

School of Computer Science & Software Engineering

Bachelor of Computer Science

Bachelor of Business Information Systems

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Project Title: Face Animation: A Deep Learning Approach

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FYP-25-S1-09: Face Animation: A Deep Learning Approach

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Project Introduction

People's communication reflection across the globe has substantially transformed in the past two decades. As of today's date, platforms such as YouTube, Instagram and TikTok have revolutionized self-expression by letting users create and share videos as content. While a certain number of creators feel comfortable showing their faces, others would much rather be faceless which is why they employ other types of models or animated characters generated through various face animation technology.

However, face animation technology does not only limit it to entertainment and there are a myriad of other fields it can be utilized, and these include but are not limited to business, marketing and education.

In the education sector, a Learning Management System has made it almost imperative for every school and institution to be able to share lesson recordings, assignments and conduct examinations through online means. On the contrary, typical lesson recordings are often unappealing for the students. Factors such as low video quality, vague narration from the teachers, and longer video recordings all contribute to this ineffective method of teaching.

Project Background

This platform will be able to automate the content generation process which will in turn help in improving the overall student experience. It includes an empowering video creator and integrates it with an AI powered virtual classroom.

The capacity for students and teachers to explore and establish innovative solutions to problems will be greatly increased thanks to the development of this video creation studio. Users can upload their faces to the avatar creator, animate them and then use a voice-to-speech or text-to-speech functionality to create interactive presentations that can be used in assignments. Such avatars can be included in presentations, projects and other educational aspects.

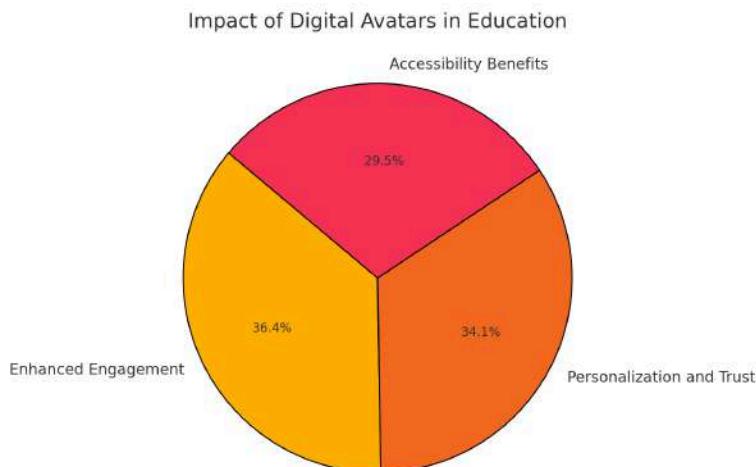
The goal of this project is to facilitate students in becoming active participants in the process of learning and make it more fun by allowing them to utilize this technology.

Research Summary

Survey

Recent research has increasingly focused on the role of digital avatars in enhancing educational experiences. For instance, a study by Zhang et al. (2024) published in *Scientific Reports* examined the influence of virtual avatars in educational videos. In this study, 194 questionnaires were administered to university students and educators, with 113 responses deemed valid for analysis. The results revealed several significant outcomes:

- **User Engagement:** More than 80% of the participants noted that the inclusion of a digital avatar not only captured their attention but also improved their understanding of the material. Respondents mentioned that the avatar's articulate speech and expressive visuals helped alleviate cognitive load and supported better retention of information.
- **Personalization and Trust:** Approximately 75% of those surveyed reported that customizable avatar features—such as adjustable voice modulation and personalized facial expressions—contributed to a learning experience that felt more trustworthy and relatable. This indicates that personalization is a vital factor in boosting engagement and overall satisfaction in digital learning environments.
- **Accessibility Benefits:** Participants with special learning needs, including those with dyslexia, found that the integration of multimodal inputs (which combine visual cues with text and synthesized speech) significantly enhanced their learning outcomes compared to traditional methods.



This pie chart provides a relative view of how each benefit ranks among the respondents when combined.

The even distribution indicates that successful avatar-based learning solutions need to deliver a well-rounded experience, where engagement, personalization, and accessibility are all given similar focus and importance.

In summary, the survey data underscores the strong positive reception of avatar-assisted education, highlighting both engagement and accessibility as primary benefits.

(pmc.ncbi.nlm.nih.gov, 2024)

Face animation

These face-animated avatars use an advanced type neural networks name GANs (Generative adversarial networks).

GANs (Generative adversarial networks) are a type of neural network that are typically used for unsupervised learning. It is a complex type of neural network that is used for face animation applications.

GANs are usually composed by two types of neural networks:

1. **Generator**

A random noise is gathered by the generator, then the generator converts it to complex data samples such as text or images. Typically, this is known as a deep neural network. The training data is fetched by the parameters in the network's design during training. The generator tries to produce samples that closely resemble real data through backpropagation to fool the discriminator into thinking it is real.

2. **Discriminator**

Discriminators are usually artificial neural networks that differentiate generated and actual output. The discriminator should have the ability to learn to differentiate genuine and artificial samples that the generator has created. This is to ensure that the discriminator's proficiency is ensured.

There are two metrics that evaluate the performance of these two components:

1. **Generator Loss**

In GANs, synthetic samples are created to outsmart the discriminator. This is measured through **Generator Loss**.

The lower the loss during training, the generator has a higher chance of success of fooling the discriminator, where the discriminator treats fake data as genuine one.

Formula:

$$JG = -m \sum_i^{} \log D(G(z_i))$$

2. **Discriminator Loss**

Discriminators have a role to differentiate authentic and non-authentic data as accurate as possible. The Discriminator's performance is measured through **Discriminator Loss**.

The lower the loss during training, the discriminator has a higher accuracy in distinguishing real and fake data.

Formula:

$$JD = -m \sum_i \log D(x_i) - m \sum_i \log(1 - D(G(z_i)))$$

(Roy, 2019)

As both components have a contradictory nature with each other, we can imply that these two components are interacting in a similar manner in a minimax game.

A minimax game is one of the backtracking algorithms in game theory. The minimax algorithm is used in two player turn-based games, such as chess, backgammon, and tic-tac-toe. The minimax assumes one player as the **maximizer**, where this player tries to get the highest score possible, the other player as the **minimizer**, where this player tries to get the lowest score possible.(GeeksForGeeks)

In the case of generative adversarial networks, we may infer that generators has the role of **minimizers**, where it will tries to minimize the discriminator's accuracy to distinguish real and fake data. While discriminators, take the role of a **maximizer**, as discriminators are trained to distinguish real or fake data as accurate as possible.

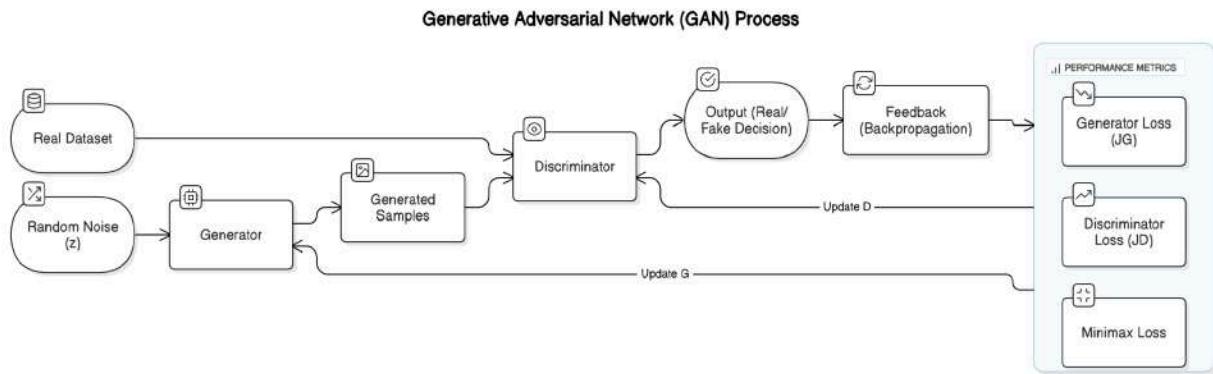
There is another metric named **Minimax Loss**, where this metric measures the performance of both the generator and the discriminator. The metric is formulated as follows:

$$\text{minGmaxD}(G, D) = [E_{x \sim p_{\text{data}}}[\log D(x)] + E_{z \sim p_z}[\log(1 - D(G(z)))]]$$

To understand better how this metric is important in evaluating the model's performance, we need to know how GANs work in general:

Assume a generator, G and a discriminator, D has been created,

1. G will take a random noise as input. The noise vector has random values, which will be transformed into an image by G.
2. The image is then sent to the discriminator, D. D also receives real data samples from the training data set.
3. **Learning phase:** D will now try to distinguish real and fake data. If D is able to identify the authenticity of the data correctly, both G and D are rewarded.
4. However, if D mistakenly identifies G's generated data as real, then D is penalized, while it is a positive indication that G is doing well. Conversely, if D is able to identify G's data being fake, then no reward is given to G. It can be implied that D's ability to differentiate what's real or not is improving.
5. As the training progresses, G gets better at generating fake data that looks legitimate, which gives D even more difficulty on identifying what is real or fake.



(Roy, 2019)

Products We Compare

1. D-ID

Website: www.d-id.com

D-ID is an online AI video creation platform that is purposed for creators and business purposes. D-ID allows users to generate videos with photo-realistic avatars through their website or their mobile app. However, users may need to pay for a premium plan after their free trial expires.

Key features:

- Agent Creation :** This feature allows users to use a portrait of a person, where users can write what commands the agent should or should not do. It also allows users to use a knowledge base made by the users to ensure a personalized experience with their clients.
- Translation Feature :** Allow users to upload their video to be translated into multiple languages, eliminating language barriers in viewership.
- Creative video studio :** Allow users to use a library of avatars, typing some text, and then using text-to-speech technology to animate the avatar. Users can customize avatar animations based on their mood and gestures.
- API (Application Programming Interface) :** D-ID has an API for users. It provides a free trial for 14 days, afterwards, users must pay for monthly or annual subscription for extended usage.

2. HeyGen

Website: www.heygen.com

HeyGen is an online AI video creation that allows users to utilize AI-powered avatars for multiple purposes such as marketing, business and education. Users can use text-to-speech to their avatars and allow expressive animations and movements in creating presentations. This app is targeted for the general audience to create videos for business or education purposes.

Key features:

1. **Mobile App:** Allows users to create videos/presentations using an animated avatar on the go.
2. **Video studio :** The video studio allows users to use a wide range of avatar portraits, animate them using text to speech and create powerful presentations and videos with in-app avatar or custom avatars.
3. **Translation Feature :** Allow users to upload their video to be translated into multiple languages, eliminating language barriers in viewership.
4. **Avatar Creation :** Allow users to create their own persona in creating their video presentations. Users can set the movement of the avatar, like having the avatar to standstill in one position or moving in motion.
5. **API (Application Programming Interface) :** HeyGen provides a trial for it's API for users and offers premium plans to unlock multiple features.

3. HourOne

Website: www.hourone.ai

HourOne is an AI-driven video creation platform designed for businesses and content creators to produce professional-quality videos. It utilizes AI-powered avatars and provides tools for creating training, marketing, and promotional content efficiently. HourOne is particularly aimed at enterprises looking to scale video production.

Key Features:

1. **Character Creation:** Users can create AI-driven video characters based on their uploaded photos or select from a library of realistic avatars.
2. **Text-to-Video:** HourOne allows users to input text and convert it into videos with synchronized avatar speech and gestures.
3. **Video Templates:** Users can select from a library of templates tailored to various use cases, including e-learning, corporate training, and product promotions.
4. **Translation Feature:** Users can localize videos by translating content into multiple languages while maintaining lip-sync accuracy.
5. **API (Application Programming Interface):** Offers an API for developers to integrate its video creation tools into custom workflows. A trial period is available, followed by premium subscription plans
- 6.

4. Descript

Website: www.descript.com

Descript is a versatile media editing platform designed for creators, podcasters, and video editors. It combines AI-based transcription, audio/video editing, and collaborative features into a single platform. Descript is ideal for content creators seeking to streamline post-production workflows.

Key Features:

1. **Transcription:** Automatically transcribes audio or video files into editable text, enabling users to edit content by modifying the transcript.
 2. **Overdub:** Allows users to create an AI-generated voice clone for re-recording or generating voiceovers.
 3. **Screen Recording:** Offers tools to record screen and webcam videos for tutorials, presentations, or team collaboration.
 4. **Video Editing:** Provides a simple drag-and-drop interface for trimming, cutting, and editing video content, including multitrack support.
 5. **Collaboration Tools:** Real-time collaboration features allow multiple users to work on projects simultaneously.
 6. **API (Application Programming Interface):** Developers can use the API to integrate transcription and editing features into custom applications. Subscription plans unlock premium features after a free trial.
5. Pipio

Website: www.pipio.ai

Pipio is an AI-powered video creation tool that uses photorealistic digital actors to help users create engaging videos quickly and effortlessly. It's ideal for creating personalized content for business, education, and marketing without requiring technical expertise.

Key Features:

1. **Photorealistic Digital Actors:** Customize realistic AI avatars.
2. **Text-to-Video:** Converts scripts into professional videos.
3. **Customizable Backgrounds:** Add and adjust backgrounds to suit your video theme.
4. **Ease of Use:** User-friendly interface with no need for advanced video editing skills.
5. **Rapid Production:** Generate high-quality videos in minutes, saving time and resources.
6. **Versatile Applications:** Ideal for tutorials, corporate training, marketing campaigns, and educational content.

Product Comparison Table

Feature	D-ID	HeyGen	HourOne	Description	Pipio	Our product
Agent/Avatar creation	YES	YES	YES	NO	YES	YES
Translation Feature	YES	YES	YES	NO	YES	NO
Video Creation Studio	YES	YES	YES	YES	YES	YES
Mobile App	NO	YES	YES	NO	NO	NO
API (Application Programming Interface)	YES (PAID)	YES (PAID)	YES (PAID)	YES (PAID)	YES (PAID)	NO
Video Templates	YES	YES	YES	YES	YES	NO
Premium Plans to unlock more features	YES	YES	YES	YES	YES	NO

Technology Requirements

Technology	Type	Description
Python	Backend programming language	<p>Python is programming language used for backend web development. It is a versatile programming language known for its readability and simplicity and has a range of libraries where users can simply use the modules without have to write code rigorously. (Python Software Foundation, 2024)</p> <p>Python has a wide range of libraries used for AI Development, especially for Machine Learning, which will be used for our main scope of our project, face animation.</p> <p>The libraries that we are planning to use are:</p> <ol style="list-style-type: none"> 1. Pandas: Primarily used for data manipulation and analysis. In the context of a face animation application, Pandas can be utilized to process and manage datasets, such as labeled facial image data or animation parameters. It is also used for loading and cleaning large datasets of facial images and corresponding animation markers. In addition, it is also used for analyzing training logs and metrics for AI models. 2. Matplotlib: Used for data visualization, which is crucial for understanding and debugging the behavior of AI models. Example include

		<p>visualizing facial feature extraction or landmarks detected during preprocessing and plotting loss curves and accuracy metrics to monitor model training progress.</p> <ol style="list-style-type: none"> 3. Seaborn Offers advanced visualization capabilities with simplified syntax, making it ideal for creating visually appealing plots. It is used for visualizing the correlation between various facial feature datasets and creating heatmaps to represent facial landmark detection and animation transitions. 4. SciKitLearn: Provides tools for machine learning, such as preprocessing data, feature extraction, and implementing basic models. It can be used to preprocess image data using normalization and feature scaling and apply unsupervised learning (e.g., clustering) to identify patterns in facial features for animation. 5. Tensorflow: Enables the development of neural networks for tasks like facial recognition, feature detection, and animation synthesis. It is used for building and training models for facial landmark detection and real-time animation. 6. Keras: A high-level API for TensorFlow, making it easier to prototype and implement complex neural network architectures. It is used for creating models for face morphing and expression synthesis. It also allows for implementing generative models like GANs (Generative Adversarial Networks) to create realistic facial animations. <p>(Medium, 2024) (New horizons, 2024)</p>
MongoDB	Database	<p>MongoDB is a popular non-relational database that serves as an alternative to its relational or SQL database counterparts. In MongoDB, data is stored in a flexible format in BSON (Binary JavaScript Object Notation) format.</p> <p>We decided to choose MongoDB to store our data as:</p> <ol style="list-style-type: none"> 1. MongoDB has a partitioning and sharding feature in the database. By sharding the database, performance and scalability of the application may be improved. 2. Multi-language support: MongoDB works well with popular backend programming languages, especially Python. 3. Supports indexing and aggregation: MongoDB allows indexing in the database. Instead of scanning every document of a collection, it allows index creation to speed up the search of an items in the database. MongoDB also allows users to aggregate data like in relational databases. <p>(GeeksForGeeks, 2015)</p>

Flask	Web Framework	<p>Flask is a python module that acts as a web framework that doesn't have a ORM (Object Relational Manager)</p> <p>Unlike other web frameworks like Django, Flask is generally easy to learn and has a high level of code readability similar to Python. (PythonBasics, 2021)</p> <p>Flask also supports a wide range of database types, such as MongoDB and MySQL. In addition, Flask also have a familiar syntax with Python, which makes us easy to understand. (GeeksforGeeks, 2018)</p>
Taiga	Project Management Platform	<p>Taiga is a popular open-source project management platform that allows project teams to use various agile methodologies with various features the platform offers:</p> <ol style="list-style-type: none"> 1. Backlog and sprint planning : Since our selected methodology is scrum, Taiga allows us to insert user stories to the backlog and manage sprints. 2. Issue tracking system: Taiga allows us to track issues such as blockers by logging an issue for the team so that they can solve it. Taiga also has a progress tracking system to monitor the performance of the team while working on a project. 3. Role-based access control: Taiga allows project managers to assign roles and permissions to team members. This is to prevent confusion between members on what things they must accomplish.
Github	Continuous Integration	<p>GitHub is a popular free platform for code-sharing and project collaboration.</p> <p>Usually, a repository in GitHub is created to accommodate a team of users to store their source code inside a repository. Besides source code, the repository also stores a readme.md, which serves as the main documentation of the project related to the source code.</p> <p>Using a repository in GitHub aligns with Continuous Integration and Continuous Delivery practices that align with Agile values by allowing automated testing and real-time collaboration.</p> <p>Furthermore, GitHub repositories provide means for version control as it helps the team track what has been altered, revert to an earlier version, and collaborate with ease. Tools such as issues, pull requests, and discussions improve communication and management of projects within development teams even further.</p>

Risk Assessment

Security Risks

Security risks are threats to the system integrity, confidentiality and availability. Such as data breaches and unauthorized access, which can arise from cyber threats and internal vulnerabilities, impacting user privacy and system security.

Potential Risks	Mitigation Strategies
Unauthorised access to user accounts	Enable Multi-Factor Authentication and enforce strong password requirements
Data leaks due to weak encryption or vulnerabilities in the system	Use secure encryption standard like Advanced Encryption Standard for stored data
Injection attacks, such as SQL injection and cross-site scripting (XSS)	Sanitize all user inputs to prevent injection attacks (StackHawk)
Misconfigured security settings leading to vulnerability in system	Regularly conduct security audits and penetration testing (StackHawk)
Distributed Denial-of-Service (DDoS) attacks	Filtering harmful traffic and distributing network load efficiently
Social engineering and impersonation attacks	Conduct cybersecurity awareness training and verify user identities

Operational Risks

Operational risks are threats to functionality of the application. Such as failures in the system, AI-based animations, or server downtime. These risks affect the usability and reliability of the system.

Potential Risks	Mitigation Strategies
AI model generating inaccurate animations	Continuously refine AI training data and improve model accuracy
Poor user experience due to interface issues	Conduct usability training and gather user feedback for improvements
Software bugs affecting functionality	Regular testing and quality assurance to identify and resolve issues early
Overloading of resources/ slow rendering	Optimizing system architecture while

time for animations	improving computational efficiency and implementing caching strategies
Lack of technical support for users	Establish a dedicated customer support system

Compliance Risks

Compliance risks are threats of failing to adhere to legal, regulatory, or industry standards. Such as violations of data protection laws, improper handling of sensitive information and non-compliance with cybersecurity requirements, potentially leading to legal consequences and reputational damage.

Potential Risks	Mitigation Strategies
Non-compliance with data protection regulations	Regularly review and update compliance policies to align with legal requirements
Mishandling of user data and privacy breaches	Implement strict data access controls
Lack of transparency in data collection and processing	Clearly document and communicate data usage policies to users

Market Risks

Market risks are threats from external factors that can affect the product's success, such as competition, demand fluctuations and regulatory changes. These threats can affect revenue generation and long-term viability.

Potential Risks	Mitigation Strategies
Competitors offering better solution	Conduct regular market research and propose value propositions
Insufficient demand in the market	Implement targeted marketing and outreach strategies
Changing customer preferences impacting product's relevance	Continuously gather user feedback and iterate product improvements

Project Management Risks

Project management risks are threats that can impact the planning, execution and successful completion of a project. These risks can arise from poor resource management, unclear project scope, or inadequate communication leading to delay and inefficiencies.

Potential Risks	Mitigation Strategies
Unclear project scope leading to frequent changes	Define clear objectives and maintain well-documented project plan
Inadequate resource allocation affecting timelines	Ensure proper workload distribution and resource management
Poor communication between team members	Implement regular meetings to keep everyone updated and clear any questions
Lack of risk assessment and contingency planning	Conduct regular risk evaluations and maintain backup strategies

Risk Assessment Matrix

The matrix categorizes risks based on their probability of occurrence and potential impact on the project.

