Improvement 1: UI Improvements

- UI Space not effectively used
- Lack of View Student Indicator
- Switching Tabs Gives no UI Indicator
- Sprint Reflection Box is too Small

To-do steps:

1. Draw out the expected design so that we can focus on designing UI before implementing.
2. Deciding on dimensions of the features.
3. Combined tabs might be further discussed to improve on less clicking.
4. Switching tabs selections → redesign on indicating selected tabs differently.

Our focus for the first improvement will be the UI of the application. Currently, the UI is too small on the screen which makes it hard to see. The pixel dimensions are hard-coded into the resources files which should be changed to percentage values. The current application also does a poor job of communicating what screen the user is actively using. We plan to add indicators to show when certain information is active. For example, when the view student button is clicked, rather than having tabs to click through in the main window, we want to create a pop up window that has all of the information readily available. Other information that requires clicking or changing the window would then be highlighted or changed to a brighter/darker color to reflect which window is currently presented.

Improvement 2: Feature Additions

- No Way to Comment on and View Other Student's Sprints and Reflections
- Cannot delete a group
- Can't log out
- QOL functionality
- Bug with adding new students

To-do steps:

1. Fix bugs
2. Re-design the class structure to include new commenting functionality
3. Add simple new functions to existing classes such as deleting a group
4. Plan out concrete new QOL functions to implement

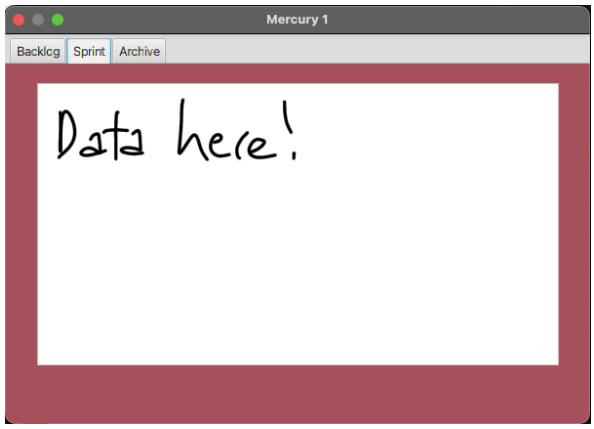
There are some essential ease-of-use features that are missing from the application. There is no logout feature or settings tab. The UI elements of the window that we are addressing in improvement 1 also speak to a lack of accessibility. For improvement 2 we plan to add the functionality of commenting on other students' sprints and reflections. This feature will be an extension of the student pop-up from improvement 1, where there will be an add comment button. This could be considered a quality of life improvement, since now team members can add small comments through the interface, rather than waiting until the next

meeting for just a small suggestion. When clicking add a comment, a text box will appear where the user can type their comment and hit enter to confirm. Only the student and professor can see comments on their tabs, but anyone can add comments to other members within their group. When a student logs in, there will be a comments tab they can click, which will display all of the comments other students or the professor have made.

New and Improved Improvement 2:

Student Window:

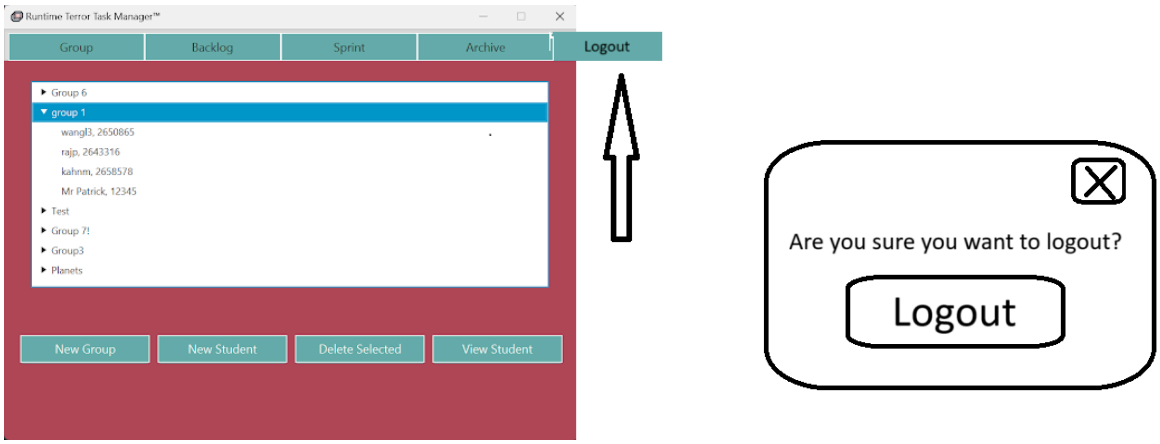
The current Student Window, as of Milestone 1, pops up a window when a student is selected with the View Student button. This window needs to be populated with the corresponding data for the student, i.e. the student's archive, sprint, and backlog. The focus will be able to be switched between the Main Window and the Student Window, and multiple Student Windows will be able to be opened at once. The buttons on the backlog, sprint, and archive will be removed in the new Student Window, since the user should not be able to alter other student's data. The title text of the Student Window will be the selected student's name and username, instead of the selected student's name and ID.



Since the Backlog and Sprint buttons are built into the Backlog and Sprint Controllers, some refactoring will have to be done in order to have the tabs display without the buttons. When the backlog/sprint view is created, a parameter will be passed in that is based on if the tab is being created for the Main Window or the Student Window, and the buttons will be displayed accordingly.

Additionally, the drop-down menu from the student's view that appears for each student in the group will be removed, since it is slightly inaccurate and the new Student Window will contain any data that would have been previously viewed in the drop-down menu.

