

Planning Document

Team #9:

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EECS 2311 - Iteration 0

Academic Manager System Vision Statement

The Academic Manager System (AMS) will be used as a platform to organize and manage educational classes, students, and assignments. It will be accessible to both administrators and students, with tailored views for each group. The student view will be specifically designed for young exceptional learners and students with special needs. The admin view will be designed for teachers, allowing class management and student progress tracking. The AMS also will feature a gamified progress system to engage students and motivate them, making the learning experience more interactive and enjoyable.

Each student's academic journey will be tracked using an engaging merit-based progress system. Students can earn points through merits such as attendance, submitting assignments on time, participation, etc. These points can accumulate and can contribute to the student's "level". With this merit based progress system, students are encouraged to engage with class material.

The student-view is a dashboard accessible only to that unique student, consisting of the course(s) the student is enrolled in. The student-view is designed to be child friendly with features being audience specific UI/UX design. Each course is managed by its course admin, and displays features such as their personal gamified statistics, homework, progress tracking, and deadlines.

The administrator-view is a dashboard accessible only to teachers of homeroom classes, this will consist of a list of current students and their info, the ability to assign new assignments, the ability to create new activities, and the ability to grade assignments and activities. Furthermore to personalize things more we will give administrators the ability to create notes to students regarding performance, or other uses.

The system will serve as an introduction to online based learning for young students, instructing students on how to interact and work with online educational platforms. This is a major improvement to platforms like Google Classroom, that typically require additional assistance from teachers and administrators for students to use.

Big User Stories:

Feature #1: Student view	
Description: Allow students to create accounts and interact with assignments and activities	
Priority: High	Cost (time required) : 11 days

Feature #2: Gamified Progress System	
Description: Gamify the progression system for classes using XP, levels, and other typical video game inspired mechanics.	
Priority: Low	Cost (time required) : 7 days

Feature #3: Child-friendly	
Description: Make system Child-friendly to cater towards younger audiences	
Priority: Medium	Cost (time required) : 8 days

Feature #4: Administrator View	
Description: Allow teachers and staff to access and manage students as well as create assignments and activities	
Priority: High	Cost (time required) : 10 days

Iteration 1 detailed user stories:

Feature #1: Display student information	
Description: Allow students to enter in their information including birthdays, names, hobbies, or academic statuses.	
Priority: High	Cost (time required) : 4 days

Feature #2: Modify student information	
Description: Allow students and teachers to modify student information such as grades, name, age, etc.	
Priority: High	Cost (time required) : 1 day

Feature #3: Delete student information	
Description: Allow students to delete certain information on their profile at their discretion	
Priority: Medium	Cost (time required) : 1 day

Feature #4: Enter grades & transcript	
Description: Allow teachers to enter grades for their classes and transcripts that compile all grades from all classes cumulatively for student view	
Priority: High	Cost (time required) : 2 days

Feature #5: Update Academic history	
Description: Allow teachers to update academic history for a students in the case of a grade dispute or an error	
Priority: Medium	Cost (time required) : 1 day

Feature #6: Display list of courses	
Description: Allow students and teachers to view a students list of courses for the term	
Priority: Medium	Cost (time required) : 2 days

Planning Map

Big User Story	ITR1	ITR2	ITR3
Iteration	Student + Admin View	Child View	Gamification

User Story	1	2	3	4	5
Assigned To					