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Seat No: 329
Project ID: 9

Problem Statement: Build the portal to automatically compute the final reward points of the TAC projects when the reviewers submit the review marks. The RP includes (i) Initial Submission (ii) Final Report (iii) Plagiarism of final report (iv) Review Marks (v) Team Communication (vi) Work Log

Completion Status:

Level	Status	Notes
Stage 1	Approved	Planning and requirement Gathering
Stage 2	In progress	Design and UI/UX prototyping
Stage 3	Not started	Database Design and implementation
Stage 4	Not started	Backend Development
Stage 5	Not started	Integration and testing
Stage 6	Not started	Deployment

Workflow:
Here's a workflow to create the HTML UI/UX design for the application based on the control flow you've described:

1. **Login Page**
   - Purpose: To allow Admin, User (Reviewer), or Student to log in.
   - Design Elements:
   - Input Fields: Username, Password.

- Buttons: Login.
- User Feedback: Error message if credentials are incorrect.

2. Dashboard

- Purpose: Redirect users based on their roles (Admin, User (Reviewer), or Student) after login.
- Design Elements:
- Navigation: Links to relevant pages based on user roles.
- Admin Dashboard: Links to pages for entering marks, viewing plagiarism percentages, and editing WorkLog Hrs.
- Reviewer Dashboard: Links to pages for entering marks for rubrics and viewing submission details.
- Student Dashboard: Link to view marks and converted reward points.

3. Admin Pages

- Purpose: Allow Admin to enter and edit specific data.

a. PID Entry Page
- Design Elements:
- Input Fields: PID (Project ID).
- Buttons: Submit.

b. Marks Entry Page
- Design Elements:
- Input Fields: Initial Submission Marks, Final Submission Marks.
- Buttons: Save.
- Edit Fields: Plagiarism Percentage, WorkLog Hrs.
- Buttons: Save Changes.

4. Reviewer Pages

- Purpose: Allow User (Reviewer) to enter marks and view details.

a. PID Entry Page
- Design Elements:
- Input Fields: PID (Project ID).

- Buttons: Submit.

b. Rubric Marks Entry Pages
- Design Elements:
- Page 1 (10 Rubrics):
- Input Fields: 10 input fields, each with a maximum value of 10 marks.
- Buttons: Next Page.
- Page 2 (6 Rubrics):
- Input Fields: 6 input fields, each with a maximum value of 5 marks.
- Buttons: Save Marks.

c. Marks Summary Page
- Design Elements
-Text/Labels: Display all marks, including Initial Submission, Final Submission, Plagiarism %, WorkLog Hrs.
- Read-Only Fields: Marks summary with no edit options.

5. Student Pages
- Purpose: Allow Students to view their marks and reward points.

a. Marks View Page
- Design Elements:
- Text/Labels: Display all marks in each category.
- Read-Only Fields: Marks per rubric.