Logout:



Current Behavior:

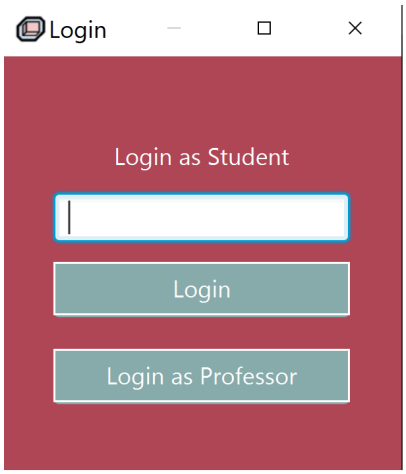
- Clicking X in the top right exits the application completely and logs the user out.

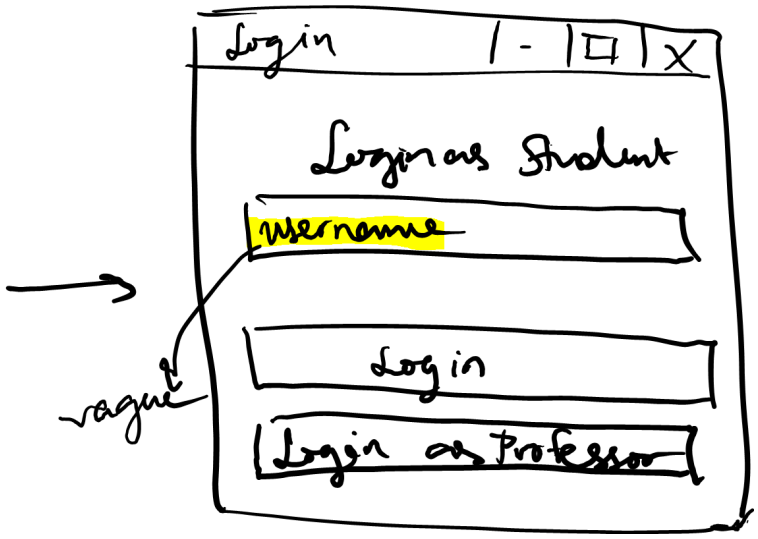
Improvement Behavior:

- Clicking X in the top right prompts the user with a confirm exit window from which they can either: cancel and return to the main application, or confirm which exits the application and logs the user out.
- Pressing the logout button prompts the user with a confirm logout window from which they can either: cancel and return to the main application, or confirm which exits the application and brings back the login window.

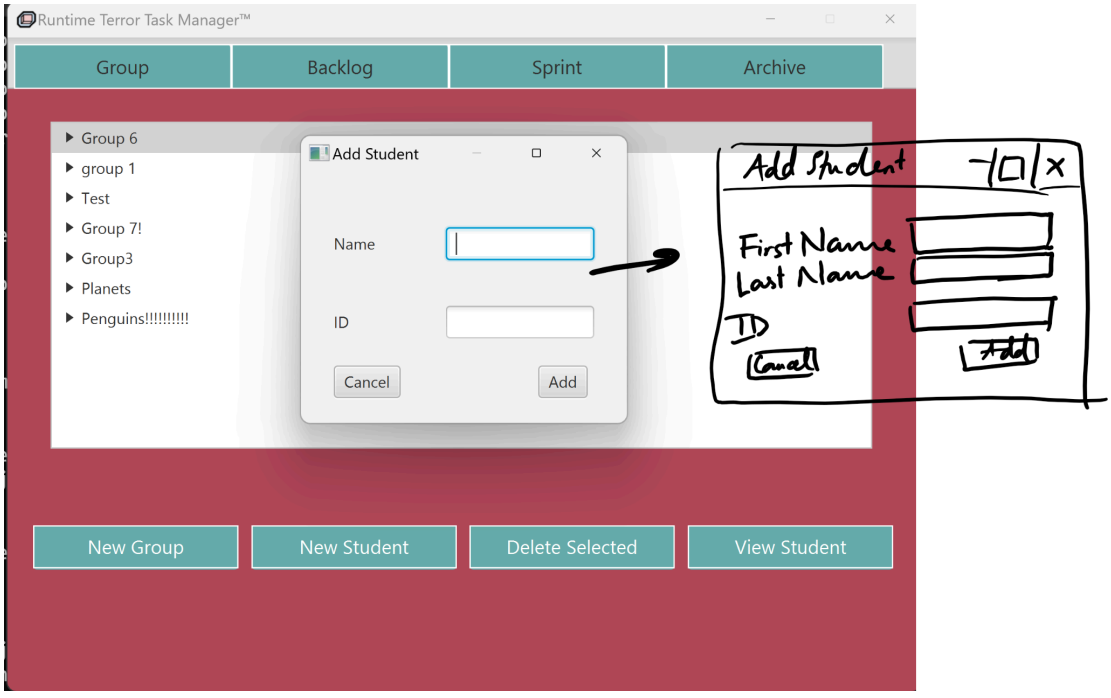
The logout function would simply become another button placed next to the tabs at the top of the main application window. The logout button will not be a tab itself, but its own button. When pressing logout, a new window will appear that prompts the user to confirm they wish to logout, detailed in the second image. After logging out the original login screen reappears so the user can either fully close the application or login as a different user. It should also be noted that closing the application will have a similar effect, instead displaying “Are you sure you want to exit?” which will also logout the user but not bring them back to the login window.

Username:
Student logins with their given username instead of just their names.





Username: generate with student's last and first name when the professor adds their names in. if there are more than one student with the same name, they will be numbered.
Example:
First name: Anh
Last name: Nguyen
→ username: nguyena
If there exists second Anh Nguyen → username: nguyena2
While the ID will still be an input to be used internally, and not shown to students.
The username given will only be used as a way to log in and nothing else, so that we can still use the ID in the database.



Then the system will give students information like this: