

# Out of Tune Contrabassoon Goon Platoon

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Faculty Scheduling App

## Project Description (Subject to change)

A flask driven app that will allow faculty to submit their scheduling preferences online. Administrators will have access to the accumulated responses and will be able to sort them in various ways, allowing easier scheduling and having all teacher preferences readily available in one place. We would also like to make graphs that allows administrators to see at a glance what periods or classes are most requested.

## Teacher Preferences (Options)

- Teach 1-9 or 2-10
- Preferred courses
- Preferred lunch period (3 choices - Pd 4, 5, 6, 7, 8)
- Preferred room (3 choices)

## Data Display Considerations

- Seniority takes precedence when assigning courses to teachers
- Number of course sections is dependent on amount of students who register for it
- X students per room ( $15 \leq X \leq 34$ )
- Teachers teach 5 periods and have a maximum of 3 prefs unless authorized to have more

## Component Map

- HTML file that serves as the flask app and form that faculty fill out
  - Bootstrap + CSS
- Python files for accessing database and sorting/accepting then returning teacher responses
- SQL database

## Database Schema

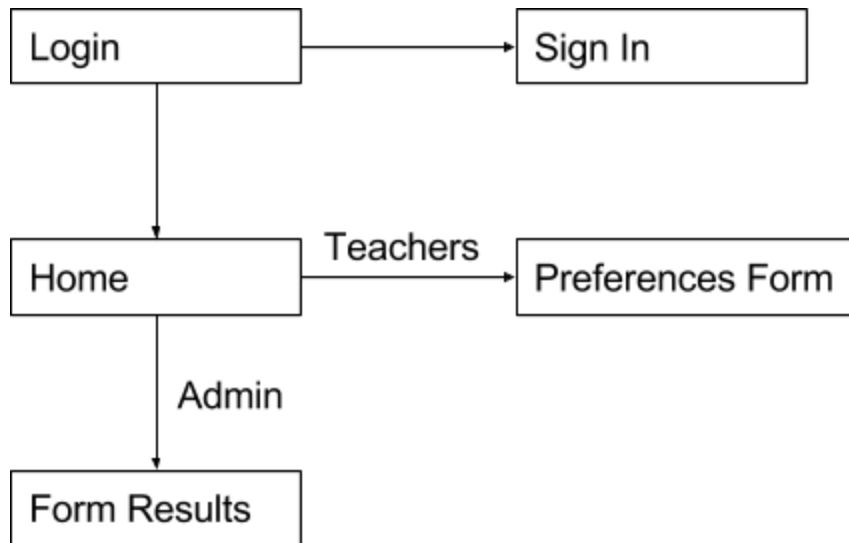
Admin: admin username, admin pass, recovery email

Accounts: username, randomly generated alphanumeric pass, id #

Teachers: id #, teacher's first + last name, preferences, other info a la qualifications

- each preference should be its own column, e.g. Lunch, Periods, Course 1, 2, 3, etc.

### Site Map



### Roles

- Jason Chua (Project Manager): Python/Backend
- Jordan Chan: Front-End
- Lawrence Liu: Flask App
- Fortune Soleil: Database

### Tentative Timeline

- 5/16: Create basic file structure
- 5/19: Database setup
- 5/21: Working signup/login system for both admins and teachers
- 5/25: Meet with programming office about student course requests and talk to an AP about their thought process when assigning courses to teachers
- 5/31: Form display/submission
- 6/7: Interactive information
- 6/11: Debugging