mango

Team 10 Project Charter

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Problem Statement

Students and faculty alike are required to use divided platforms and services to manage, consume, and curate content for courses. Our project aims to unify the work of different platforms, creating an intuitive service that centralizes quizzes, homework, attendance, grades, and relevant course information via well-designed web and mobile applications.

Project Objectives

- Create a platform with course management features, such as course announcements, grades, and quizzes
- Integrate a live Q&A service for streamlined communication between course administrators, professors, and students.
- Establish an intuitive user experience for ease of use
- Create and integrate a live polling feature to simplify grade and attendance entry for course administrators
- Gamify the platform to enhance the learning experience for students

Stakeholders

- Users: Instructors, Students, (other faculty)
- Developers: Jacob Brabec, Shane DeWael, Matthew Ess, Jay Hankins, Ankit Patanaik, Kedar Vaidya
- Project Manager: Kedar Vaidya

Deliverables

- Database to store user and course management information effectively
- An API for the application, built with Laravel, that allows us to reach across different platforms
- A web application for the students, utilizing AngularJS and and our API, that creates a responsive experience for the user to access course management features
- A web application for administrators that allows them to manage their courses in an intuitive way.
- A mobile experience that allows users to interact with their courses, including an attendance tracker and live quiz interface