Risk Description	Likelihood (High/ Medium/ Low)	Impact (High/ Medium/ Low)	Risk Level (Critical/ Major/ Moderate/ Minor)
Unauthorised access to user accounts	Low ▾	High ▾	Critical ▾
Data leaks due to weak encryption or vulnerabilities in the system	Medium ▾	High ▾	Critical ▾
Injection attacks, such as SQL injection and cross-site scripting (XSS)	Medium ▾	High ▾	Major ▾
Misconfigured security settings leading to vulnerability in system	Low ▾	Medium ▾	Moderate ▾
Distributed Denial-of-Service (DDoS) attacks	Medium ▾	High ▾	Critical ▾

Social engineering and impersonation attacks	Medium ▾	Medium ▾	Major ▾
AI model generating inaccurate animations	Medium ▾	Medium ▾	Moderate ▾
Poor user experience due to interface issues	Low ▾	Medium ▾	Moderate ▾
Software bugs affecting functionality	Low ▾	Medium ▾	Moderate ▾
Overloading of resources/ slow rendering time for animations	High ▾	Medium ▾	Major ▾
Lack of technical support for users	Low ▾	Medium ▾	Moderate ▾
Non-compliance with data protection regulations	Low ▾	High ▾	Critical ▾
Mishandling of user data and privacy breaches	Low ▾	High ▾	Critical ▾
Lack of transparency in data collection and processing	Low ▾	High ▾	Major ▾
Competitors offering better solution	High ▾	High ▾	Critical ▾
Insufficient demand in the market	Low ▾	Medium ▾	Moderate ▾
Changing customer preferences impacting product's relevance	High ▾	High ▾	Major ▾
Unclear project scope leading to frequent changes	Low ▾	Medium ▾	Major ▾
Inadequate resource allocation affecting timelines	Medium ▾	Medium ▾	Moderate ▾
Poor communication between team members	Low ▾	Medium ▾	Moderate ▾
Lack of risk assessment and contingency planning	Low ▾	High ▾	Critical ▾

Business Model

Learning Management System Business Model Canvas



Business Model Description

Key Partners	<ul style="list-style-type: none"> Teacher: Primary users, shaping system improvements with feedback and requirements. Create and manage educational content, assignments, and assessments. Ensure the LMS aligns with curriculum standards and learning outcomes. Students: Engage with the LMS for learning materials, assignments, and collaborative activities. Provide feedback on usability and effectiveness.
Key Activities	<ul style="list-style-type: none"> Platform Development & Maintenance: Design and develop a user-friendly, scalable, and secure LMS platform. Optimize system performance for seamless access across devices. c Ensure proper authorization for different user roles. A role-based access system for teachers, students, and administrators.
Key Resources	<ul style="list-style-type: none"> Technical infrastructure: Engage in high-performance servers, scalable databases, and cloud solutions to efficiently manage and process large volumes of data Software development tools: Invest in programming frameworks, databases, and APIs for LMS development (e.g., Python, Django/Flask, React, MySQL, Firebase, etc). Development Team: Employ a highly skilled team of data scientists, developers, and UI/UX designers to ensure continuous system development, optimization, and seamless

	<p>user experience.</p>
Value Proportion	<ul style="list-style-type: none"> • Seamless & Scalable Learning Experience: Provides flexible, cloud-based learning accessible anytime, anywhere. Supports scalable infrastructure for handling large user bases and content libraries. • Comprehensive Course Management: Enables educators to create, upload, and organize courses materials with various multimedia formats (videos, PDFs, quizzes, etc.). • Collaborative & Interactive Learning: Integrates discussion forums, live chat, and group activities to enhance student engagement.
Customer Relationship	<ul style="list-style-type: none"> • Personalized Customer Support: Offer customer support via chat, email to address technical issues and user concerns. Provide support to individual user's issues and feedback. • Community Engagement & Collaboration: Foster user forums, discussion rooms for knowledge sharing. Encourage feedback and feature suggestions to improve the LMS experience. • Proactive Communication & Updates: Offer personalized alerts and course reminders to keep learners on track.
Channels	<ul style="list-style-type: none"> • Online Platforms: Official website will be the primary access point for users to browse courses and interact with the system. • Social Media: Post on social media like Youtube, Facebook and Tiktok with case studies, and success stories to attract more teachers or schools..
Customer Segments	<ul style="list-style-type: none"> • Educational Institutions: Provide online learning for students and teachers • Independent Educators: Private tutor who is looking to better manage his/her student cause work. • Training & Professional Development Company: Provide online lessons for workers to up their skills.
Cost Structure	<ul style="list-style-type: none"> • Technology & Infrastructure Costs: Making sure of cloud hosting tools for storage, scalability. Invest in security tools for encryption, authentication, and data protection. • Software Development & Maintenance: Development Costs for building the LMS, including UI/UX design, backend development, and API integrations. Ongoing Maintenance & Updates to ensure system stability, security patches, and feature enhancements. • Human Resource Expenses: Software Developers for backend/frontend development and upgrades. UI/UX Designers to enhance user experience and platform accessibility.
Revenue Streams	<ul style="list-style-type: none"> • Subscription-Based: Monthly or yearly fees for students,

	teachers, or individual learners accessing premium features such like unlimit downloads.
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Stakeholders

<u>Internal Stakeholders</u>	
Developers	The developers are responsible for system development and maintains. Ensure the website is scalable, secure, and performs well. Collaborate with UI/UX designers to implement design elements.
Project Managers	Project Managers play a pivotal role in overseeing the entire development process of the website. Coordinate between technical teams and business stakeholders. Managing project timeline, budgets, and resources. Ensure communication between members and alignment of goals. Mitigate risks and resolve issues during the project lifecycle.
UI/UX Designers	UI/UX Designers are responsible for crafting the layout and visual elements of the website. Create a user-friendly and engaging interfaces. Ensure the design aligns with the brand's vision and objectives. Conduct user research and usability testing. Collaborate with developers to implement designs.
Data Scientists/Analysts	Data Scientists/Analysts are tasked to gather, clean, and analyze historical data. Building models for recommendations, predictions, or analytics. Provide actionable insights to improve user experience and decision-making.
Database Administrators	Database administrators design and maintain the database structure. Ensure data integrity, security, and efficient storage. Optimize database performance for fast data retrieval. Collaborate with developers to design database schemas.
Quality Assurance (QA) / Testers:	Quality Assurance (QA) is responsible for ensuring the platform is functional, usable, and bug-free, ensure the platform meets quality standards and user expectations. Conduct functional, usability, and performance testing. Identify and document bugs, errors, and inconsistencies. Collaborate with developers to resolve issues.
Business Analysts (BA):	Their task is to bridge the gap between technical solutions and business needs. Analyze market trends, user behavior, and business requirements. Ensure technical solutions align with user needs and project objectives. Provide insights to guide decision-making.

Project Assessors/ Supervisors	Provide guidance and oversight throughout the project lifecycle. Monitor project progress and ensure alignment with goals. Clarify doubts and provide support to internal stakeholders. Evaluate project outcomes and recommend improvements.
Marketing Team	Promote the platform and drive user acquisition and retention by implementing targeted marketing strategies. Develop and execute strategic marketing plans to increase brand awareness and engagement. Highlight unique features to attract and retain users, emphasizing key differentiators. Utilize digital advertising, content marketing, and social media to expand reach and engage a broader audience. Collaborate with product managers to ensure marketing efforts align with product goals and user needs.
<u>External Stakeholders</u>	
End Users	End Users are the primary consumers of the system, interacting with the platform for content discovery and engagement. Provide valuable feedback through usage patterns, ratings, and reviews, contributing to continuous improvement. Drive the platform's success by actively engaging with features and content. Influence design and functionality, ensuring the system evolves to meet diverse needs and preferences..

Functional Requirements

Based on our research, we have come to the decision to include these functional requirements as follows:

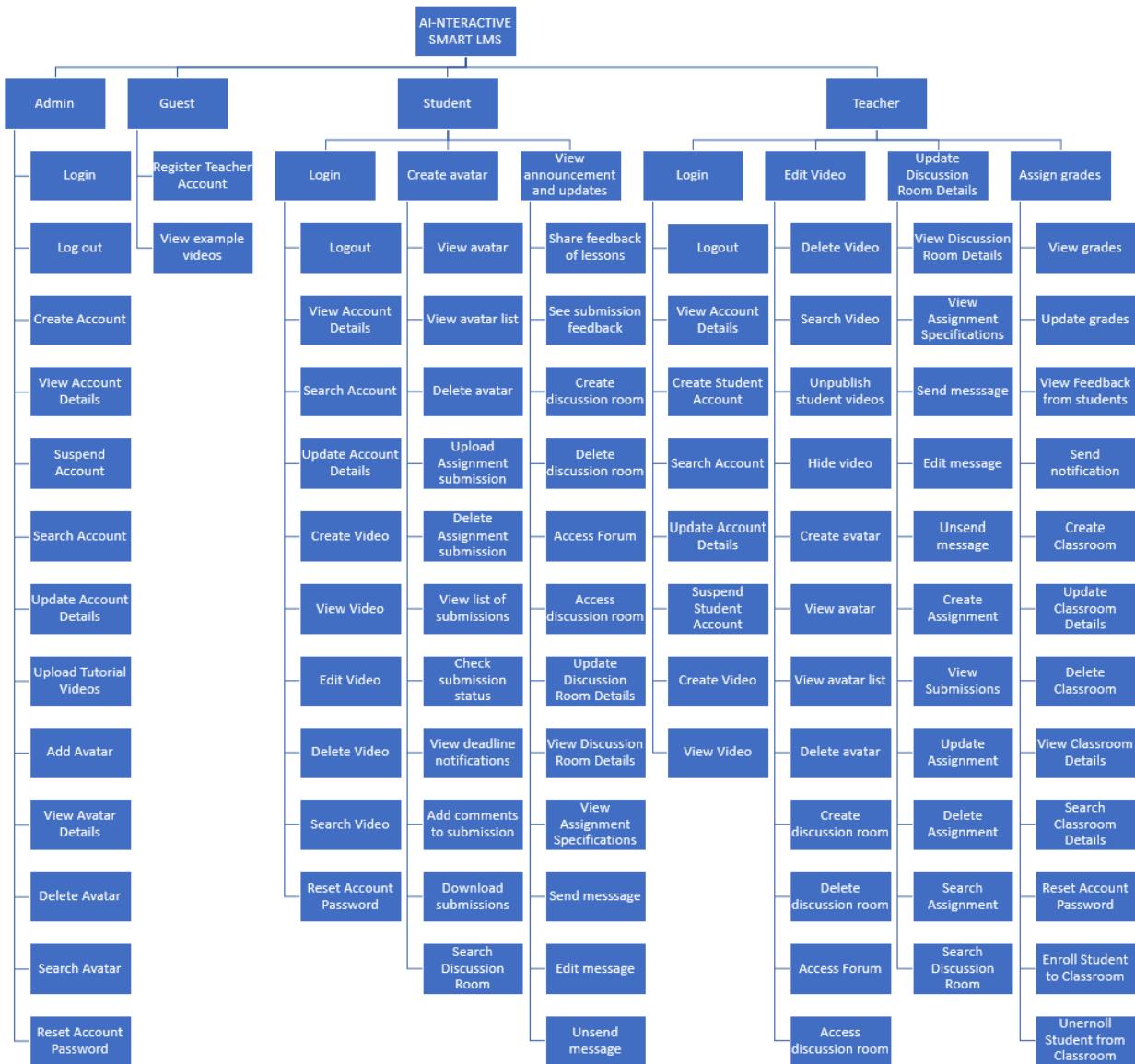
Key Requirements

Feature	Explanation
User Authentication	<ul style="list-style-type: none"> The learning management system must allow users to login into their account using their valid credentials and logout when the users want to end the session. To enhance security of the platform, multi-factor authentication is required for users that want to log in. Before logging in, the system sends an email containing confirmation code for logging in to complete the verification process.
Video creation studio	<ul style="list-style-type: none"> The creation studio should have templates for users for supporting multiple purposes, such as for video presentations or assignments. Users should be able to switch from scene to scene, create new scenes and deleting existing scenes. Users should also be able to place video elements in to the interface, especially their previously created avatars. The video creation studio must allow users to save their video, save as a different name, and open an existing video in the studio. The studio must support users to export their video to external formats such as mp4.
Avatar studio	<ul style="list-style-type: none"> Users must have access to their avatar gallery in the database. They should be able to access avatars that the application has provided as well as the avatars they have created. Users must be able to create a new avatar by uploading their image, and then the website must be capable of animating the avatar's facial expressions by inputting text or the user's voice. As a result, the avatar is animated based on the user's commands. If an avatar is no longer used, users should be able to delete it from their assorted cloud storage to save space.

Additional Requirements

Feature	Explanation
Assignment Management	<ul style="list-style-type: none"> • Teachers (teaching staff) that are using the learning management system must be able to upload assignments files, set deadlines and open submission links to facilitate submission to students. Teaching staff must also have access to students' submissions and mark them. • Students using the learning management system must be able to see their teacher's uploaded assignment files, details and specifications. Students must be able to upload their submission to the submission links and review their submission by downloading their submission.
Notifications and Reminders	<ul style="list-style-type: none"> • Teaching staff can give reminders to students by clicking the send notifications button. When the button is pressed, students should receive notifications from their teachers regarding assignments. • Teaching staff also need to be able to create new announcements, view the details of the announcement, update announcement, search for announcements and delete announcements. When an announcement is made, students are immediately notified.
Forum/Chatroom	<ul style="list-style-type: none"> • Teaching Staff should be able to access the discussion rooms, create discussion rooms, view and update details of the discussion room and delete and search the discussion rooms. They also need to be able to send, edit and unsend messages. • Students should be able to access, create, delete, search and view and update details of a discussion room. They also need to be able to send, edit and unsend messages.

Work Breakdown Structure



Test Strategy

Objective

During the development of the application, we decided to follow the test-driven development approach. In test-driven development, these are the activities we did when we are applying this approach:

1. We identify the important features that we want to test in our application.
2. We wrote test cases, which includes these following parts:
 - Test Procedure
 - Test Prerequisites
 - Expected outcome
 - Actual outcome
3. After writing the test cases, we wrote the code that aligns with the feature we have set.
4. After the code is written, features are tested. Test Cases are then marked as pass or fail based on the fail/pass criteria set up by our team.
5. We iterate the development process by refactoring code and making sure all tests pass.

This development strategy ensures that working, deliverable software can be delivered to users on time whilst minimizing errors and bugs in the final product.

Fail/Pass Criteria

A feature is considered to **PASS** a test when it produces an outcome that is the same as the expected outcome standards that have been set up. In other terms, the feature aligns with the test goals and doesn't show any deviation or other errors from the expected output.

A feature is considered to **FAIL** a test when it does not produce an outcome that matches the expected outcome standards that have been set up. If a feature is known to fail a test case, we will make changes to the code and repeat the testing procedure as specified in the test case.

Common causes a feature to fail a test:

1. Unexpected behavior is displayed from the feature, such as crashes, errors or bugs.
2. The outcome produced by the feature doesn't align with the expected outcomes.
3. The output doesn't match the testing standard.

Features Tested

Authentication/Authorization Features

Authentication and authorization features are set to be at the highest priority, as our website involves with multiple users with different roles. Like most websites, we tested on some fundamental features such as login/logout processes and user registration.

Besides authentication, we also ensure that security measures are strictly enforced in our application:

1. Passwords are not stored in plaintext format. Instead, we implement hashing functions as well as password salting to prevent our application from brute-force or other password-related attacks.
2. Users have to provide both appropriate email and password before logging in. The system has to reject authentication if users provide incorrect credentials.
3. Each user has to be given the appropriate access control methods when they are logged in based on their appropriate account roles.

Video, Classroom, Avatar, and other CRUDs Management

As video, classroom, avatar management is a crucial feature that we want to implement and as there are multiple users with different roles, we decided to implement role-based access controls based on each user profiles defined in this access control matrix:

Symbols:

C- Create, R/V - Read/View, U- Update, D- Delete, S-Search

Object/ Subject	User Account	Video	Avatar	Classroom	Assignmen t	Quiz	Material	Message	Discussio n Room
Admin	C,R,U,D, S	C,R,U,D, S	C,R,U,D, S	C,R,U,D,S	C,R,U,D,S	C,R,U, D,S	C,R,U,D, S	C,R,U,D	C,R,U,D, S
Guest	C	R,S	R,S	-	-	-	-	-	-
Student	R,U,D,S	C,R,U,D, S	C,R,U,D, S	R,S	R,S	R,S	R,S	C,R,U,D	C,R,U,D, S
Teacher	C,R,U,D, S	C,R,U,D, S	C,R,U,D, S	C,R,U,D,S	C,R,U,D,S	C,R,U, D,S	C,R,U,D, S	C,R,U,D	C,R,U,D, S

With role-based access control (RBAC), each user profile is granted "just enough" permissions, ensuring that they can only perform the actions necessary for their specific role within the application. This is to prevent unauthorized access to sensitive material in the application that may breach its integrity.

Masterlist of User Stories

Admin

U.Story ID	User Story	Taiga ID
ADM1	As an admin, I want to log in to the system so that I can access my account and its features.	#2
ADM2	As an admin, I want to log out of the system so that I can end my session.	#3
ADM3	As an admin, I want to create an account so that other users can access the learning management platform	#4
ADM4	As an admin, I want to view details of an account so that I can see and manage my account information.	#5
ADM5	As an admin, I want to suspend an account so that I can stop the activity of the account.	#6
ADM6	As an admin, I want to search for an account so that I can find the account that I want to interact with.	#7
ADM7	As an admin, I want to update my account details so that my information of my account is accurate to other admins.	#8
ADM8	As an admin, I want to upload tutorial videos so that users can learn how to use the application.	#9
ADM9	As an admin I want to add avatars so that users inside the platform can use them.	#12
ADM11	As an admin I want to search for an avatar so that I can find the avatar that I want to manage.	#14
ADM12	As an admin I want to delete avatars so that users will not use that avatar.	#15
ADM 13	As an Admin, I want to reset my password so that when I forgot my password I can set it and log into the system.	#109
ADM14	As an Admin, I want to delete an account so that I can clear up any inactive users in the platform.	#144
ADM15	As an admin, I want to delete a tutorial video so that I can remove any obsolete or outdated tutorial videos	#146
ADM16	As an admin, I want to view a tutorial video so that I can make sure the video is uploaded correctly.	#147

Guest

U.Story ID	User Story	Taiga ID
G1	As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.	#16
G2	As a guest, I want to view sample videos so that I can understand how the platform works.	#17

Student

U.Story ID	User Story	Taiga ID
STU1	As a student, I want to log in to the learning management system so that I can access the resources.	#19
STU2	As a student, I want to log out from the learning management system so that I can end my session at the platform.	#20
STU3	As a student, I want to view the details of my account so that I can see my account information.	#22
STU4	As a student, I want to search for accounts so that I can find the account that I want to interact with.	#23
STU5	As a student, I want to update my account details so that the information of my account is accurate.	#24
STU6	As a student, I want to create a video using my avatar so that I can upload it to the platform for assignment submission.	#25
STU7	As a student, I want to view my created video before uploading it so that I can see if there are any changes I need to do before submission.	#26
STU8	As a student, I want to edit my existing video so that I can ensure that my video matches my assignment's requirements.	#27
STU9	As a student, I want to delete a video so that I can save space in my cloud drive.	#28
STU10	As a student, I want to search for my video drafts so that I can manage a specific unfinished video.	#29
STU11	As a student, I want to add a image to an avatar so that I can start animating it.	#30
STU12	As a student, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	#31
STU13	As a student, I want to delete an avatar I no longer use so that I can keep my library organized.	#33
STU14	As a student, I want to view my avatar library so that I can easily find and select an avatar for my projects.	#34
STU15	As a student, I want to upload my assignment submission so that my submission can be seen by my teachers.	#35
STU16	As a student, I want to delete my assignment submission so that I can review my submission and submit the correct file to my teacher.	#36
STU17	As a student, I want to view a list of all my submitted assignments so that I can confirm what has been sent to my teacher.	#37

STU18	As a student, I want to check the submission status of my assignment (e.g., submitted, graded, or pending) so that I know its progress.	#38
STU19	As a student, I want to view notifications about assignment deadlines or submission confirmations so that I don't miss important dates.	#39
STU20	As a student, I want to add comments or notes with my assignment submission so that I can clarify my work for the teacher.	#40
STU21	As a student, I want to download my submissions so that I can keep a backup of my work.	#42
STU22	As a student, I want to view announcements or updates from my teacher so that I stay informed about class activities.	#45
STU23	As a student, I want to share feedback about lessons or assignments so that I can contribute to improving the class experience.	#47
STU24	As a student, I want to see feedback and grades for my submitted assignments so that I can understand how to improve in future tasks.	#49
STU25	As a student, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	#50
STU26	As a student, I want to view the details of a discussion room so that I can know what topics the users inside the discussion room are talking about.	#51
STU27	As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	#52
STU28	As a student, I want to access a discussion room so that I can start communicating with other people online.	#53
STU29	As a student, I want to delete a discussion room so that I can manage my rooms better.	#54
STU30	As a student, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	#55
STU31	As a student, I want to send a message so that others can see my message and reply to me.	#56
STU32	As a student, I want to edit a message so that I can enhance the clarity of my message to others.	#57
STU33	As a student, I want to unsend a message so that I can prevent miscommunication in chat.	#58
STU34	As a student, I want to see assignment specifications so that I know what should I do for my assignment.	#99
STU35	As a student, I want to access the forum so that I can see what discussion rooms are there.	#101
STU36	As an Student, I want to reset my password so that when I forgot my password I can set it and log into the system	#110

Teacher

U.Story ID	User Story	Taiga ID
TEACH1	As a Teacher, I want to log in to the learning management system so that I can manage my courses and content.	#59
TEACH2	As a Teacher, I want to log out of the learning management system so that I can secure my account.	#60
TEACH3	As a Teacher, I want to create an account for a student so that my student can access the learning management platform.	#61
TEACH4	As a Teacher, I want to view the details of my account so that I can see my account information.	#62
TEACH5	As a Teacher, I want to suspend a student's account so that I can stop the activity of the student.	#63
TEACH6	As a Teacher, I want to search for accounts so that I can find the account that I want to interact with.	#64
TEACH7	As a Teacher, I want to update my account details so that the information of my account is accurate.	#65
TEACH8	As a Teacher, I want to create a video using my avatar so that I can upload it for students to view.	#66
TEACH9	As a Teacher, I want to view the videos uploaded by the students so that I can give marks to their creations.	#67
TEACH10	As a Teacher, I want to edit my uploaded videos so that I can make changes to my videos.	#68
TEACH11	As a Teacher, I want to hide my uploaded videos so that I can select which videos people can view.	#69
TEACH12	As a Teacher, I want to delete my uploaded videos so that I can manage my creations.	#70
TEACH13	As a Teacher, I want to search for videos so that I can better find what I want to watch.	#71
TEACH14	As a Teacher, I want to unpublish videos uploaded by students so that I can remove unnecessary creations.	#72
TEACH15	As a Teacher, I want to add a image of a avatar so that I can start animating it.	#73

TEACH16	As a Teacher, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	#74
TEACH17	As a Teacher, I want to delete an avatar I no longer use so that I can keep my library organized.	#76
TEACH18	As a Teacher, I want to view my avatar library so that I can easily find and select an avatar for my projects.	#77
TEACH19	As a Teacher, I want to create assignments for my course so that students can demonstrate their understanding of the material.	#78
TEACH20	As a Teacher, I want to view all submissions for an assignment for a course so that I can grade them.	#80
TEACH21	As a Teacher, I want to monitor students' assignment submission status so that I can send reminders.	#81
TEACH22	As a Teacher, I want to modify assignment details (deadlines, instructions) so that I can accommodate student needs.	#82
TEACH23	As a Teacher, I want to delete old assignments so that my course content remains clean and relevant.	#83
TEACH24	As a Teacher, I want to search for specific assignments by course or student so that I can quickly locate and grade them.	#84
TEACH25	As a Teacher, I want to assign grades and feedback for students' assignments so that students can know how well they have done for the assignment.	#85
TEACH26	As a Teacher, I want to view the grades of each student so I can have a better understanding of the difficulty level of the assignment.	#87
TEACH27	As a Teacher, I want to modify previously assigned grades so that I can give the correct assignment grade when they are graded wrongly.	#88
TEACH28	As a Teacher, I want to collect feedback from students about my courses so that I can improve my teaching methods.	#89
TEACH29	As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	#90
TEACH30	As a teacher, I want to view details of a discussion room so that I can know what topics the users inside the discussion room are talking about.	#91
TEACH31	As a teacher, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	#92
TEACH32	As a teacher, I want to access a discussion room so that I can start communicating with other people online.	#93

TEACH33	As a teacher, I want to delete a discussion room so that I can manage my rooms better.	#94
TEACH34	As a teacher, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	#95
TEACH35	As a teacher, I want to send a message so that others can see my message and reply to me.	#96
TEACH36	As a teacher, I want to edit a message so that I can enhance the clarity of my message to others.	#97
TEACH37	As a teacher, I want to unsend a message so that I can prevent miscommunication in chat.	#98
TEACH38	As a teacher, I want to to send a notification so that I can remind my students to stay updated on any important info	#100
TEACH39	As a teacher, I want to access the forum so that I can see what discussion rooms are there.	#102
TEACH40	As an teacher, I want to reset my password so that when I forgot my password I can set it and log into the system.	#110
TEACH41	As a teacher, I want to add classrooms so that I can organize and share my learning materials to the appropriate subject	#158
TEACH42	As a teacher, I want to update details of a classroom so that I can let the students informed of the classroom details if there are any changes	#159
TEACH43	As a teacher, I want to delete a classroom so that my classroom management is organized.	#160
TEACH44	As a teacher, I want to search for a classroom so that I can navigate and manage the classroom I want.	#161
TEACH45	As a teacher, I want to enroll a student to my classroom so that they can access my class resources and assignments.	#163
TEACH46	As a teacher, I want to unenroll a student so that I can have optimal access control to my classroom	#164

Non-Functional Requirements

Privacy

Since the website asks users to register an account or log in back to their existing account, we want to ensure that the website only asks for vital information to add their account to the website database. We ensure that we do not ask for any information that is deemed unnecessary or that violates the user's privacy rights.

