

CS242 Final Project Rubric (ykim164)

Week 2 – Admin User Interface & Mechanisms

In the second week of the final project, I will be developing the admin-side user interface of the application where the administrator can create and manage a competition. The admin will be able to set up the details of the tournament, set up the game schedule, and most importantly, the client side interface will be refactored to accept these data.

Requirement 1: Create Admin User Interface

- Log-in & Registration page
- Tournament set-up page
- Game set-up page
- Game Management Page
- Buttons for easily updating game status
 - Start Game (Changing game status to live)
 - Update Score (Update score & add scorer)
 - End Game

Requirement 2: Refactor User Interface

- Refactor Client User side to make the interface parse the data created by the admin
 - The client page should parse:
 - ◆ Channel List created by an admin
 - ◆ Tournament List of the Channel created by an admin
 - ◆ Match list of the tournament (with correct information)
 - ◆ Team list of the tournament
 - ◆ Tournament information

- Personalize "starred" games: Make the starred games unique for each device

Requirement 3: League Table/Score Table

- Make a league table that is automatically sorted based on the rankings.
- Make a score table that is automatically sorted based on number of goals scored.
- Make them update/sort the information whenever the data changes in the DB.

Requirement 4: Adaptive Layout for New Screens

- Create a responsive design for landscape view.
- Create a responsive design for X-Large (tablet) view Make them update/sort the
- Create a responsive design for X-Large Landscape view.

Requirement 5: Testing

- Manual test plan for admin user interface
- Unit test for league table/score table logic

Grading

Category	Weight	Scoring	Requirements
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed to different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work

Category	Weight	Scoring	Requirements
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Requirements - Admin Interface Design	5	0-2.5	2 points: Basic UI's for all the views have been defined. 2.5 points: Able to recycle views properly and have an application with tabs + navigation drawer for quicker access to different views.
Requirements - Refactoring Client UI	5	0-2.5	2 points: The student has put effort to refactor code from last week 2.5 points: Refactor client side codes to be responsive to the data created/updated in the admin UI.
Requirement – League Table/ Score Table	4	0-2	1 point: Create a league table and a score table that can be used to display the list of teams that are participating in the league and the list of players who have scored. 2 points: Make those tables sort responsively to the data changes. It should update/sort immediately whenever the data changes in the database.
Requirement – Adaptive Layouts	4	0-2	1 point: Use some styling to make the application look clear and presentable. Use a nontrivial amount of styling

Category	Weight	Scoring	Requirements
			2 points: Modify the styling or theme to make those fit the different categories of pages, and make the application look nice and adaptive
Testing	5	0-2.5	2: points: Manual Test Plan 2.5 points: Tests for League Table/Score Table sorting logic.

Brief Rubric for Week3

- **Requirement 1: Mechanism for live games**
 - Automatically updating game time (0 min ~ 90 min)
 - Half time / Full Time
 - Pausing / Resuming the Game
 - Animation Effect for Live Status Icon

- **Requirement 2: Automation of Game Point Update**
 - The points will automatically update based on the current game status and will be displayed in the league table.
 - ◆ e.g. If the Team A is currently beating Team B, 3 points will be added to its points and it will automatically update the league table based on this.

- **Requirement 3: Refactor/Improve Admin Functionality**
 - Able to edit all added data (channel, teams, games, etc.)
 - Choose teams only from the teams created, not just a type-in.
 - More menus/options for the Admin user.

- **Requirement 4: Notification Settings**
 - Create options for game update notification
 - Create notification functionality on data updates
 - ◆ Vibration
 - ◆ Alarm
 - ◆ Message
 - ◆ Etc.