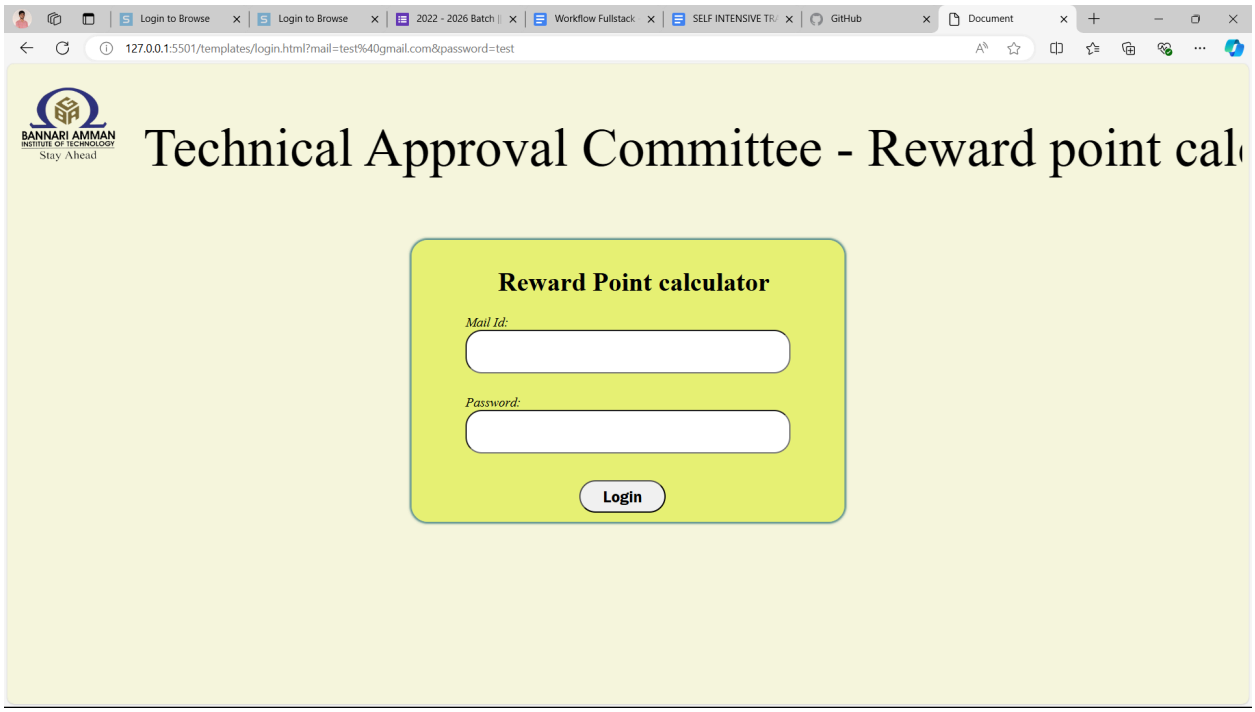
b. Reward Points View Page
- Design Elements:
- Text/Labels: Display marks converted to reward points.
- Buttons: Option to view detailed breakdown.

6. Common Elements
- Navigation Bar: Include common navigation elements for easy access to the dashboard and logout functionality.
- User Feedback: Toast notifications or modal popups to confirm actions like saving marks or logging out.