We ensure that data is managed in accordance with local and international data protection laws, such as Singapore's PDPA (Personal Data Protection Act) and European Union's GDPR (General Data Protection Regulation).

Security

As cybersecurity threats are on the rise, we require users to avoid weak password combinations, this in order to prevent brute-force attacks. As our database is in MongoDB, we must ensure that the input every user has entered should be sanitized to prevent unwanted modifications towards our database. We also implement multi-factor-authentication when users try to login again to prevent malicious hackers from impersonating our users in the website or causing data leakage issues.

To ensure data is secure in transit, we always use HTTPS (Hypertext Transfer Protocol Secure). This way, we ensure that there are no malicious users that will try to gain a registered user's credentials to prevent data leakage.

As there may be users using same password with other users, we will ensure that every user's password is salted with a random value to prevent various password attacks, such as dictionary attack, brute force attacks.

Performance

Since our website is designed to accommodate content creators and users that like to enjoy entertainment, we want to ensure that the website is able to start up in less than 2 seconds. This is to hinder frustration from creators that wanted to create websites on the go.

We ensure that our website can deliver results in a very short time, yet making it capable of delivering videos on high quality standards, such as ensuring that videos are uploaded at a high frame rate and resolution.

Continuously test responsiveness under varying network conditions (3G, 4G, 5G, or Wi-Fi).

Reliability

- **Requirement:** Ensure uninterrupted operation for users.
- **Details:**
 - Use redundancy in the infrastructure, such as multiple database replicas, to avoid data loss during downtime.
 - Employ monitoring tools (e.g., New Relic, AWS CloudWatch) to detect and address issues in real-time.
 - Plan for scheduled maintenance windows with notifications to users in advance to avoid unexpected disruptions.

Usability

- **Requirement:** Ensure a smooth and intuitive user experience.
- **Details:**
 - The website interface should include clean, simple navigation and consistent design across devices.
 - Offer beginner-friendly tutorials that walk users through uploading images and generating animations.
 - Include accessibility options such as screen reader support, high contrast modes, and large font settings to accommodate all users.
 - Ensure feedback mechanisms (like progress bars) are in place so users know when tasks are processing.

Compatibility

Requirement: Ensure the website works across various platforms.

Details:

- Test the website on popular mobile (iOS, Android) and desktop operating systems (Windows, macOS, Linux).
- Ensure compatibility with major browsers (Chrome, Firefox, Safari, Edge) using responsive web design.
- Ensure compatibility with different screen resolutions, including tablets and larger monitors.

Storage

- **Requirement:** Efficiently handle user-generated content.
- **Details:**
 - Compress images and videos while retaining high-quality output using formats like WebP or H.265.

- o Employ lifecycle management policies for storage to automatically archive older or unused content.
- o Ensure secure storage encryption for sensitive user data and media files.

Energy-Efficiency

Requirement: Optimize resource consumption, especially for mobile devices.

Details:

- Minimize background processes and network calls to reduce battery consumption on mobile devices.
- Use energy-efficient coding practices, such as reducing complex loops or memory-heavy operations.

Development Methodology

In this project, we discussed what development methodology that we wanted to use. We compiled our findings into these table and for each methodology, we discussed the advantages and disadvantages.

Methodology Name	Description	Advantages and Disadvantages
Scrum	<p>Scrum is an agile methodology that motivates incremental and iterative development.</p> <p>Scrum is done in a series of iterations, or sprints that usually run from one to four weeks. In Scrum, each team member is assigned to a fixed role and each role has its own responsibilities.</p> <p>It also promotes on-site meetings, such as sprint planning, daily scrum, sprint retrospective meeting and sprint review.</p> <p>(Eby, 2017)</p>	<u>Advantages</u> <ol style="list-style-type: none"> Helps the team to cut costs and save time. It promotes rapid delivery of software, as the outcome of every end of a sprint is always a working piece of software. This methodology allows feedback from customers, hence, allowing the team to make changes according to customer needs. Promotes regular testing for software <u>Disadvantages</u> <ol style="list-style-type: none"> If not done properly, Scrum may lead to scope creep. Changes in scope are not allowed in the middle of a sprint <p>(Chandana, 2024)</p>
Kanban	<p>Kanban is an agile process where team members use a board to categorize tasks using cards or “visual signs”.</p> <p>The board used in this process is usually divided into three columns : to-do, ongoing, and done to indicate the status of these visual signs.</p> <p>(Eby, 2017)</p>	<u>Advantages</u> <ol style="list-style-type: none"> Team members can easily understand the board as it provides a visual representation of work progress. It helps to promote flexibility and allows team members to reduce the cycle time of the project to reduce costs. <u>Disadvantages</u> <ol style="list-style-type: none"> The board lacks timing, therefore there is no clear indication when a task has to be done. <p>(Eby, 2017)</p>
Waterfall	The waterfall model is a sequential	<u>Advantages</u>

	<p>software development model. In the waterfall model, each step in the software development process must be done before proceeding to the next step.</p> <p>This methodology promotes rigid documentation and each step in this methodology requires customer validation before proceeding to the next step. (Eby, 2017)</p>	<ul style="list-style-type: none"> 1. The model is simple and easy to understand 2. It promotes well-made documentation. 3. Works well with simple projects where the requirement is understood well. <p>Disadvantages</p> <ol style="list-style-type: none"> 1. May not be suitable for complex projects, where requirements keep changing such as customer expectations 2. Software may be delivered lately. <p>(Eby, 2017)</p>
DevOps	<p>DevOps (Development and Operations) is a software methodology that promotes both development and operation personnel to work in the same team.</p> <p>It promotes QA (quality assurance) and uses a set of tools, practices and philosophies to deliver working software as soon as possible. Sometimes, this methodology can be renamed as DevSecOps (Development, Security and Operations) when security becomes a main concern in the software. (Amazon, 2019)</p>	<p>Advantages</p> <ol style="list-style-type: none"> 1. It promotes continuous integration and continuous development. As a result, it promotes rapid delivery of software. 2. It helps to promote customer experience and satisfaction 3. By prioritizing quality assurance, it helps in the delivery of high-quality software. <p>Disadvantages</p> <ol style="list-style-type: none"> 1. It can be costly to set up a DevOps environment 2. The process may be complex and may not be well-understood by the team. <p>(Great Learning, n.d.)</p>
Xtreme Programming	<p>Xtreme Programming is a software methodology that focuses on five principles:</p> <ol style="list-style-type: none"> 1. Rapid Feedback 2. Assumed Simplicity 3. Incremental Changes 4. Embracing Changes 5. Quality Work <p>It involves the practice of</p>	<p>Advantages</p> <ol style="list-style-type: none"> 1. It promotes customer satisfaction 2. As it promotes code simplicity, the team can hold coding standards and reduce the clutter in finding errors or other problems in the code. 3. With Test-Driven

	<p>test-driven development, where code is tested regularly to identify bugs or problems as soon as possible. Continuous integration is also a common practice in XP, where code is consistently integrated into one software.</p> <p>XP strongly promotes code simplicity. This is to ensure that everyone in the team can understand the code well and helps to detect problem in the code.</p> <p>(Altexsoft, 2021)</p>	<p>Development, this methodology promotes systems with high stability.</p> <p><u>Disadvantages</u></p> <ol style="list-style-type: none"> 1. Sometimes, the customers may not have a clear image of the final product due to changing scope, time and cost. 2. It demands major cultural and structural shifts. 3. Necessary documentation may be lacking which may risk to scope creep. <p>(Altexsoft, 2021)</p>
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According to this comparison table and after going through careful considerations, our team has decided to implement scrum as our software development methodology due to these following reasons:

1. Clear allocation of roles: Implementing scrum may allow our team to be given the appropriate roles and avoiding confusion.
2. Promotes meetings in the team: As an agile methodology, scrum promotes the team to meet in a daily, weekly and monthly basis. This can promote communication, collaboration and transparency in the group.
3. Speeds up delivery with incremental releases: In scrum, each working part of software is worked in small iterations (sprints). By splitting into sprints, each piece of working software can be delivered to the customers to receive early feedback.
4. Allows continuous improvement: As scrums have a sprint retrospective meeting at the end of every sprint, every team member and stakeholders can reflect on the aspects to improve and what are things that went well.

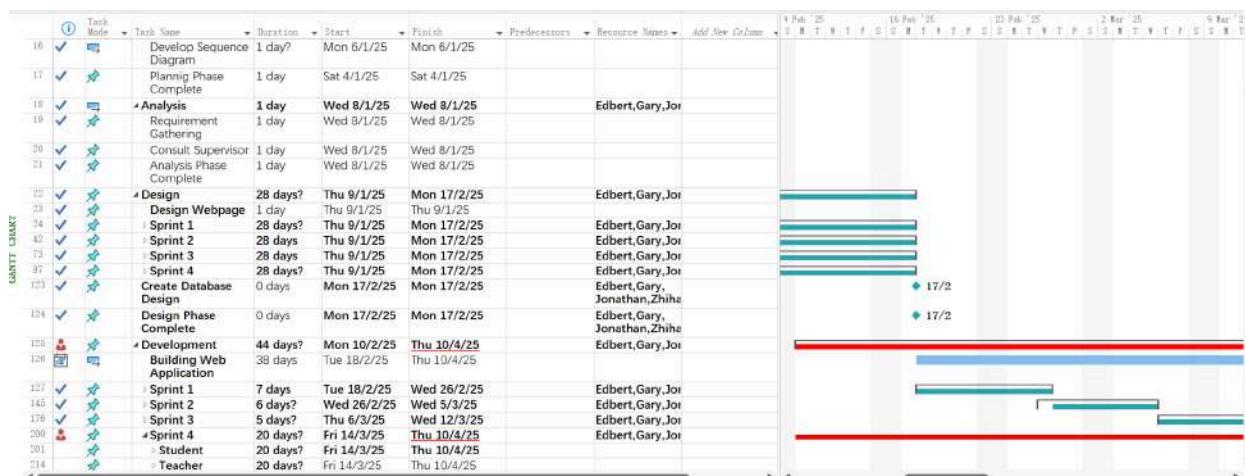
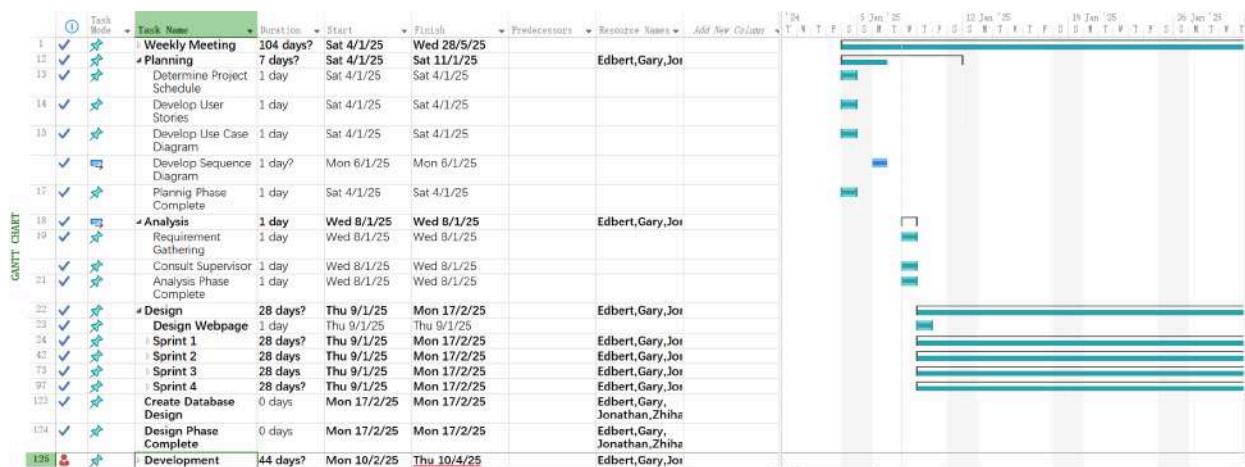
Roles and Responsibilities

Based on our selected software development methodology, we decided to divide the team based on roles in this following table:

Role Name	Person(s) in this role	Role Description
Scrum Master	Edbert	<p>The scrum master is responsible for overseeing the performance of the development team working on the project.</p> <p>The scrum master has an important role in letting the product owner and the development team to understand what the product requires and enforcing scrum values and principles.</p> <p>The main responsibilities of a scrum master are:</p> <ol style="list-style-type: none"> 1. A scrum master ensures that their team is self-organizing by encouraging the development team to follow the five values of scrum: courage, focus, commitment, respect and openness. 2. A scrum master should focus on empiricism by guiding the team in different ways such as work breakdown, elaborate the outcomes of the project. 3. A scrum master should maintain a clear communication among the development team members, therefore promoting transparency in work. <p>(West, 2019)</p>
Product Owner	Zhi Hao	<p>The product owner determines the business and customer requirements, the product owner usually determines how the product requires, prioritizes what features are to be done first and when the product is released.</p> <p>The responsibilities of the product owner are:</p> <ol style="list-style-type: none"> 1. Scrum backlog management : The product owner should be aware what the development team puts in the product backlog, such as user stories. 2. Stakeholder management: Product owners should cooperate with a wide range of stakeholders that are involved in the product development in order to ensure that the development team is delivering high-quality

		<p>working software.</p> <p>3. Release management: Sprints are often treated as planning cycles in scrum. Therefore, the product owner should ensure that each product produced in every sprint is delivered rapidly while ensuring quality of the product. (West, 2019)</p>
Development Team	Zong Ze, Jonathan, Gary	<p>In scrum, teams are self-organized and comprised of different people that specialized in different areas</p> <p>The team is responsible for delivering the work at every end of the sprint. Teams should also maintain transparency through holding meetings such as daily scrums. By conducting these meetings, the scrum master can identify issues such as blockers or providing assistance to the development team. (West, 2019)</p>

Gantt Chart



Sprints

As Scrum has been decided as our software development methodology, we decided to split the project into a set of sprints as the following:

1. Sprint 1 (18th February 2025- 26th February 2025)
2. Sprint 2 (26th February 2025- 5th March 2025)
3. Sprint 3 (6th March 2025- 13th March 2025)
4. Sprint 4 (14th March 2025 - 20st March 2025)

Each sprint will follow the Agile Scrum framework, incorporating key Scrum ceremonies such as sprint planning, daily stand-ups, sprint reviews, and retrospectives to ensure continuous improvement and team collaboration.

Sprint 1 (18th February 2025 – 26th February 2025):

Scope: Core authentication features, admin, and guest user functionalities.

In this sprint, we aim to establish a solid **foundation for user access and management** by implementing essential authentication features. To ensure that our application is working with basic features, we focused on implementing the functionalities for guest and admin user stories, as administration of the website is vital.

Sprint 2 (26th February 2025 – 5th March 2025):

Scope: Basic website functionalities for students and teachers, including account management, classroom management, as well as assignment management

In this sprint, we target for the basic functionalities for both main actors in the system: students and teachers. Like Admins, students and teachers can reset passwords, update their account details as well as basic classroom administration for teachers, where teachers can create, delete, search classrooms as well as enroll/unenroll students from classrooms. Teachers can also suspend and view student account details

Students can submit assignments, make changes to their submission, as well as delete their submission and submit a new one.

Teachers can grade assignments, give feedback and send notifications to students if they haven't done any assignments.

Sprint 3 (6th March 2025 – 13th March 2025):

Scope: Implementation of avatar management using face animation technology with generative adversial neural networks.

In this sprint, avatar management is included for students and teachers. Users with either one of these profiles can upload images to be used as their avatars, delete them and search for the avatars.

Sprint 4 (14th March 2025 – 20th March 2025):

Scope: Adding some miscellaneous features” Discussion Room and Forum Platform

After we successfully trained and tested the avatar model, we decided to add a forum platform with discussion rooms. Each classroom is given a forum platform. Students and teachers can create, access, update details, delete and search for discussion rooms in the forum platform.

We also implemented basic chatting functionality here, where users in both roles can send, unsend and edit messages to facilitate communication.

Sprint 1

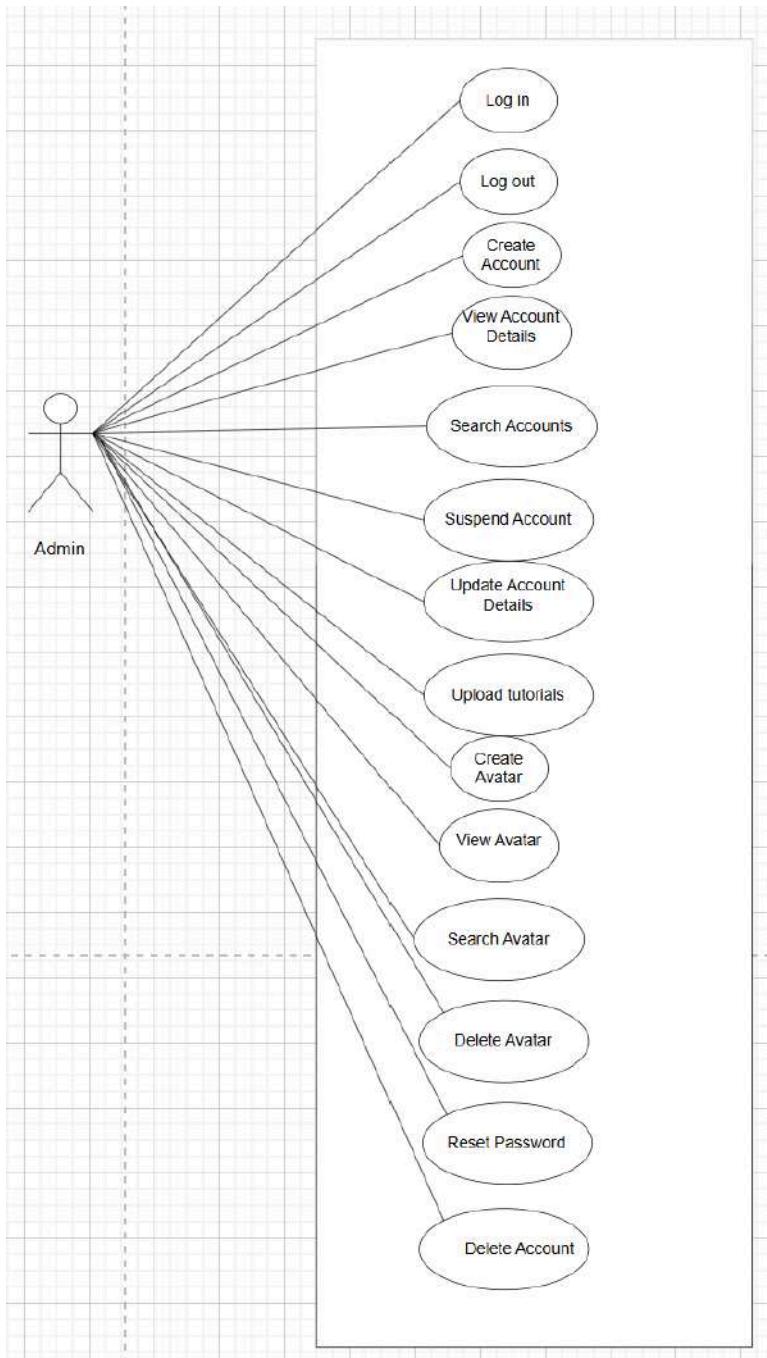
List of User Stories Worked on This Sprint

U.Story ID	User Story	Test Case ID
ADM1	As an admin, I want to log in to the system so that I can access my account and its features.	TESTADM-1
ADM2	As an admin, I want to log out of the system so that I can end my session.	TESTADM-2
ADM3	As an admin, I want to create an account so that other users can access the learning management platform	TESTADM-3
ADM4	As an admin, I want to view details of an account so that I can see and manage my account information.	TESTADM-4
ADM5	As an admin, I want to suspend an account so that I can stop the activity of the account.	TESTADM-5
ADM6	As an admin, I want to search for an account so that I can find the account that I want to interact with.	TESTADM-6
ADM7	As an admin, I want to update my account details so that my information of my account is accurate to other admins.	TESTADM-7
ADM8	As an admin, I want to upload tutorial videos so that users can learn how to use the application.	TESTADM-8
ADM9	As an admin I want to add avatars so that users inside the platform can use them.	TESTADM-9
ADM 10	As an admin I want to view details of an avatar so that I can learn more about the avatar.	TESTADM-10
ADM 11	As an admin I want to search for an avatar so that I can find the avatar that I want to manage.	TESTADM-11
ADM 12	As an admin I want to delete avatars so that users will not use that avatar.	TESTADM-12

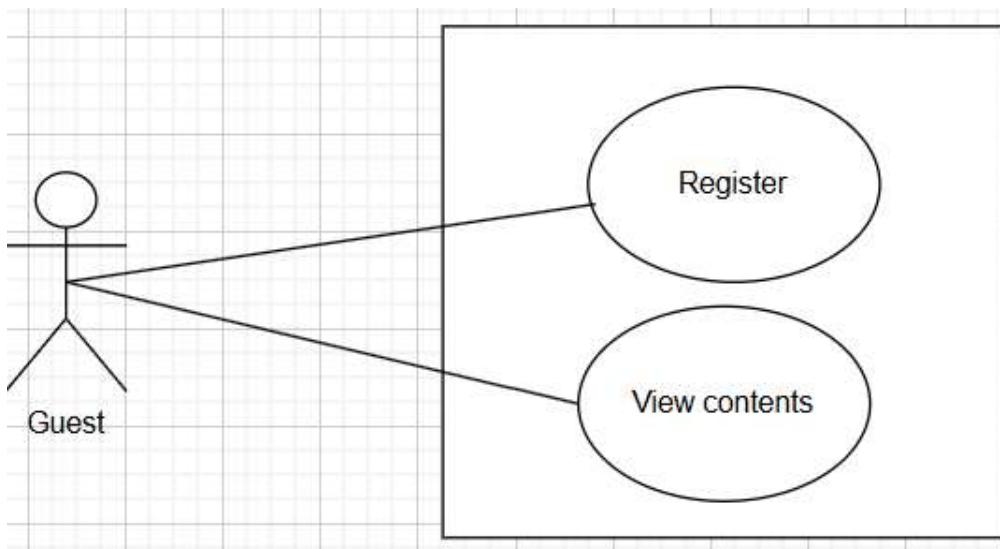
ADM13	As an Admin, I want to reset my password so that when I forgot my password I can set it and log into the system.	TESTADM-13
ADM14	As an Admin, I want to delete an account so that I can clear up any inactive users in the platform.	TESTADM-14
ADM15	As an admin, I want to delete a tutorial video so that I can remove any obsolete or outdated tutorial videos	TESTADM-15
ADM16	As an admin, I want to view a tutorial video so that I can make sure the video is uploaded correctly.	TESTADM-16
G1	As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.	TESTGUEST -1
G2	As a guest, I want to view sample videos so that I can understand how the platform works.	TESTGUEST -2

Use Case Diagram

Admin Use Case Diagram



Guest Use Case Diagram



Use Case Descriptions

Admin

Name	ADM1 (Admin-Login)	Taiga ID: #2
Stakeholder and Goal	Admin-The admin logs in into the system successfully	
Description	As an admin, I want to log in to the system so that I can access my account and its features.	
Actor	Admin	
Trigger	The admin clicks the login button, initiating the login process.	
Preconditions	1. User Admin Account Exists - The admin must have an existing account with the necessary credentials stored in the system. 2. System Availability - The login system needs to be operational, ensuring that the admin can connect and submit their login details. 3. User Admin Not Logged In - The user admin must not have an active session before logging in.	
Basic Flow	1. The admin navigates to the login page. 2. The admin enters his/her login credentials. 3. The admin clicks on the login button. 4. Admin is successfully logged in.	
Alternate Flow	Invalid Credentials Entered - The user admin enters an incorrect username or password. <ol style="list-style-type: none"> The system checks the entered credentials against the stored data and identifies them as invalid. The system displays an error message "Invalid username or password." . The system prompts the user admin to re-enter his/her credentials, providing options to: <ul style="list-style-type: none"> • Retry the login process by re-entering the correct username and password • Cancel the login attempt, redirecting back to the landing page. Account Suspension - The admin account has been suspended. <ol style="list-style-type: none"> The system identifies the admin's account status to be "Suspended". The system displays an error message "Account has been suspended." 	

	3. The user admin is prevented from attempting further logins with the suspended account.
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Name	ADM2 (Admin-Logout)	Taiga ID: #3
Stakeholder and Goal	Admin- The admin successfully logouts from the system.	
Description	As an admin, I want to log out of the system so that I can end my session.	
Actor	Admin	
Trigger	The admin clicks the logout button.	
Preconditions	1. Admin Account Exists - The user admin must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the admin can exit. 3. Admin Logged in - The user admin must have an active session before logging out.	
Basic Flow	1. The admin clicks the logout button 2. The admin clicks "confirm logout". 3. The admin successfully logged out from the system.	
Alternate Flow		

Name	ADM3 (Admin-Create Account)	Taiga ID: #4
Stakeholder and Goal	Admin- The admin successfully created another admin account.	
Description	As an admin, I want to create an account so that other users can access the learning management platform	
Actor	Admin	
Trigger	The admin clicks the "create new account" button.	
Preconditions	1. System Availability - The account creation system must be available to initiate the process. 2. Admin Logged in - The admin must have an active session before account creation	

	<p>3. Admin is in the account management page- The admin must be inside the account management to create a new account.</p>
Basic Flow	<ol style="list-style-type: none"> 1. The admin clicks “create account” button 2. The admin fills in the details of the account that he/she wanted to create. 3. The admin clicks the “create account” button again to confirm creation. 4. The account is successfully created in the database.
Alternate Flow	<p>Admin enters the username or email of an existing user - The user admin enters an existing username of a user.</p> <ol style="list-style-type: none"> 1. The admin enters an existing username/email of a user in the account creation page. 2. The admin clicks the “create” button. 3. The system will pop up an error message, indicating that there exists another user with the same username.

Name	ADM4 (Admin- View Account)	Taiga ID: #5
Stakeholder and Goal	Admin- The admin can view the details of an account	
Description	As an admin, I want to view details of an account so that I can see and manage my account information.	
Actor	Admin	
Trigger	The admin clicks 'view details' button to view account information.	
Preconditions	<ol style="list-style-type: none"> 1. System Availability - The view account system must be available to initiate the process. 2. Admin Logged in - The admin must have an active session before he/she can view the account details 3. Admin is in the account management page- The admin must be inside the account management to create a new account. 4. There must exist at least one account in the database- This is to allow the user admin to see the details of that associated account. 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin clicks "view" button in one of the accounts in the accounts list. 2. The admin now is able to see the details of the account such as username, email and password. The details are displayed in order to ensure the admin suspends the correct account. 	
Alternate Flow	-	

Name	ADM5 (Admin-Suspend Account)	Taiga ID: #6
Stakeholder and Goal	Admin- The admin has successfully suspended and stopped all the activities of the associated account.	
Description	As an admin, I want to suspend an account so that I can stop the activity of the account.	
Actor	Admin	
Trigger	The admin clicks "suspend" button to an associated account.	
Preconditions	<ol style="list-style-type: none"> 1. System Availability - The account suspension system must be available to initiate the process. 2. Admin Logged in - The admin must have an active session before account creation 	

	<ol style="list-style-type: none"> 3. Admin is in the account management page- The admin must be inside the account management to suspend an account. 4. There must exist at least one account in the database- This is to allow the user admin to suspend the associated account.
Basic Flow	<ol style="list-style-type: none"> 1. The admin clicks “suspend” button at one of the accounts listed 2. The admin successfully suspends the account and the status of the account is marked as “suspended” thus, preventing the user with suspended account from logging in.
Alternate Flow	-

Name	ADM6 (Admin-Search Account)	Taiga ID: #7
Stakeholder and Goal	Admin- The admin is able to search a specific account through a keyword and a search filter.	
Description	As an admin, I want to search for an account so that I can find the account that I want to interact with.	
Actor	Admin	
Trigger	The admin clicks the search button after the keyword and the search filter criteria has been selected.	
Preconditions	<ol style="list-style-type: none"> 1. System Availability - The account search system must be available to initiate the process. 2. Admin Logged in - The admin must have an active session before account creation 3. Admin is in the account management page- The admin must be inside the account management to search an account. 4. There must exist at least one account in the database- This is to allow the user admin to initiate the search process 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin types in a keyword for the search. 2. The admin selects a search filter criteria. 3. The admin clicks the “search” button. 4. If the search criteria matches, a list of search results will be shown. 5. The admin is now able to do specific actions towards an account. 	
Alternate Flow		

Name	ADM7 (Admin-Update Account)	Taiga ID: #8
Stakeholder and Goal	Admin- The admin successfully updates his account information and his/her account information is saved by the database.	
Description	As an admin, I want to update my account details so that my information of my account is accurate to other admins.	
Actor	Admin	
Trigger	The admin clicks the “update” button in his/her ‘my account’ page.	
Preconditions	<ol style="list-style-type: none"> 1. System Availability - The account update system must be available to initiate the process. 2. Admin Logged in - The admin must have an active session before account creation 3. Admin is in the my account page- The admin must be inside the ‘my account’ page to make changes to his/her account. 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin clicks the 'update account' button on the page. 2. The admin is then prompted to make changes in his/her account information. 3. After confirming the changes the admin wants to make, the admin clicks the ‘update’ button to confirm the changes. 4. The update process is successful when the new information can be displayed in the admin’s account and there is a notification telling that changes have been made. 	
Alternate Flow		

Name	ADM8 (Admin-upload tutorials)	Taiga ID: #9
Stakeholder and Goal	Admin- The tutorial videos are successfully uploaded into the system.	
Description	As an admin, I want to upload tutorial videos so that users can learn how to use the application.	
Actor	Admin	
Trigger	The admin clicks “upload tutorial” button.	
Preconditions	1. Admin is inside the video management page 2. Admin is logged in 3. The system must be available to allow the admin to upload tutorials.	
Basic Flow	1. The admin uploads a video from his/her computer. 2. The admin then clicks “upload tutorial” button. 3. The uploaded video should be able to be seen by all users.	
Alternate Flow		

Name	ADM9 (Admin-Add Avatar)	Taiga ID: #12
Stakeholder and Goal	Admin- the admin successfully uploads an avatar to the platform and other users can use the sample avatar in video creation.	
Description	As an admin I want to add avatars so that users inside the platform can use them.	
Actor	Admin	
Trigger	The admin clicks “upload sample avatar” button.	
Preconditions	1. Admin is inside the avatar management page 2. Admin is logged in 3. The system must be available to allow the admin to upload avatars.	
Basic Flow	1. The admin clicks “add sample avatar” button. 2. The admin uploads a sample image from his/her computer. 3. The admin types the name of the avatar. 4. The admin clicks “upload sample avatar” button, the avatar is then uploaded to the database. The avatar should be visible to all users.	
Alternate Flow		

Name	ADM11(Admin-Search Avatar)	Taiga ID: #14
Stakeholder and Goal	Admin-The admin should be able to find the avatar with the search keywords and filter criteria	
Description	As an admin I want to search for an avatar so that I can find the avatar that I want to manage.	
Actor	Admin	
Trigger	The admin clicks the “search” button to initiate the search process.	
Preconditions	<ol style="list-style-type: none"> 1. Admin is inside the avatar management page 2. Admin is logged in 3. The system must be available to allow the admin to search avatars. 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin types a keyword for the search process. 2. The admin then selects a filter criteria for the search process. 3. The admin clicks the “search” button. 4. A list of search results will be displayed to the admin. 5. The admin now can choose what avatar to manage. 	
Alternate Flow		

Name	ADM12(Admin-Delete Avatar)	Taiga ID: #15
Stakeholder and Goal	Admin-The admin should be able to delete the avatar from the database and other users should be able to find the avatar.	
Description	As an admin I want to delete avatars so that users will not use that sample model.	
Actor	Admin	
Trigger	The admin clicks the “delete” button to one of the avatars.	
Preconditions	<ol style="list-style-type: none"> 1. Admin is inside the avatar management page 2. Admin is logged in 3. The system must be available to allow the admin to delete avatars. 	
Basic Flow		

	<ol style="list-style-type: none"> 1. The admin navigates through the avatars page. 2. The admin clicks “delete this avatar” button. 3. The avatar is deleted from the database.
Alternate Flow	

Name	ADM13(Admin-Reset Password)	Taiga ID: #109
Stakeholder and Goal	Admin-The admin should be able to reset his/her own password in case he/she has forgotten the password.	
Description	As an Admin, I want to reset my password so that when I forgot my password I can set it and log into the system.	
Actor	Admin	
Trigger	The admin clicks forget password at the login page.	
Preconditions	<ol style="list-style-type: none"> 1. The admin is not logged in- To perform password reset, the admin should not be logged in and must make sure they are unable to recall their previously used password. 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin clicks “click here to reset” button to begin password reset process 2. The admin types in his/her username and email, as well as the new password the admin wants to use. 3. The system replaces the admin’s old password with the new one, and then the admin can use the new password to login to his/her account 	
Alternate Flow	<p>Admin types in wrong account details-The admin types in the wrong username or email when he/she wants to reset the password.</p> <ol style="list-style-type: none"> 1. The admin clicks “click here to reset” button to begin password reset process 2. The admin types in his/her username and email, as well as the new password the admin wants to use. However, the credentials are incorrect. 3. As the credentials are incorrect, the system prompts the admin to valid credentials. Otherwise, the admin may have to abandon the password reset process. 	

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Name	ADM14(Admin-Delete Account)	Taiga ID: #144
Stakeholder and Goal	Admin-The admin can delete an account if the account itself is inactive.	
Description	As an Admin, I want to delete an account so that I can clear up any inactive users in the platform.	
Actor	Admin	
Trigger	The admin clicks delete account button in the account management page.	
Preconditions	<ol style="list-style-type: none"> The admin is logged in- The admin should be logged in into a session in order to delete an account. 	
Basic Flow	<ol style="list-style-type: none"> The admin goes to the account management page The admin clicks the delete button for the accounts. The associated account is successfully deleted by the admin. 	
Alternate Flow	-	

Name	ADM15(Admin-Delete Tutorial)	Taiga ID: #146
Stakeholder and Goal	Admin-The admin can delete a tutorial video	
Description	As an admin, I want to delete a tutorial video so that I can remove any obsolete or outdated tutorial videos	
Actor	Admin	
Trigger	The admin clicks delete video button in the tutorial video management page.	
Preconditions	<ol style="list-style-type: none"> 1. The admin is logged in- The admin should be logged in into a session in order to delete an account. 2. There must be an existing tutorial video uploaded by the admin- The admin must at least have one tutorial video uploaded to the database 	
Basic Flow	<ol style="list-style-type: none"> 1. The admin goes to the tutorial management page 2. The admin clicks the “delete” button to one of the videos in the tutorial management page. 3. The admin successfully deletes the video from the database. 	
Alternate Flow	-	

Name	ADM16(Admin-View Tutorial)	Taiga ID: #147
Stakeholder and Goal	Admin- The admin can view a tutorial video.	
Description	As an admin, I want to view a tutorial video so that I can make sure the video is uploaded correctly.	
Actor	Admin	
Trigger	The admin clicks the play button in the video player.	
Preconditions	1. The admin is logged in- The admin should be logged in into a session in order to delete an account. 2. There must be an existing tutorial video uploaded by the admin- The admin must at least have one tutorial video uploaded to the database	
Basic Flow	1. The admin goes to the tutorial management page 2. The admin clicks the "play" button to one of the videos in the tutorial management page. 3. The admin successfully plays the video in the tutorial management page.	
Alternate Flow	-	

Guest

Name	G1 (Guest- Register Account)	Taiga ID: #15
Stakeholder and Goal	Guest- the guest is able to register a new account	
Description	As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.	
Actor	Guest	
Trigger	The guest clicks "register my account"	

Preconditions	<ol style="list-style-type: none"> 1. The guest is inside the landing page of the website 2. The guest must not have a pre-existing account in the website
Basic Flow	<ol style="list-style-type: none"> 1. The guest clicks “register an account” button 2. The guest is redirected to the account registration page. 3. The guest is then proceed to fill in some details, such as name, password, email address and role 4. The guest clicks “register my account” button. 5. The guest will be notified that account creation is successful.
Alternate Flow	<p>The guest tries to register using a pre-existing account email or username - The guest tries to register an account, but the system triggers an error because there is an email or username associated with a pre-existing user.</p> <ol style="list-style-type: none"> 1. The guest clicks “register an account” button 2. The guest is redirected to the account registration page. 3. The guest is then proceed to fill in some details, such as name, password, email address and role. 4. However, the system found out that the guest has entered data which matches with another user in the database. 5. The guest either may change the input data to continue with the registration process or cancel the registration process.

Name	G2 (Guest-view tutorials)	Taiga ID: #17
Stakeholder and Goal	Guest- The guest can see the tutorials and demo animations in the website to learn more about how to use the face animation technology.	
Description	As a guest, I want to view sample videos so that I can understand how the platform works.	
Actor	Guest	
Trigger	The guest clicks “view examples” button.	
Preconditions	<ol style="list-style-type: none"> 1. The guest is inside the landing page of the website 	

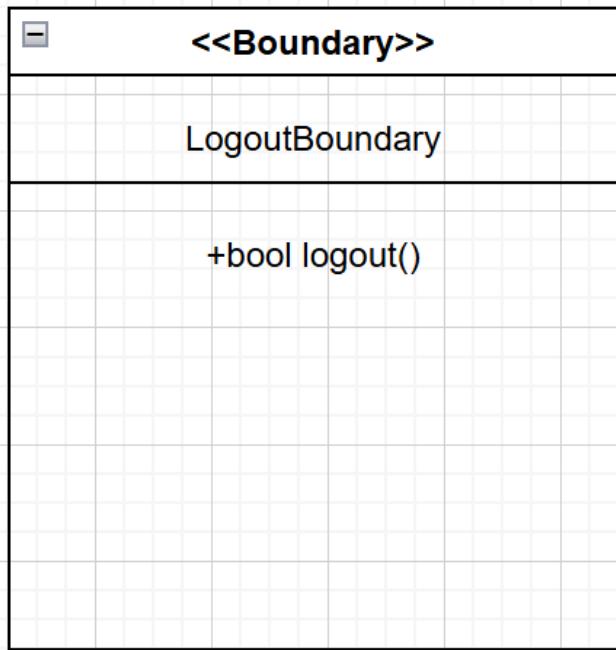
	<ol style="list-style-type: none"> 2. The guest must not have a pre-existing account in the website
Basic Flow	<ol style="list-style-type: none"> 1. The guest clicks “view examples” button 2. The guest is redirected to the video example gallery. 3. The guest then clicks play in one of the videos. 4. The guest finally can learn how to use the features of the video creator and see the example usages using this technology.
Alternate Flow	

Class Diagrams

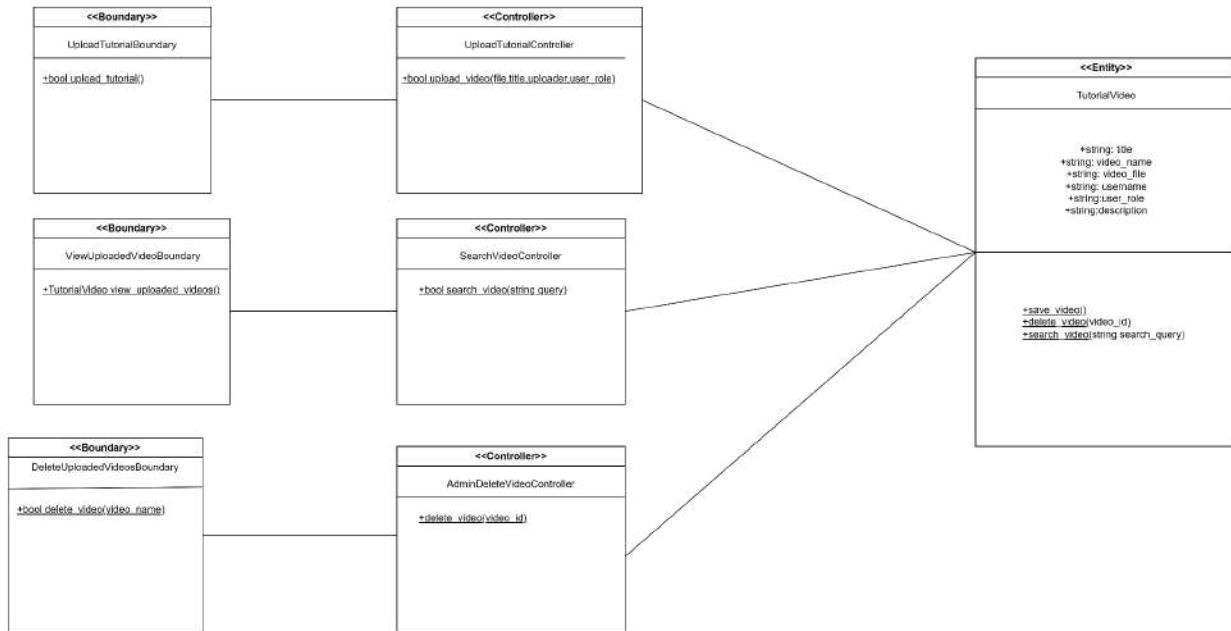
(Admin Login, Create Account, Search Account, Update Account, View Account, Suspend Account, Delete Account)



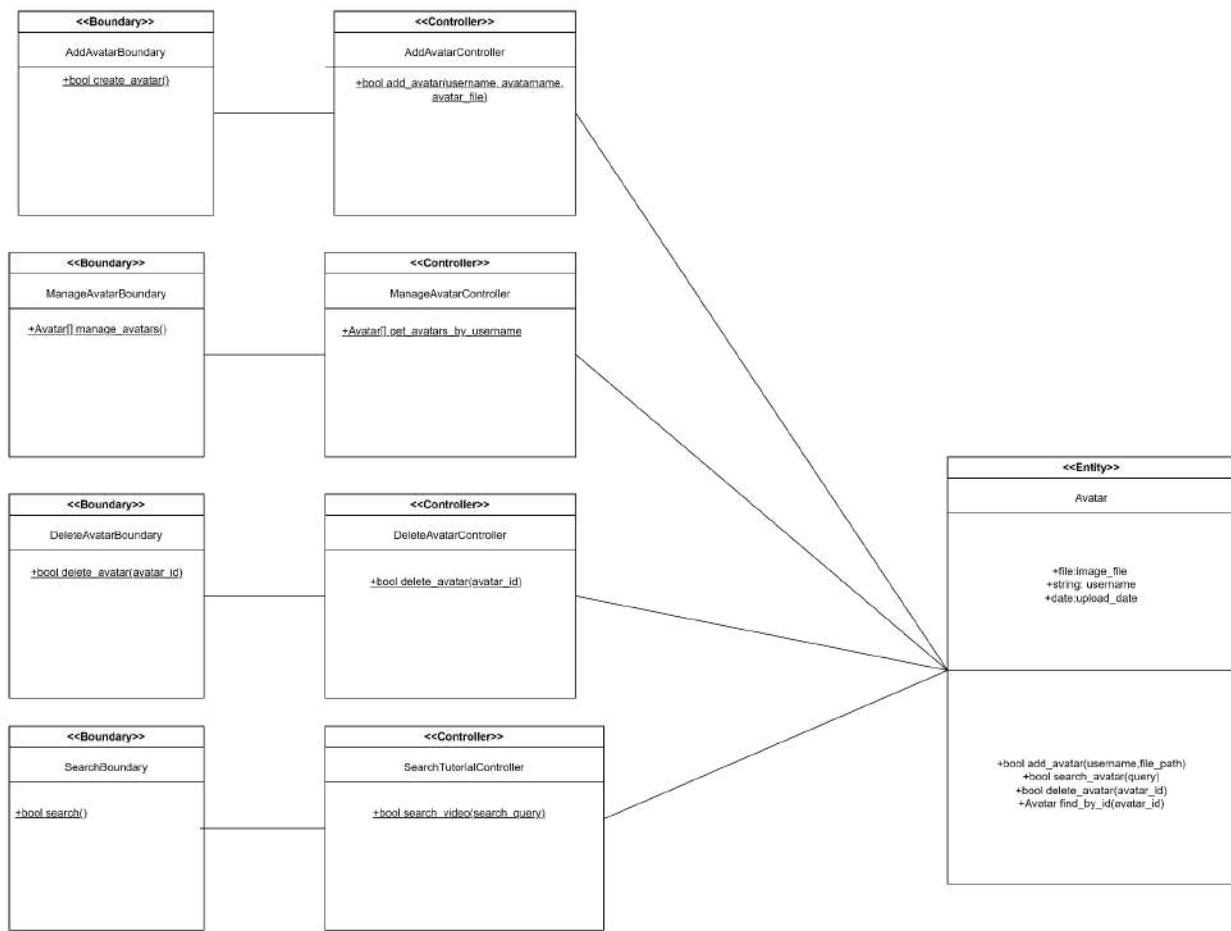
(Admin Logout)



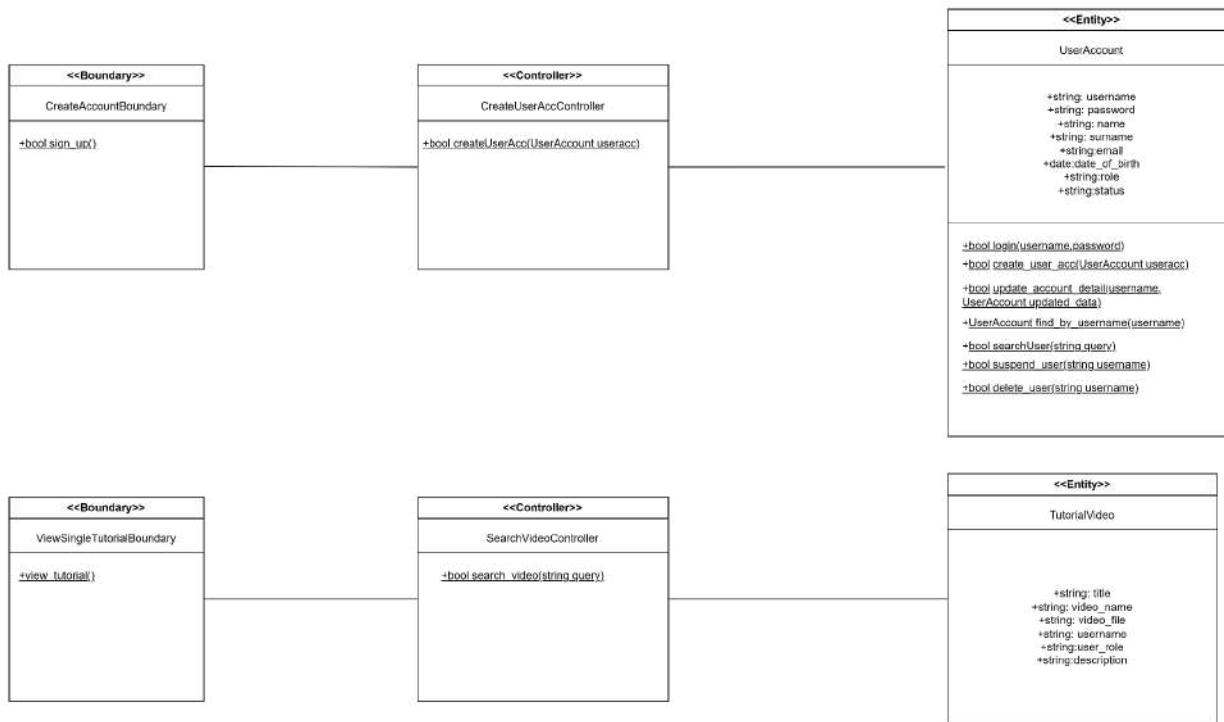
(Admin Upload, Search, Delete Tutorial)



(Admin Upload, Delete and Search Avatar)

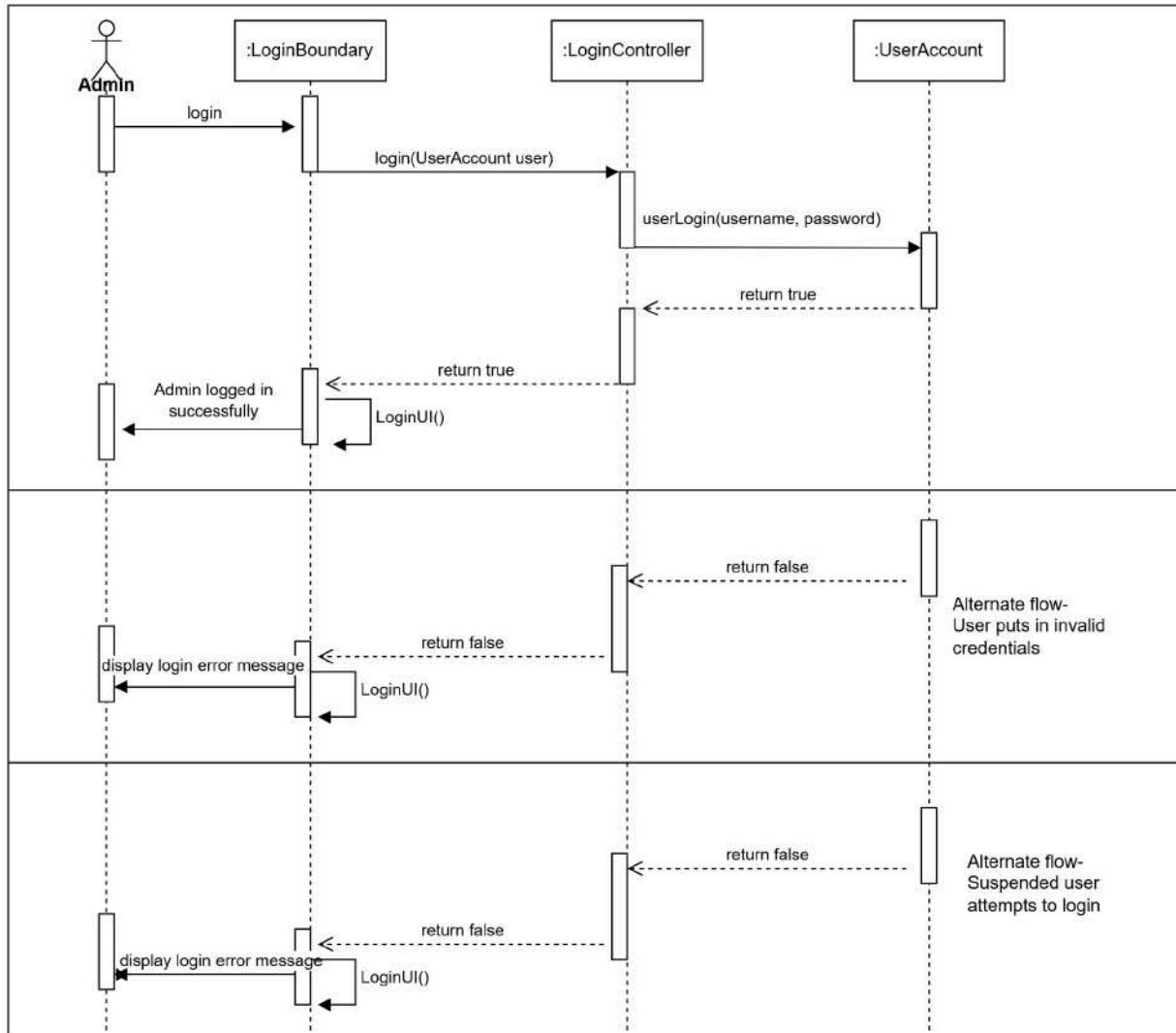


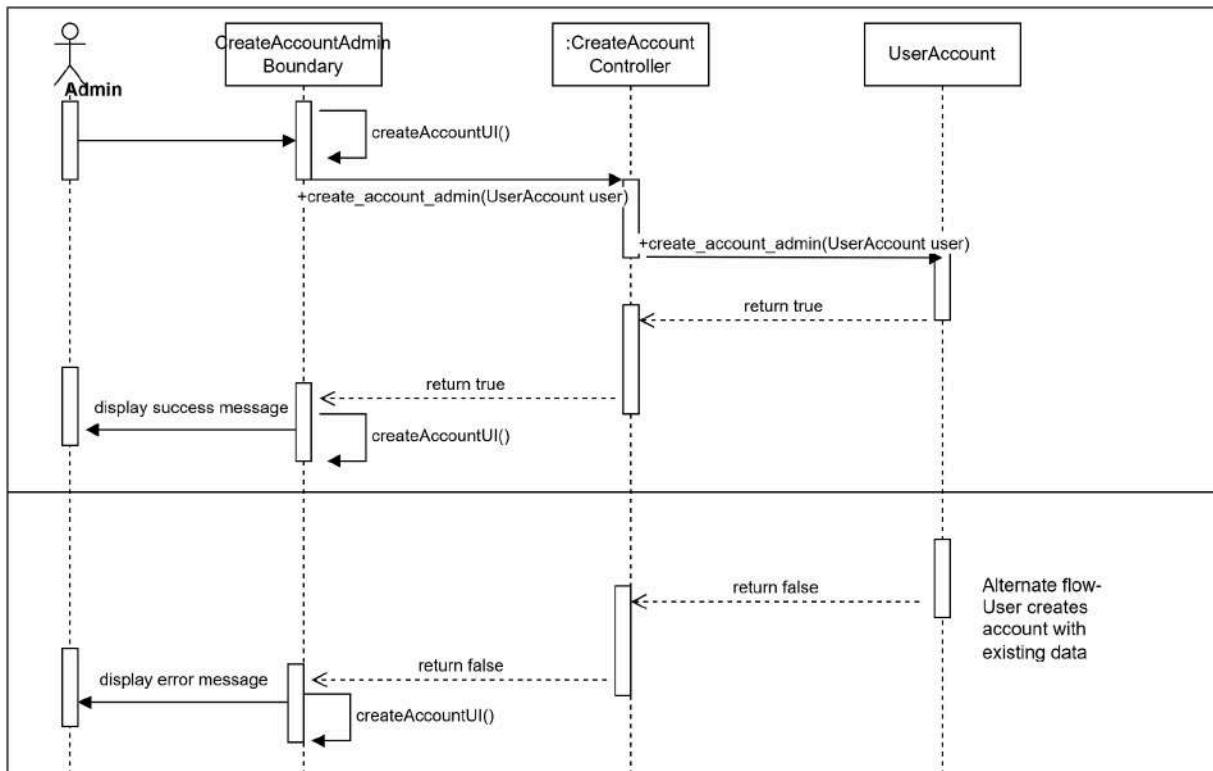
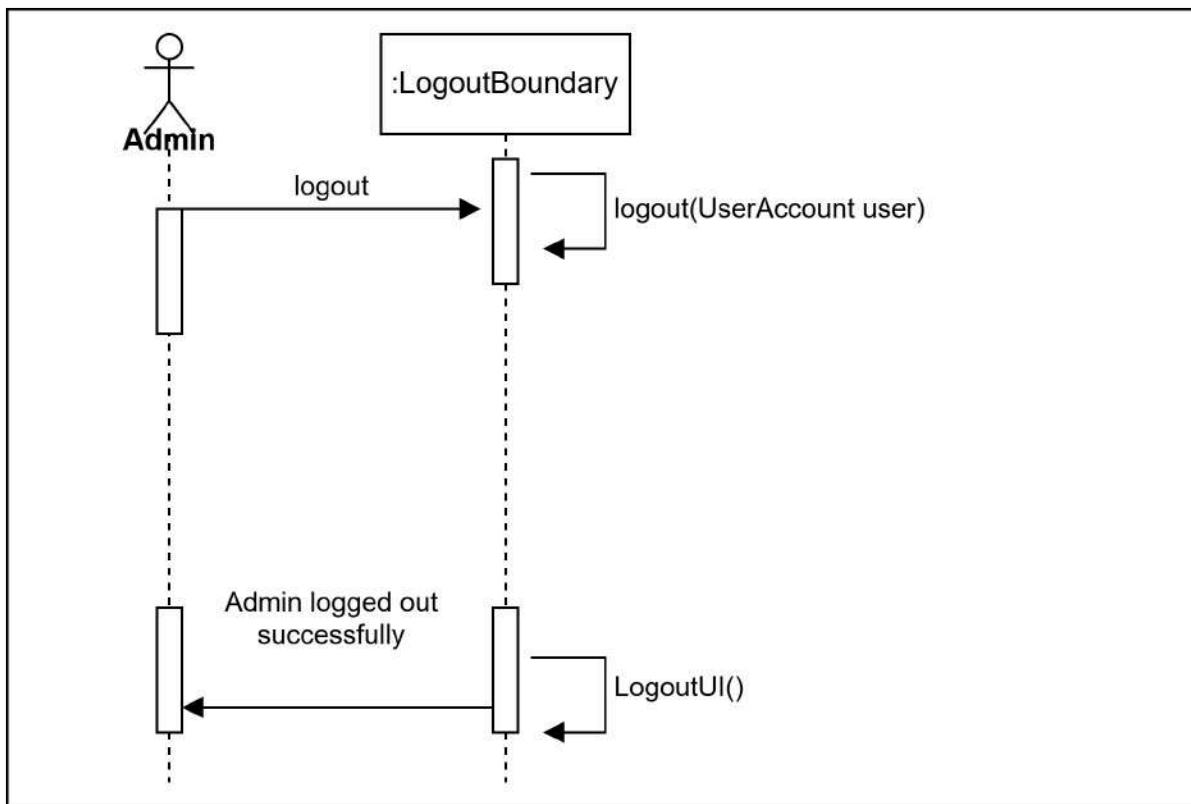
(Guest Register Account and View Tutorial)

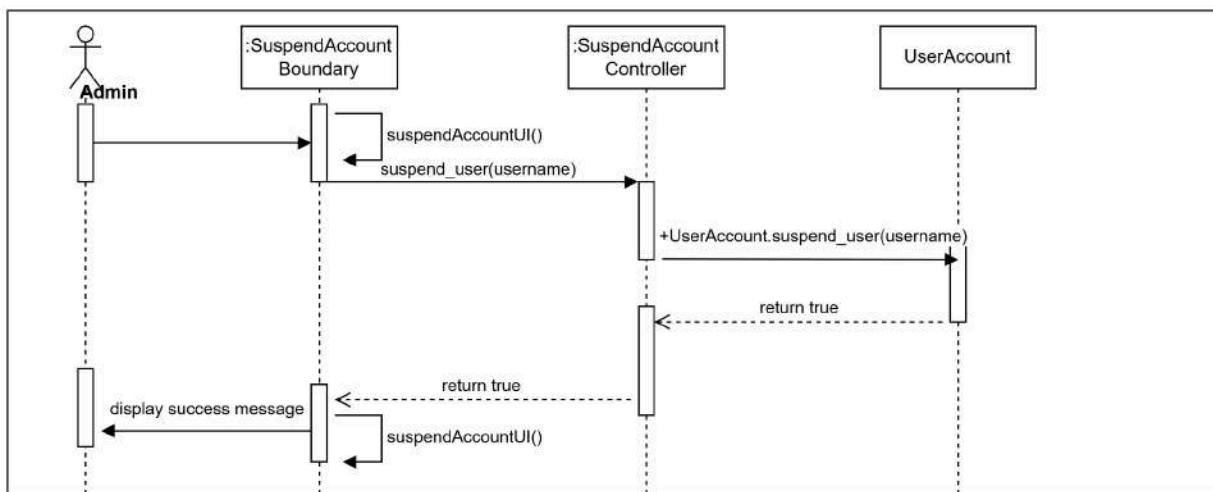
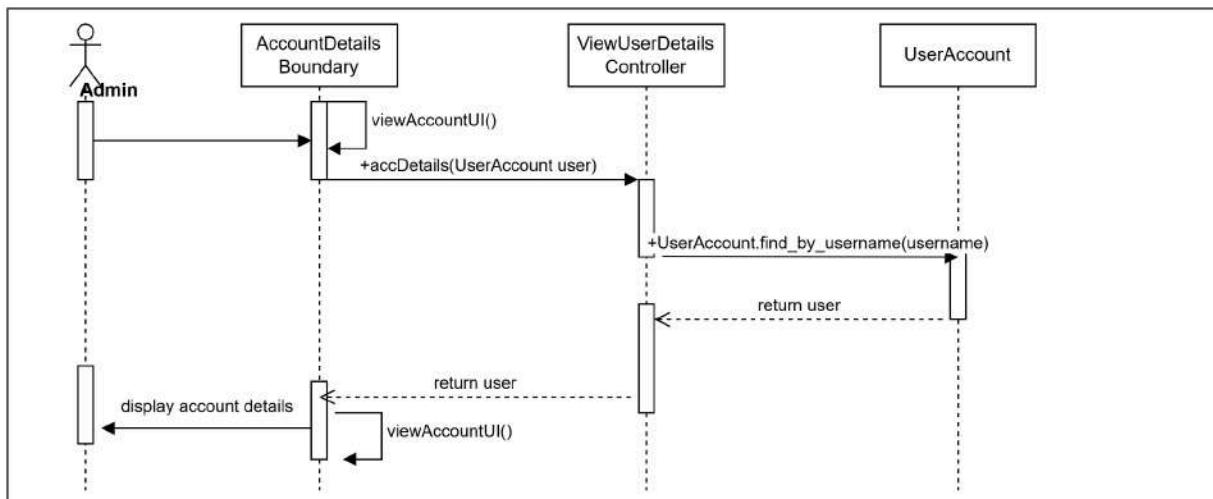


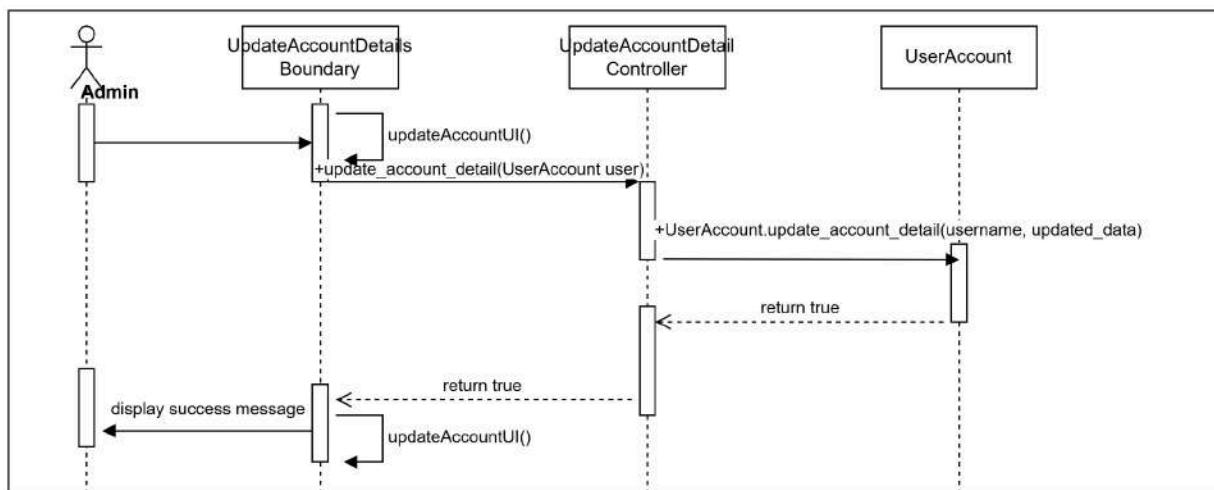
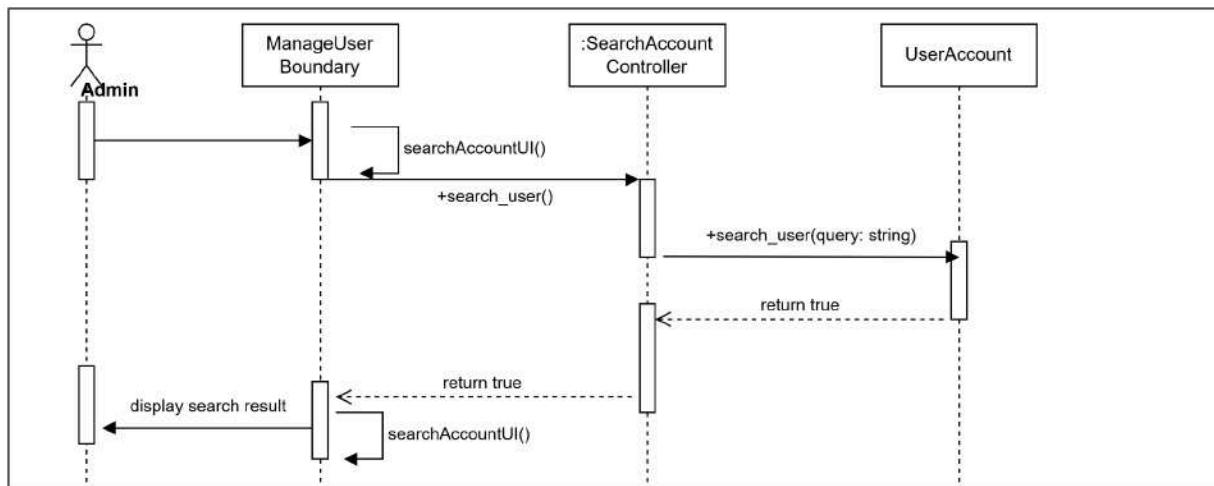
Sequence Diagrams

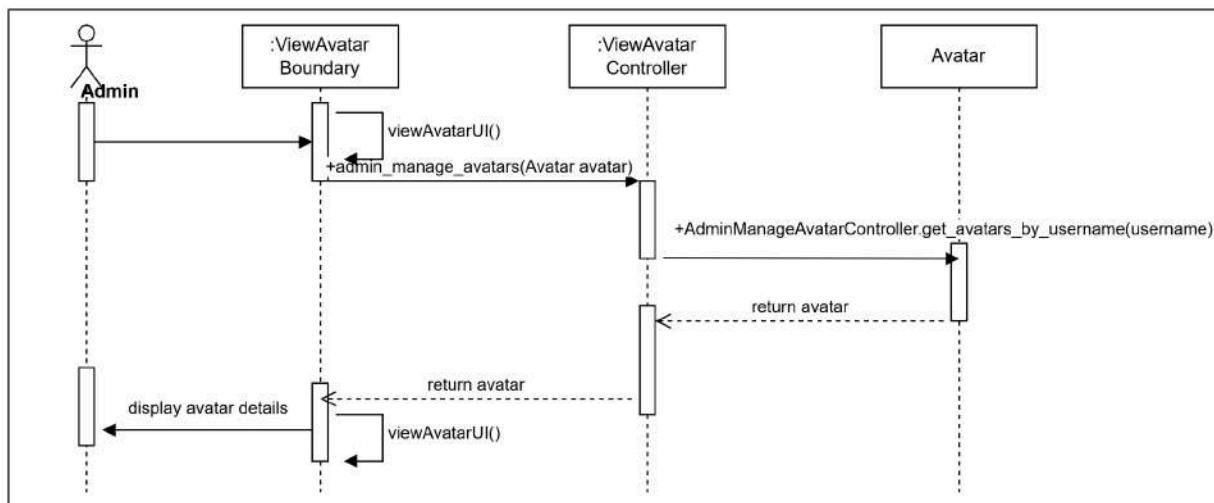
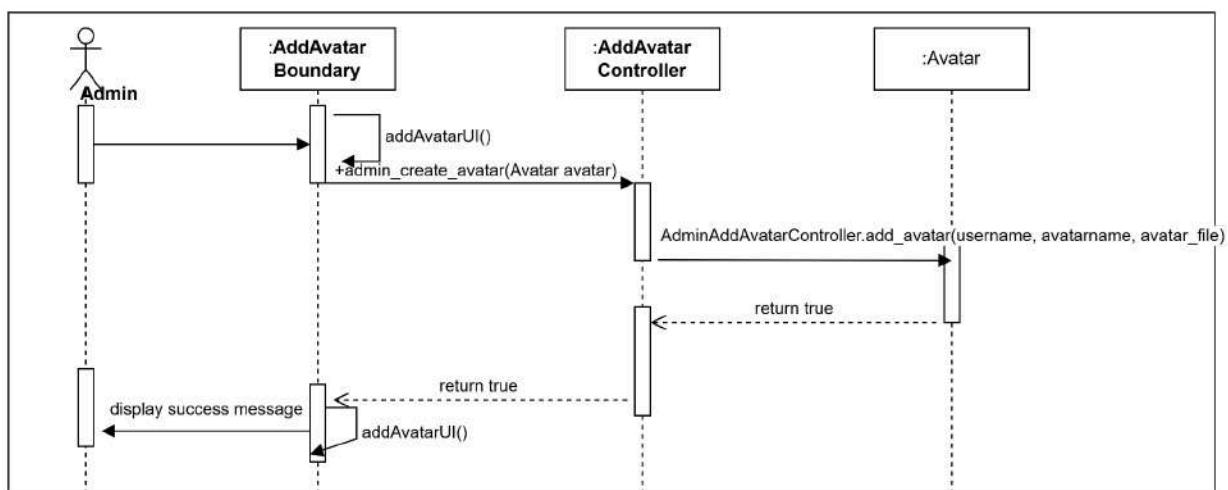
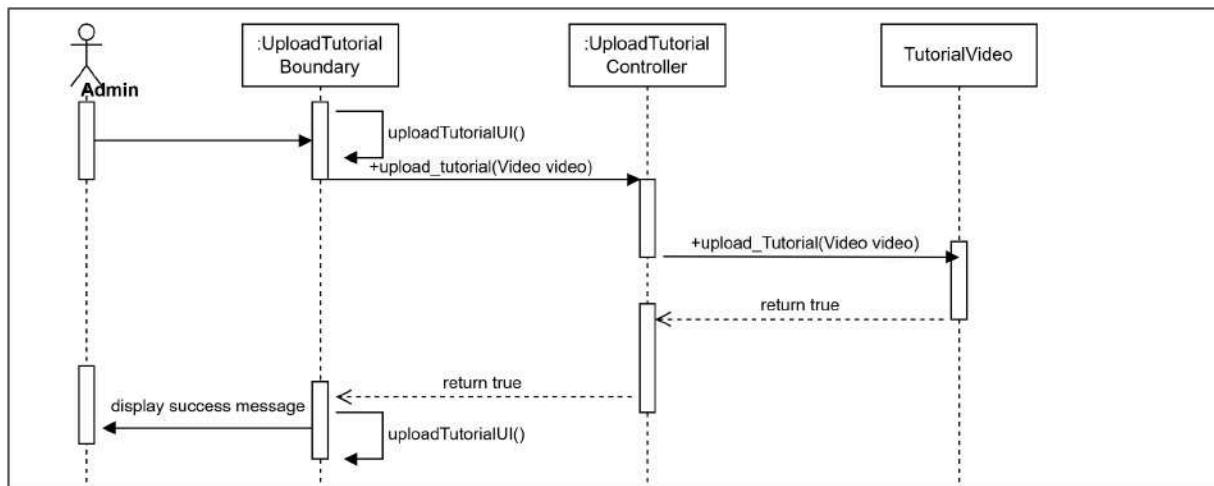
Admin

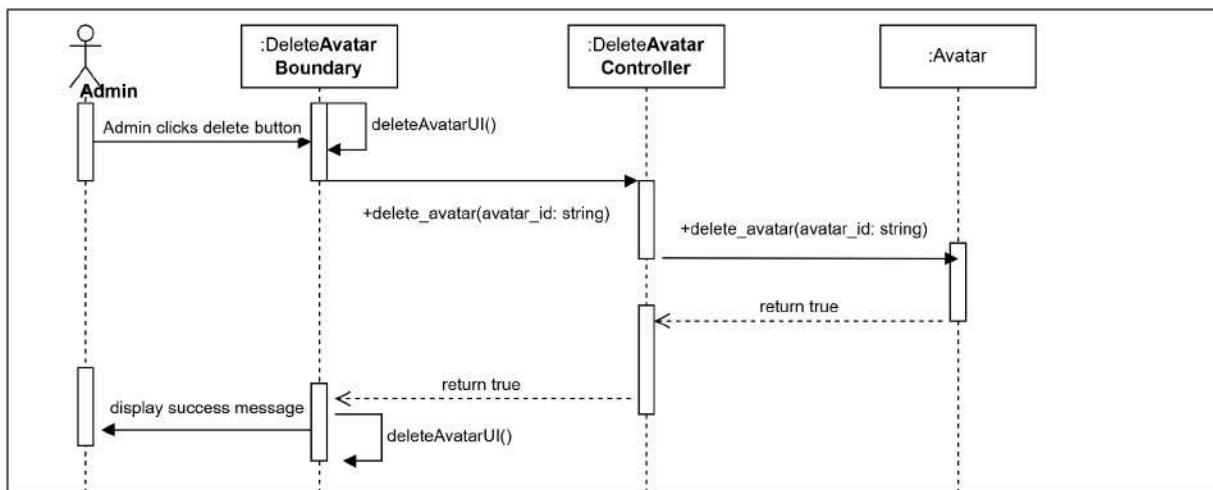
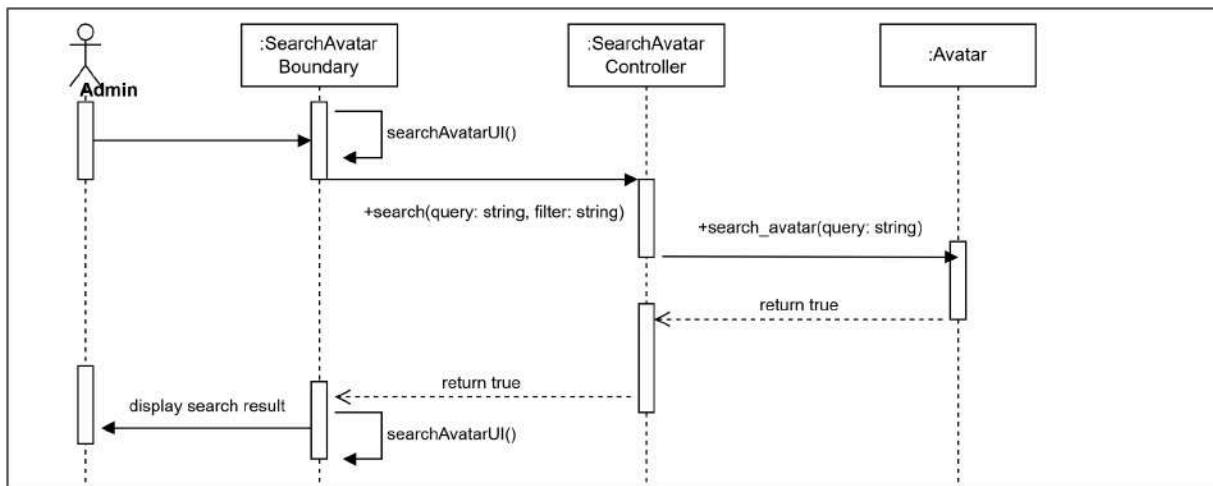


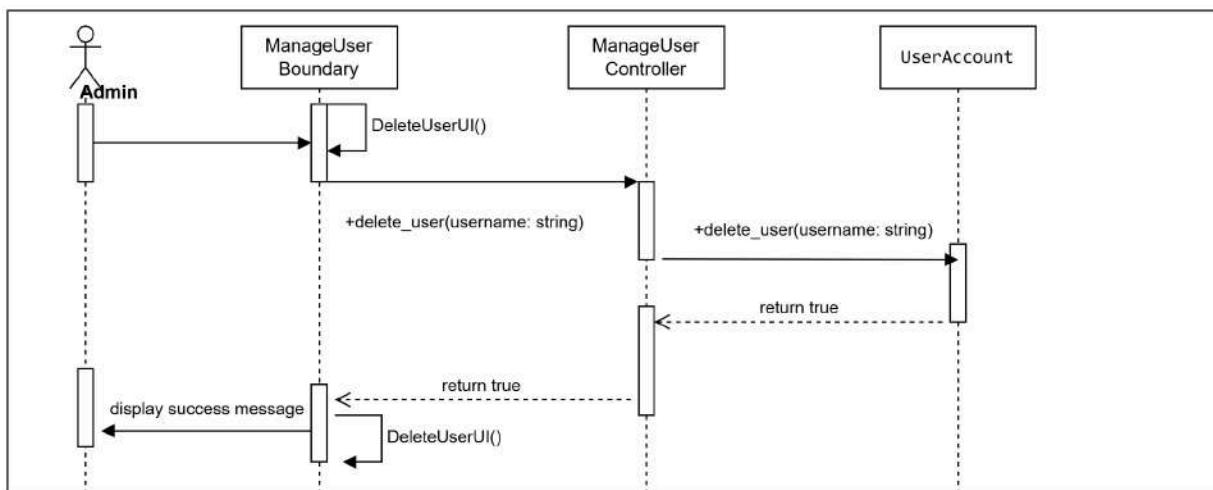
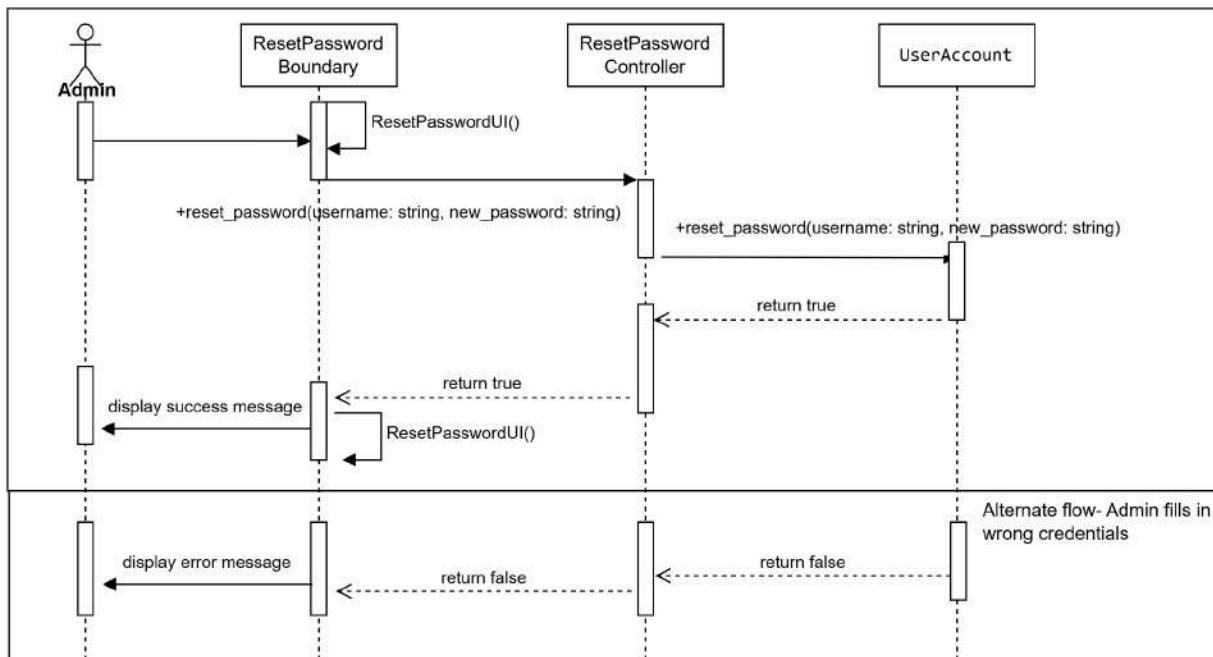


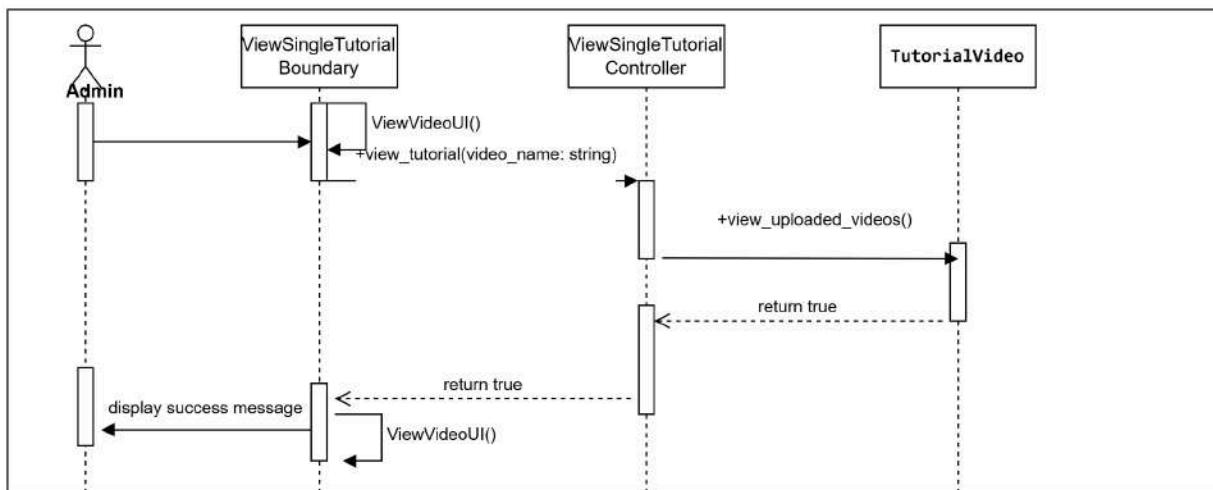
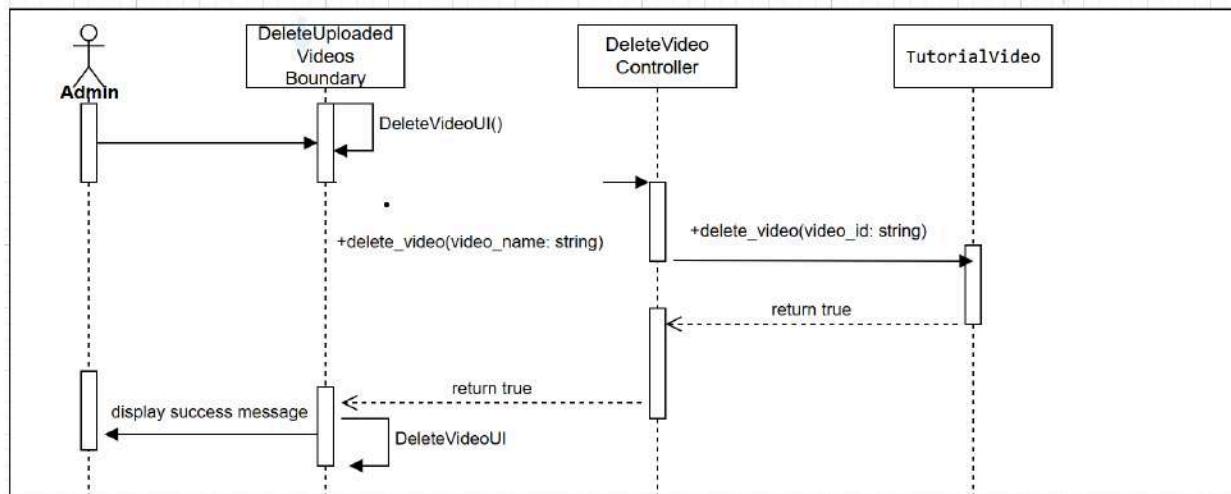




