Design Changes

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1 Making the System Reactive

In the previous iterations, the foundation for the system had been completed. The functionality was all there, but we realized that the goal of creating a reactive system had not been accomplished. Per the mentor's original request, the system needed to update in real time without having to refresh the page. Since this was a new concept to us, we as a team needed to figure out how to achieve this reactiveness. Throughout this milestone, the team reconstructed the system to provide the appropriate reactivity.

2 Aesthetic changes

Aside from reconstructing the system, there were front in changes that needed to be made as well. The formatting on the graphs needed to be changed such as the color scheme and legend titles. There were also color changes that needed to be be made, such as the formatting the metrics table.

3 Demo Preparations

The mentor really wanted a duel screen setup to show the reactivity of the system. We accomplished this by setting up the mock system on Nick's home server. One laptop would be logged in as a teacher where the spectators could view the data changing in real time. The other laptop would be logged in as a student where the spectators could take tests and watch their own metrics or view their performance from the teacher account. The purpose of this was to show how this application would be used in a real world sense. This was another test to show that the system would work outside of a localhost setup.