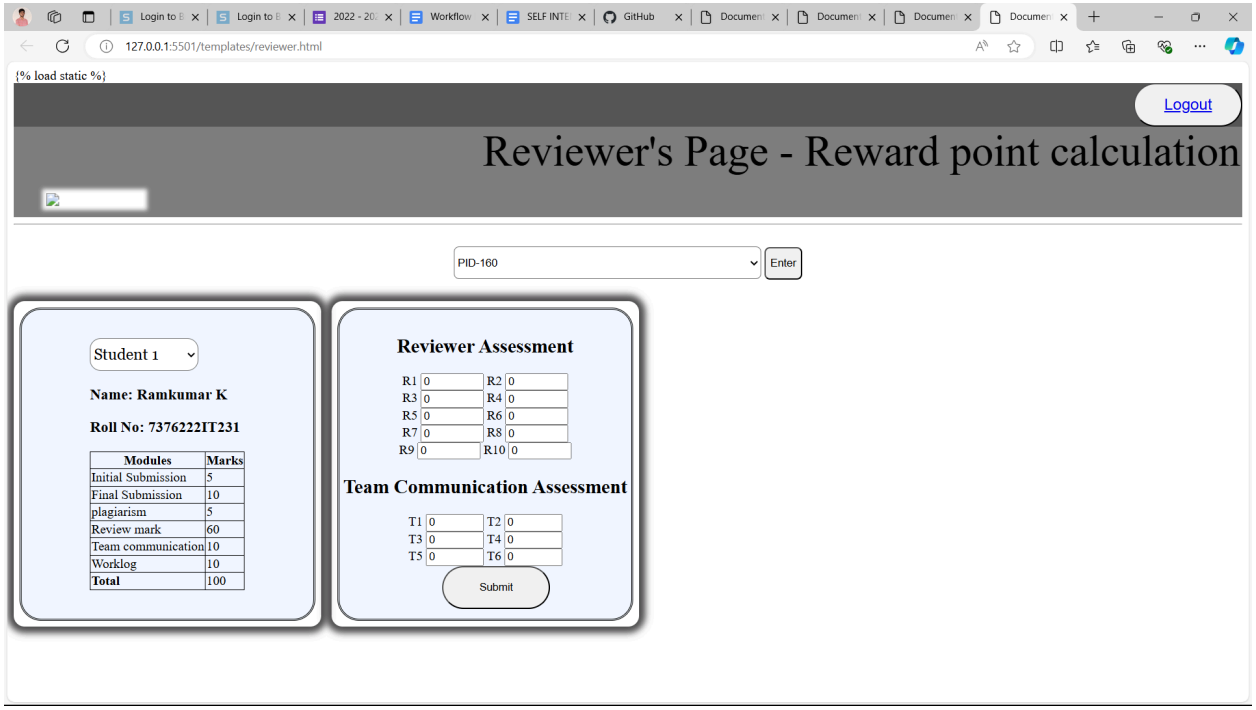
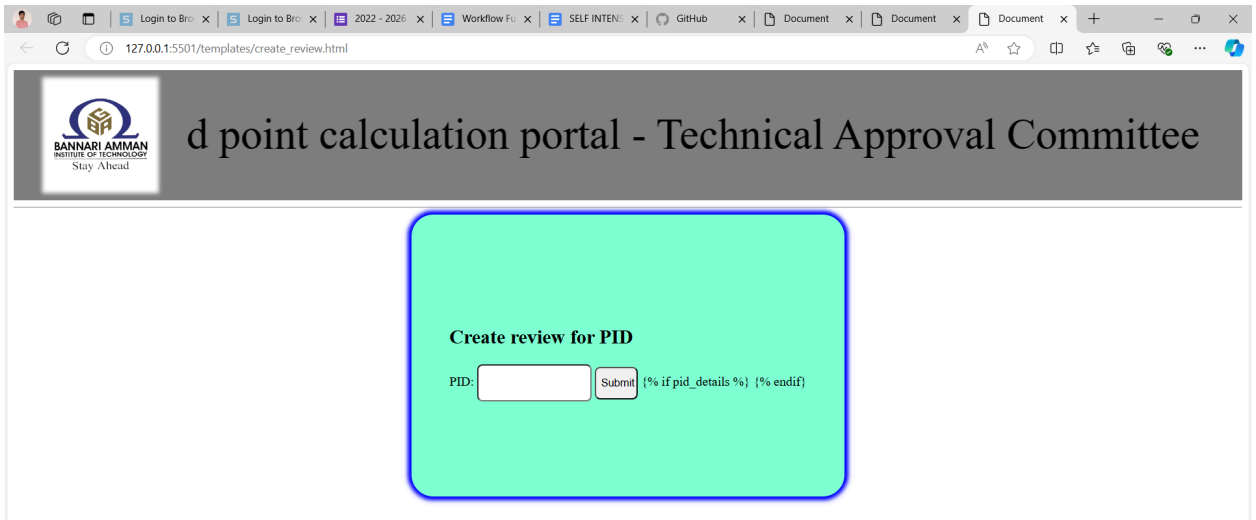
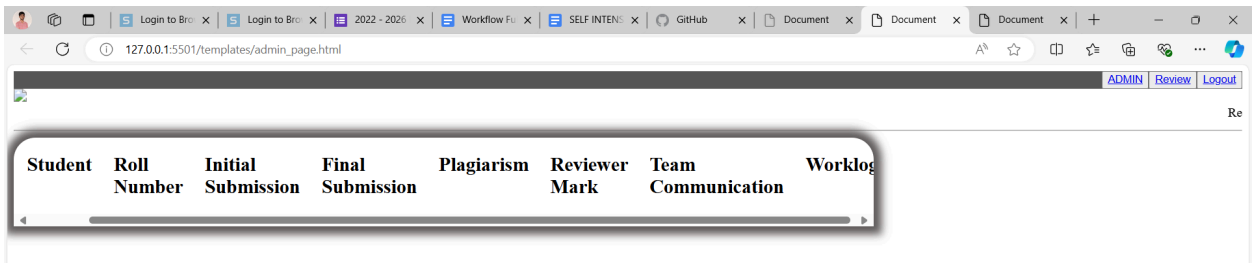
- Accessibility: Ensure all forms and inputs are accessible with proper labels and hints.
- Responsive Design: Use media queries to ensure the UI is mobile-friendly.

Design Created:(Samples)

1) Login Page:



2) Mark entry page:



3) Review Creation Page: