs over the semester, to highlight how your page functions and updates for an example student over a length of time.
- Excellent use of visual design principles, which shows thoughtful work in designing the UI.

New allocations:

- Class Pages template (Jack)
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