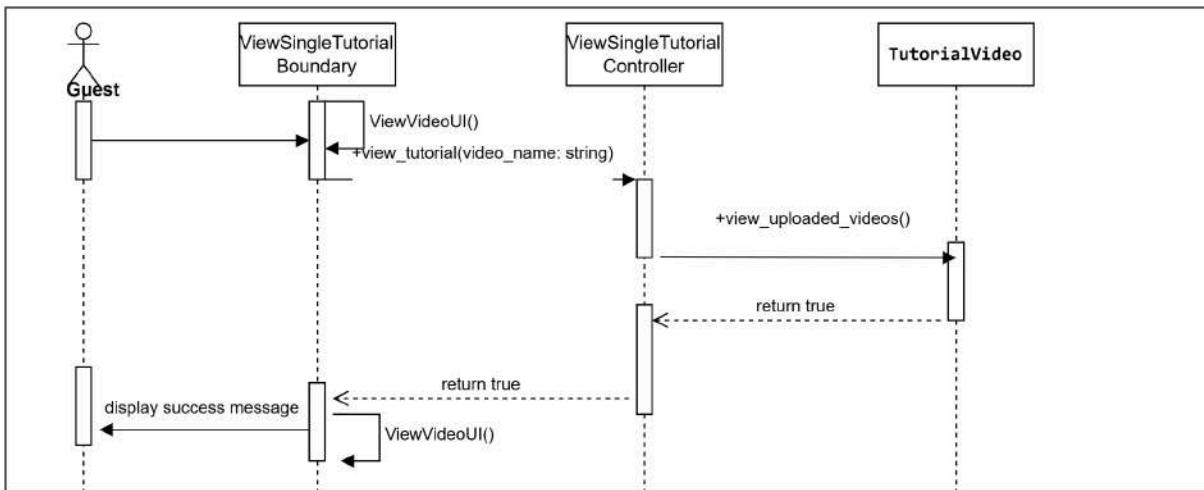
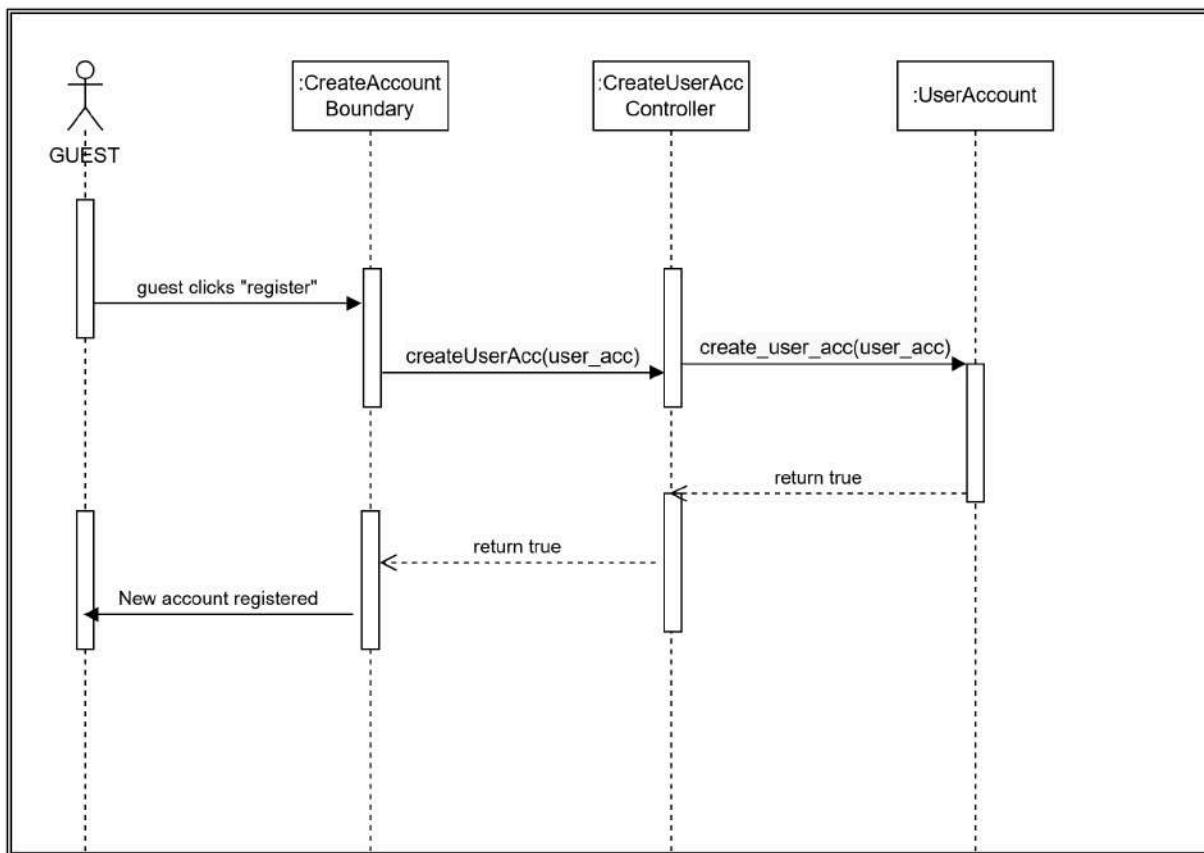






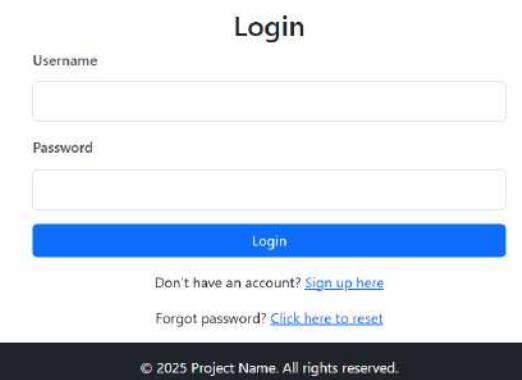


Guest

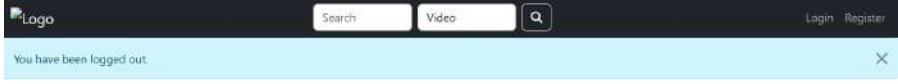


Test Cases

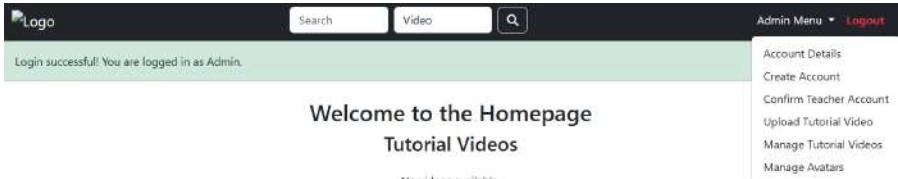
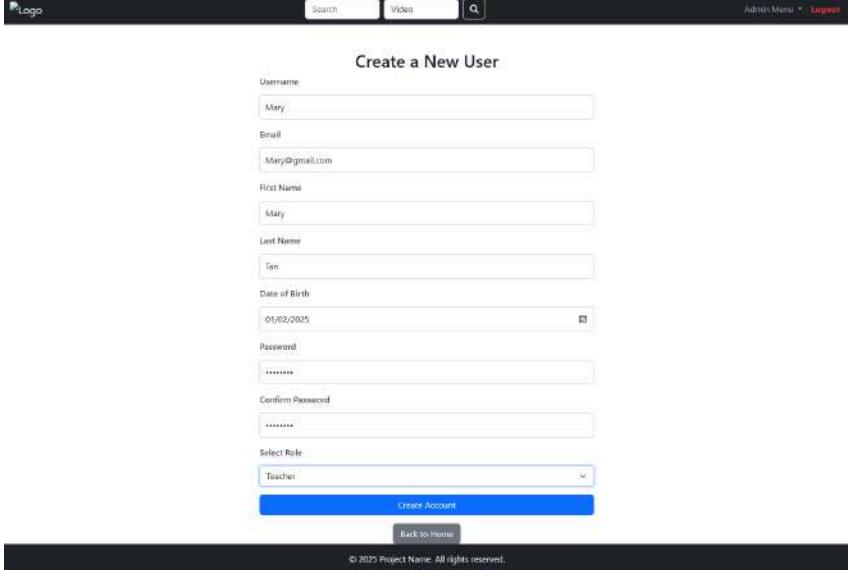
Test Case ID	TESTADM-1
Test Scenario	Allow a user admin to login

Test Procedure	<ol style="list-style-type: none"> 1. The admin navigates to a login page 2. The admin enters a registered username and password. 3. The admin clicks login 4. The admin is redirected to the main dashboard page.
Prerequisites	<ol style="list-style-type: none"> 1. Valid credentials are needed to perform the login 2. The admin must be logged out before logging in.
Expected Results	The admin can login to the platform
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Login page:</p>  <p>After logging in:</p> 

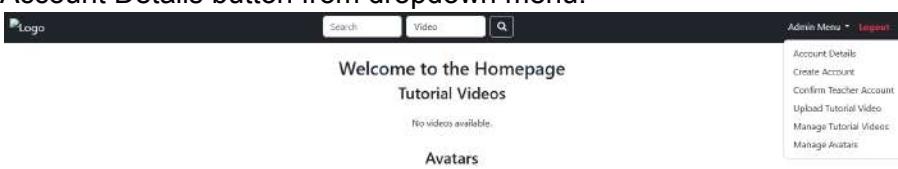
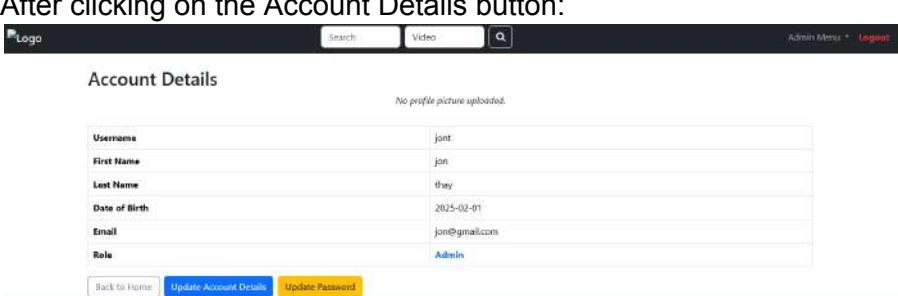
Test Case ID	TESTADM-2
Test Scenario	Allows an admin to log out.
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Logout” button

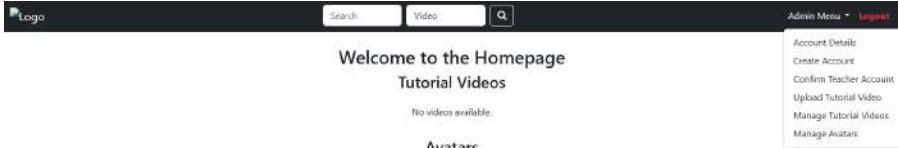
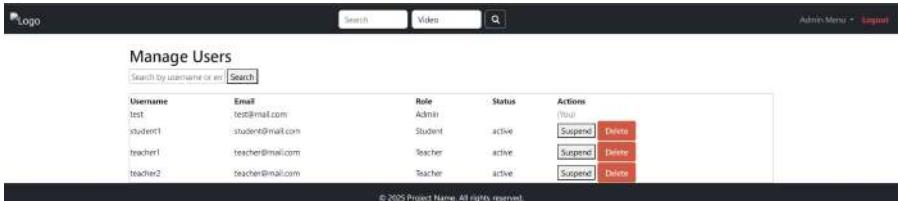
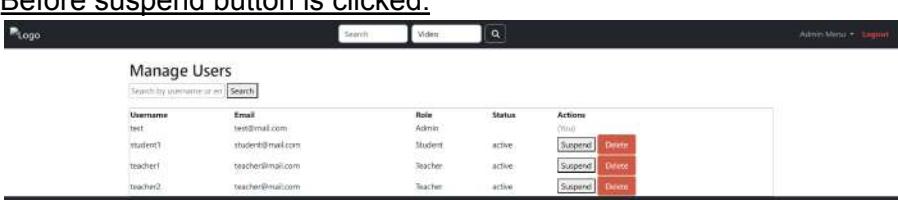
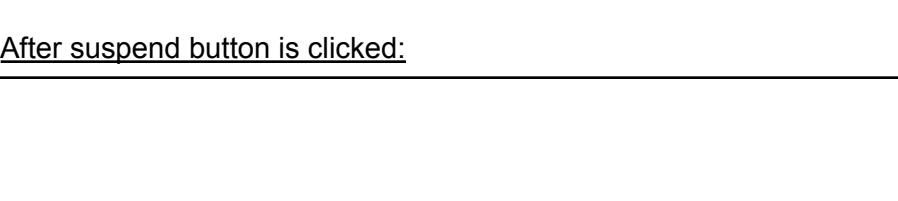
	2. The admin is redirected to the main dashboard page.
Prerequisites	1. The admin must be logged in with valid credentials.
Expected Results	The admin can logout from the platform.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Logout button at the top right hand corner:</p>  <p>Login successful! You are logged in as Admin.</p> <p>Welcome to the Homepage Tutorial Videos No videos available.</p> <p>After logging out:</p>  <p>You have been logged out.</p> <p>Welcome to the Homepage Tutorial Videos No videos available.</p>

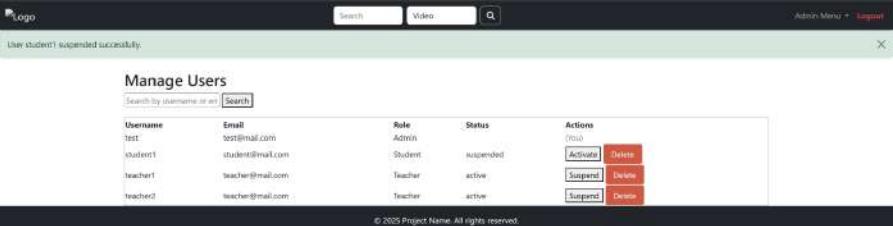
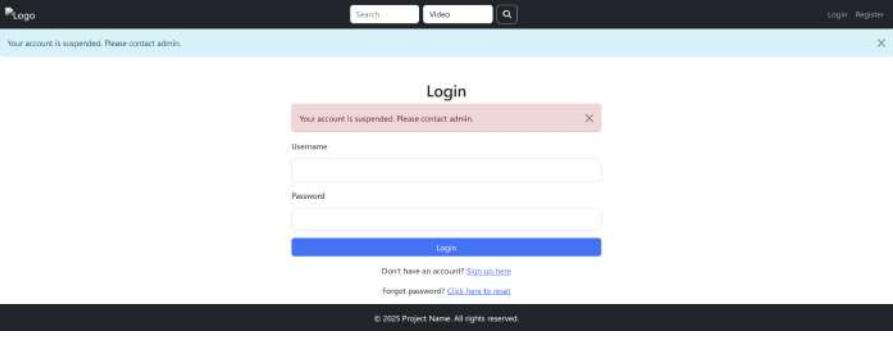
Test Case ID	TESTADM-3
Test Scenario	Allows an admin to create an account for users.
Test Procedure	1. The admin clicks on the “Admin Menu” dropdown menu.

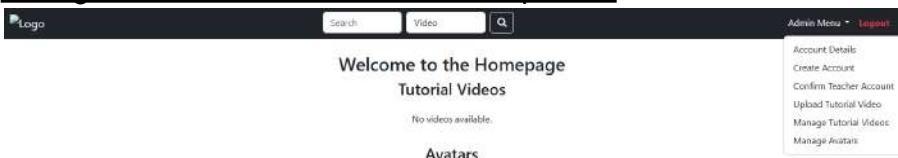
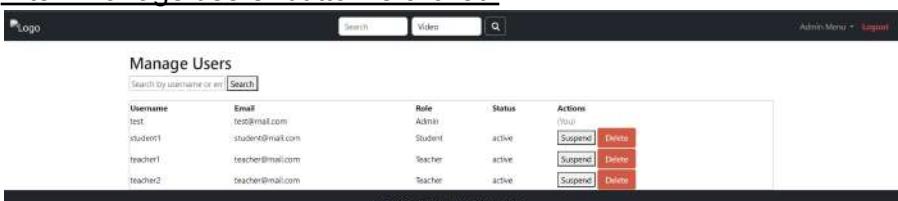
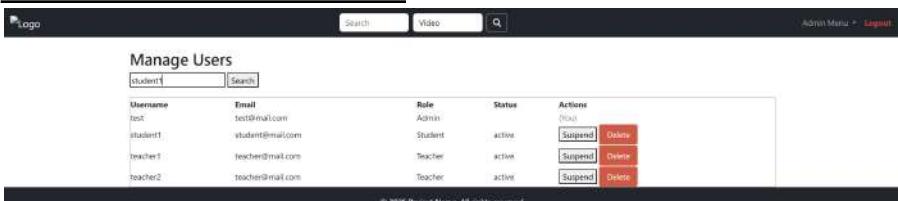
	<ol style="list-style-type: none"> 2. The admin clicks on the “Create Account” button. 3. The admin fills in the account details 4. The admin clicks on the “Create account” button. 5. The admin gets a success message on the main dashboard page.
Prerequisites	1. The admin must be logged in with valid credentials.
Expected Results	The admin can create an account for users.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Create account button from dropdown menu:</p>  <p>Welcome to the Homepage Tutorial Videos No videos available.</p> <p>After clicking on “Create Account”:</p>  <p>After successfully creating an account:</p>

	Account created successfully! Assigned Role: Teacher X
	Welcome to the Homepage Tutorial Videos <small>No videos available.</small>

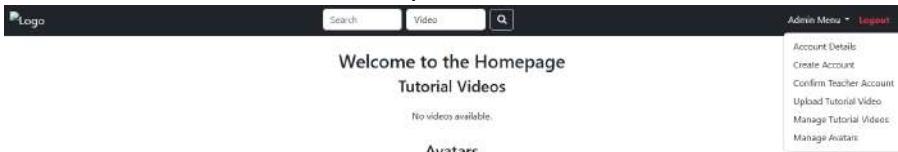
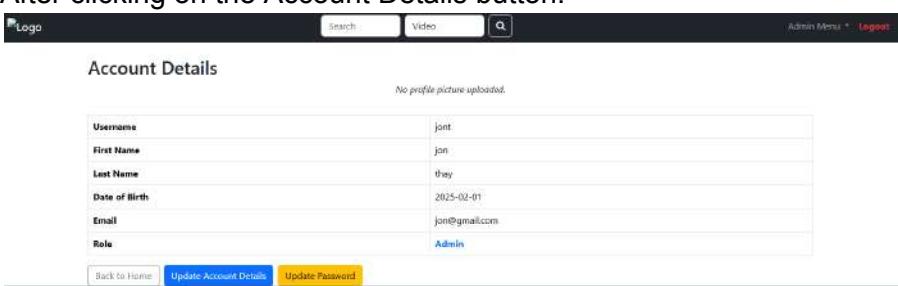
Test Case ID	TESTADM-4
Test Scenario	Allows an admin to view their account details
Test Procedure	1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Account details” menu.
Prerequisites	1. The admin must be logged in with valid credentials.
Expected Results	The admin can view their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Account Details button from dropdown menu:</p>  <p>After clicking on the Account Details button:</p> 

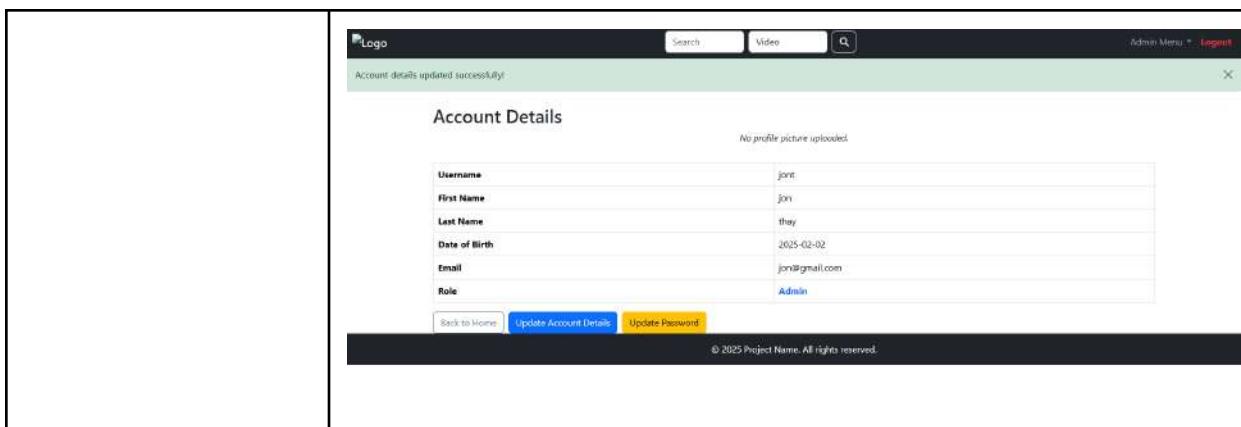
Test Case ID	TESTADM-5																																																																											
Test Scenario	Allows an admin to suspend a specific account																																																																											
Test Procedure	<ol style="list-style-type: none"> The admin clicks on the “Admin Menu” dropdown menu. The admin clicks on the “Manage Users” menu. The admin clicks the “suspend” button in the user management page. The user is successfully suspended, barring them from logging in. 																																																																											
Prerequisites	<ol style="list-style-type: none"> The admin must be logged in with valid credentials. There must be some users in the user account management page. 																																																																											
Expected Results	The admin can suspend the user he/she wants to suspend, therefore preventing the suspended user from accessing the system.																																																																											
Actual Results	Pass																																																																											
Created by	Edbert																																																																											
Verified by	Zhihao, Gary																																																																											
Screenshots	<p><u>Manage users from the admin menu dropdown:</u></p>  <p>Welcome to the Homepage Tutorial Videos No video available. Avatars</p> <p><u>After “manage users” button is clicked:</u></p>  <table border="1"> <thead> <tr> <th>Username</th> <th>Email</th> <th>Role</th> <th>Status</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>test</td> <td>test@mail.com</td> <td>Admin</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>student1</td> <td>student@mail.com</td> <td>Student</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher1</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher2</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> </tbody> </table> <p>© 2025 Project Name. All rights reserved.</p> <p><u>Before suspend button is clicked:</u></p>  <table border="1"> <thead> <tr> <th>Username</th> <th>Email</th> <th>Role</th> <th>Status</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>test</td> <td>test@mail.com</td> <td>Admin</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>student1</td> <td>student@mail.com</td> <td>Student</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher1</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher2</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> </tbody> </table> <p>© 2025 Project Name. All rights reserved.</p> <p><u>After suspend button is clicked:</u></p>  <table border="1"> <thead> <tr> <th>Username</th> <th>Email</th> <th>Role</th> <th>Status</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>test</td> <td>test@mail.com</td> <td>Admin</td> <td>suspended</td> <td>(Delete)</td> </tr> <tr> <td>student1</td> <td>student@mail.com</td> <td>Student</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher1</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> <tr> <td>teacher2</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>(Suspend) Delete</td> </tr> </tbody> </table>	Username	Email	Role	Status	Actions	test	test@mail.com	Admin	active	(Suspend) Delete	student1	student@mail.com	Student	active	(Suspend) Delete	teacher1	teacher@mail.com	Teacher	active	(Suspend) Delete	teacher2	teacher@mail.com	Teacher	active	(Suspend) Delete	Username	Email	Role	Status	Actions	test	test@mail.com	Admin	active	(Suspend) Delete	student1	student@mail.com	Student	active	(Suspend) Delete	teacher1	teacher@mail.com	Teacher	active	(Suspend) Delete	teacher2	teacher@mail.com	Teacher	active	(Suspend) Delete	Username	Email	Role	Status	Actions	test	test@mail.com	Admin	suspended	(Delete)	student1	student@mail.com	Student	active	(Suspend) Delete	teacher1	teacher@mail.com	Teacher	active	(Suspend) Delete	teacher2	teacher@mail.com	Teacher	active	(Suspend) Delete
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teacher2	teacher@mail.com	Teacher	active	(Suspend) Delete																																																																								

 <p>student1's POV:</p> 	
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Test Case ID	TESTADM-6																																																		
Test Scenario	Allows an admin to search for a specific account																																																		
Test Procedure	<ol style="list-style-type: none"> The admin clicks on the “Admin Menu” dropdown menu. The admin clicks on the “Manage Users” menu. The admin types the username of a user in search bar of the users A list of users or an individual user is displayed based on the admin-typed username. 																																																		
Prerequisites	<ol style="list-style-type: none"> The admin must be logged in with valid credentials. There must be some users in the user account management page. 																																																		
Expected Results	The admin can search for a specific user account associated with the username typed by the admin																																																		
Actual Results	Pass																																																		
Created by	Edbert																																																		
Verified by	Zhihao, ZongZe																																																		
Screenshots	<p><u>Manage users from the admin menu dropdown:</u></p>  <p>Welcome to the Homepage Tutorial Videos No videos available. Avatars</p> <p><u>After “manage users” button is clicked:</u></p>  <table border="1"> <thead> <tr> <th>Username</th> <th>Email</th> <th>Role</th> <th>Status</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>test</td> <td>test@mail.com</td> <td>Admin</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>student1</td> <td>student1@mail.com</td> <td>Student</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>teacher1</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>teacher2</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> </tbody> </table> <p><u>When a username of a user is inputted:</u> <u>Before search button is clicked:</u></p>  <p>Manage Users</p> <table border="1"> <thead> <tr> <th>Username</th> <th>Email</th> <th>Role</th> <th>Status</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>test</td> <td>test@mail.com</td> <td>Admin</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>student1</td> <td>student1@mail.com</td> <td>Student</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>teacher1</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> <tr> <td>teacher2</td> <td>teacher@mail.com</td> <td>Teacher</td> <td>active</td> <td>[Suspend] [Delete]</td> </tr> </tbody> </table> <p><u>After search button is clicked:</u></p>	Username	Email	Role	Status	Actions	test	test@mail.com	Admin	active	[Suspend] [Delete]	student1	student1@mail.com	Student	active	[Suspend] [Delete]	teacher1	teacher@mail.com	Teacher	active	[Suspend] [Delete]	teacher2	teacher@mail.com	Teacher	active	[Suspend] [Delete]	Username	Email	Role	Status	Actions	test	test@mail.com	Admin	active	[Suspend] [Delete]	student1	student1@mail.com	Student	active	[Suspend] [Delete]	teacher1	teacher@mail.com	Teacher	active	[Suspend] [Delete]	teacher2	teacher@mail.com	Teacher	active	[Suspend] [Delete]
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teacher2	teacher@mail.com	Teacher	active	[Suspend] [Delete]																																															

	<div style="background-color: #f0f0f0; padding: 10px;"><p style="margin: 0;">Logo</p><div style="display: flex; justify-content: space-between; align-items: center;">Start Video <input type="text"/> Admin Menu Logout</div><p style="margin: 10px 0;">Manage Users</p><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th colspan="5">Search by username or email</th></tr><tr><th>Username</th><th>Email</th><th>Role</th><th>Status</th><th>Actions</th></tr></thead><tbody><tr><td>student1</td><td>student1@mail.com</td><td>Student</td><td>active</td><td>Suspend Delete</td></tr></tbody></table><p style="text-align: center; font-size: small;">© 2025 Project Name. All rights reserved.</p></div>	Search by username or email					Username	Email	Role	Status	Actions	student1	student1@mail.com	Student	active	Suspend Delete
Search by username or email																
Username	Email	Role	Status	Actions												
student1	student1@mail.com	Student	active	Suspend Delete												

Test Case ID	TESTADM-7
Test Scenario	Allows an admin to update their account details
Test Procedure	<ol style="list-style-type: none"> The admin clicks on the “Admin Menu” dropdown menu. The admin clicks on the “Account details” menu. The admin clicks on the “Update Account Details” button. The admin is redirected to the Update User details page. The admin changes their user details. The admin clicks on the “Update” button. The admin gets a success message.
Prerequisites	1. The admin must be logged in with valid credentials.
Expected Results	The admin can update their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Account Details button from dropdown menu:</p>  <p>After clicking on the Account Details button:</p>  <p>After clicking on the Update Account Details button:</p>  <p>After clicking on the Update button:</p>



The screenshot shows a user profile page titled "Account Details". At the top, there is a navigation bar with a "Logo" icon, search and video input fields, and links for "Admin Help" and "Logout". A success message "Account details updated successfully!" is displayed above the form. The form itself contains the following data:

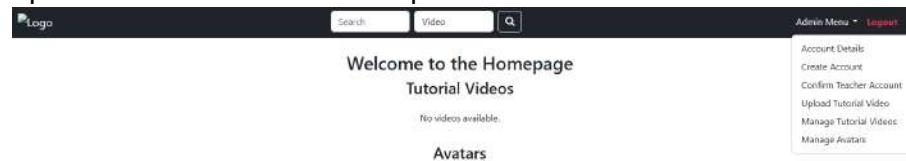
Username	jonj
First Name	jon
Last Name	thay
Date of Birth	2025-02-02
Email	jon@gmail.com
Role	Admin

At the bottom of the form, there are three buttons: "Back to Home", "Update Account Details" (highlighted in blue), and "Update Password". A copyright notice "© 2025 Project Name. All rights reserved." is at the very bottom.

Test Case ID	TESTADM-8
Test Scenario	Allows an admin to upload their tutorial video on using the features in the website
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Upload Tutorial Video” button. 3. The admin fills in the details and uploads the video to the system. 4. The admin then
Prerequisites	<ol style="list-style-type: none"> 1. The admin has to be logged in before uploading video.
Test Data	<ol style="list-style-type: none"> 1. An existing tutorial video made by admin 2. Video title and description
Expected Results	The admin can update their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan

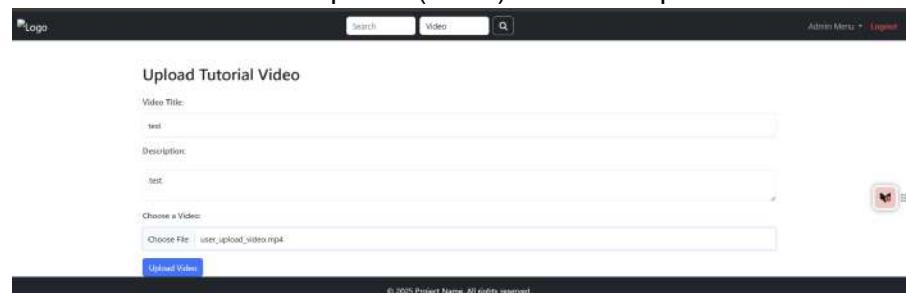
Screenshots

Upload Tutorial Video from Dropdown Menu:



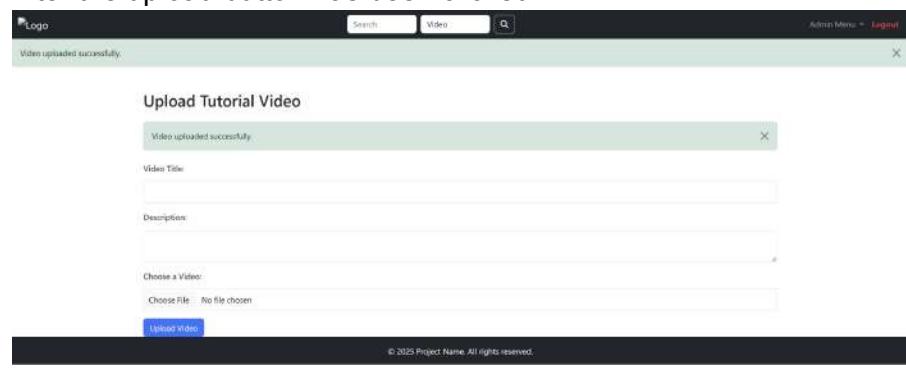
Welcome to the Homepage
Tutorial Videos
No videos available.
Avatars

After video details and mp4 file (video) has been uploaded:



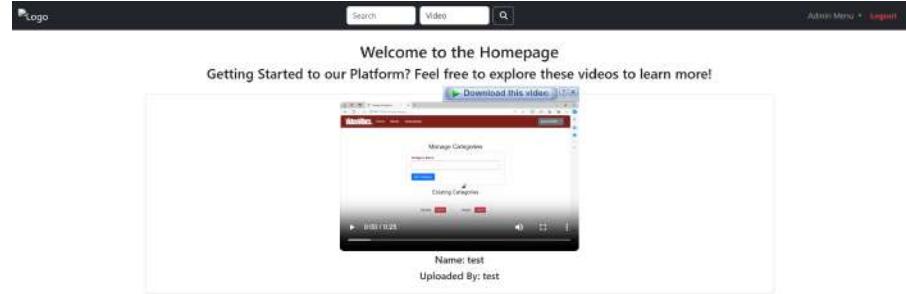
Upload Tutorial Video
Video Title:
test
Description:
test
Choose a Video:
Choose File : user_upload_video.mp4
Upload Video

After the upload button has been clicked:



Video uploaded successfully.

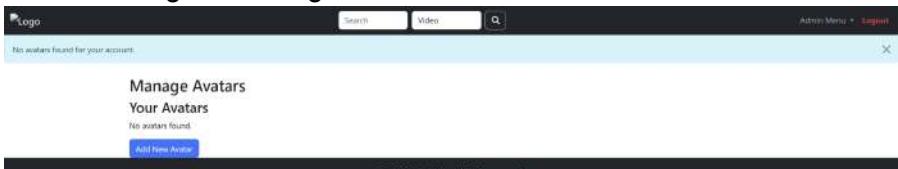
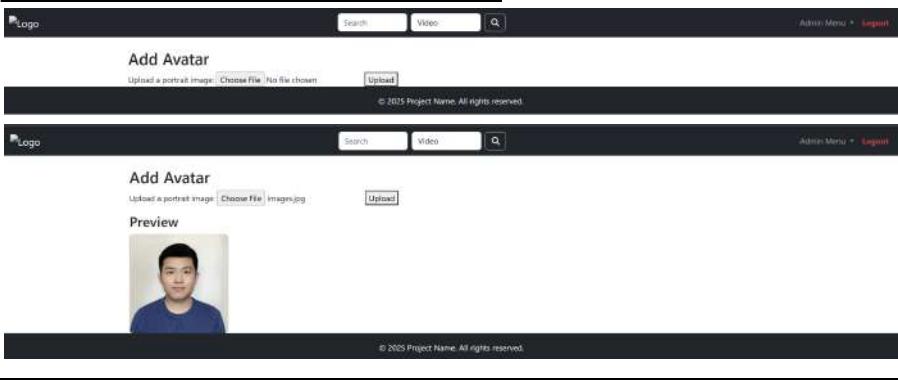
Upload Tutorial Video
Video uploaded successfully
Video Title:
Description:
Choose a Video:
Choose File : No file chosen
Upload Video

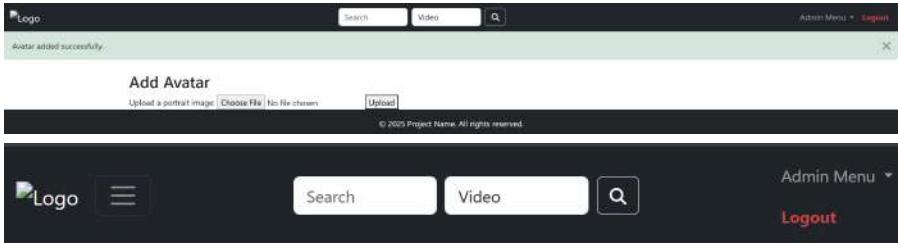


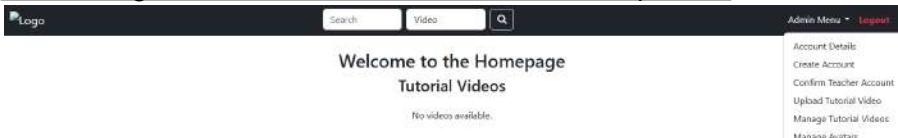
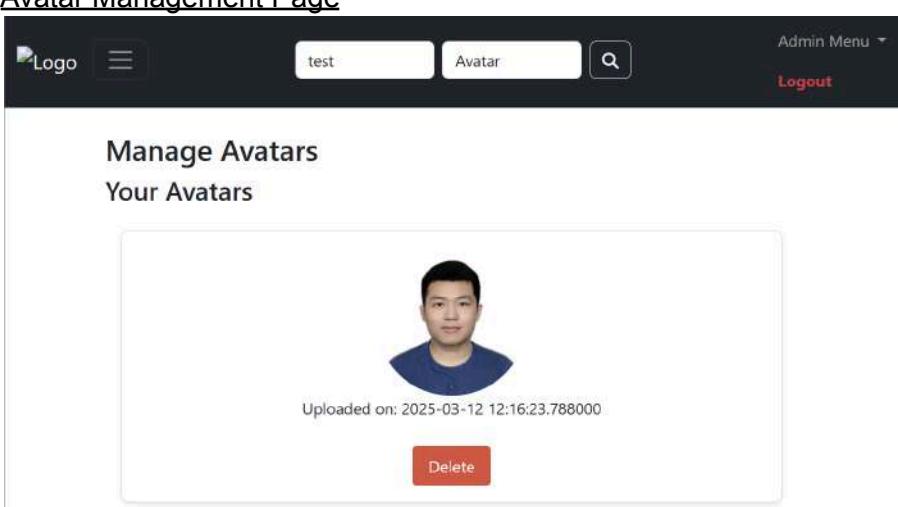
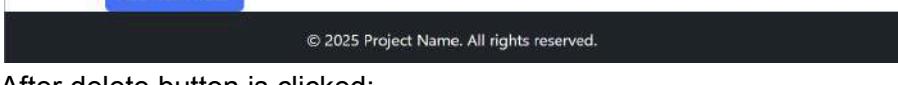
Welcome to the Homepage
Getting Started to our Platform? Feel free to explore these videos to learn more!
Download this video

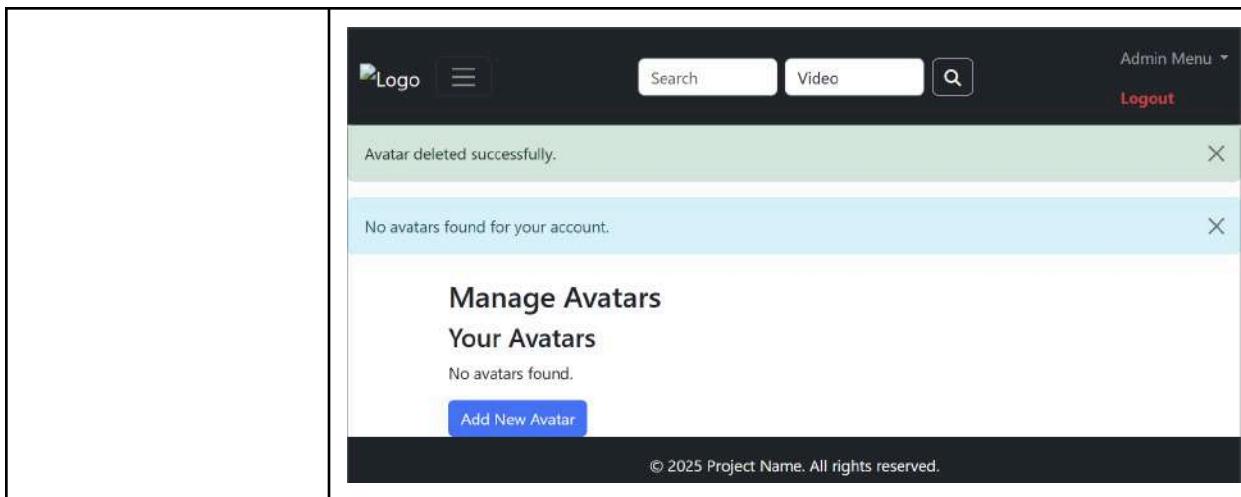
test
Name: test
Uploaded By: test

Look on how these Avatars come to life and how they help students to learn!
No avatars available.

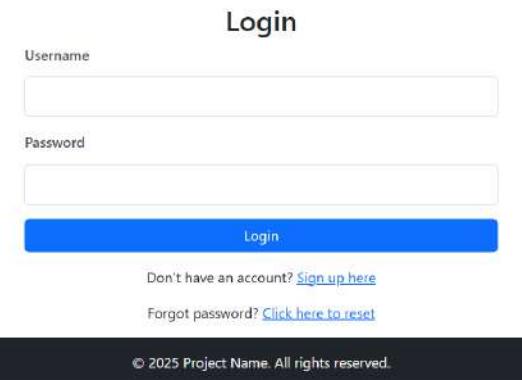
Test Case ID	TESTADM-9
Test Scenario	Allows an admin to add their avatar to the system.
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Manage Avatar” button. 3. The admin clicks the “Add New Avatar” button 4. The admin uploads an image of a person. 5. The admin clicks “upload” button 6. The avatar is successfully uploaded with its background removed.
Prerequisites	<ol style="list-style-type: none"> 1. The admin has to be logged in before uploading avatar.
Test Data	<ol style="list-style-type: none"> 1. An existing portrait of a person by admin
Expected Results	The admin can upload their avatar in the platform.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p><u>The manage avatars menu from admin menu dropdown:</u></p>  <p><u>Avatar Management Page</u></p>  <p><u>After Add New Avatar Button is clicked</u></p> 

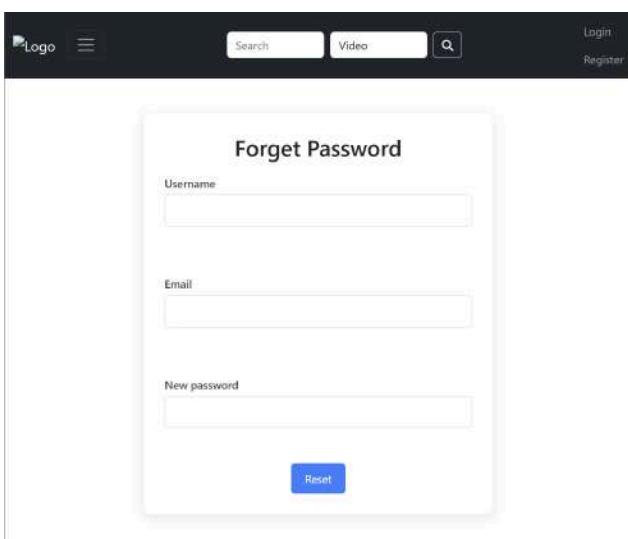
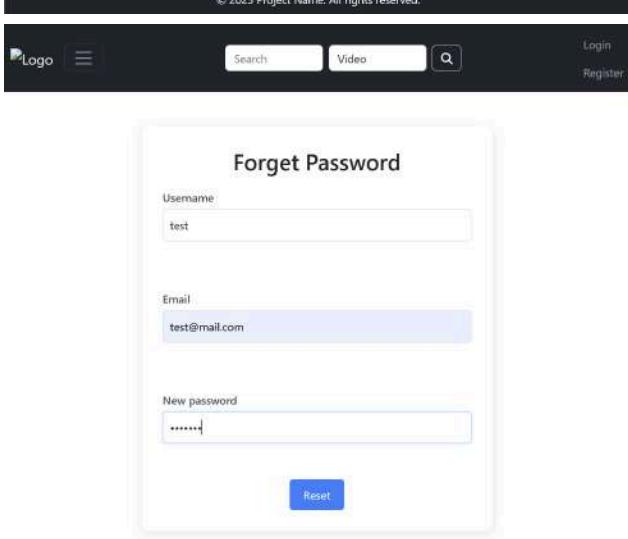
	<p>After upload button is clicked</p>  <p>Welcome to the Homepage Getting Started to our Platform? Feel free to explore these videos to learn more!</p>  <p>Name: test Uploaded By: test</p> <p>Look on how these Avatars come to life and how they help students to learn!</p> <div style="text-align: center;">  <p>View Avatar Video</p> </div>
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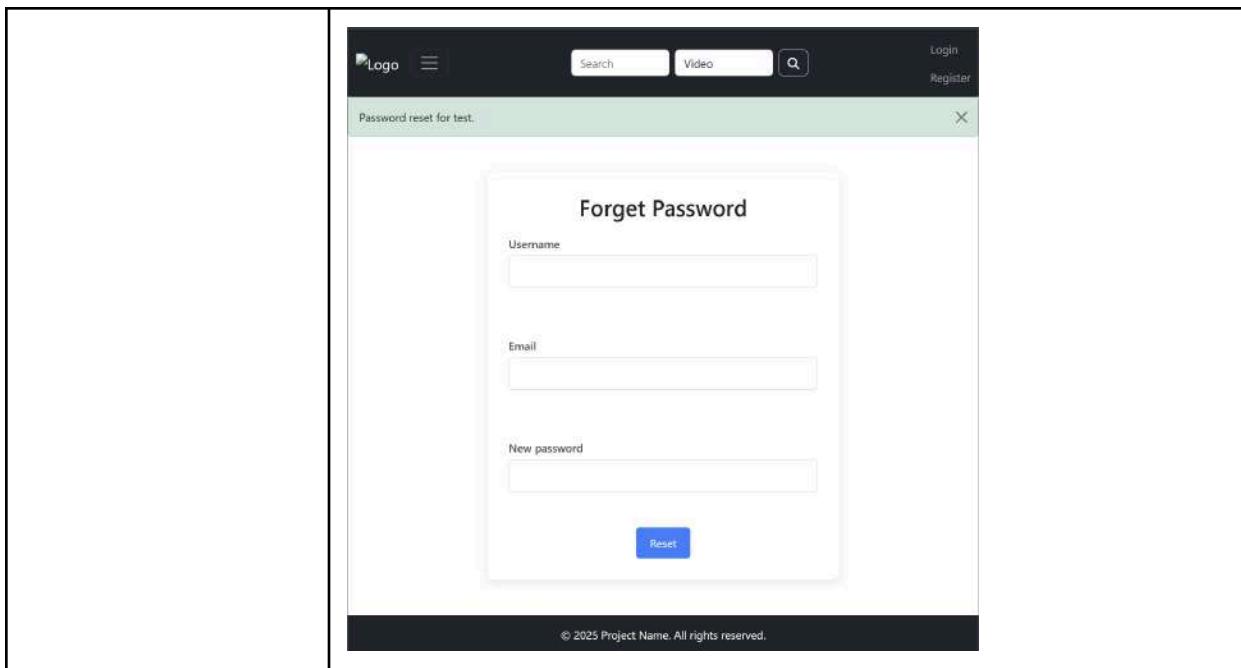
Test Case ID	TESTADM-12
Test Scenario	Allow the admin to delete the avatar from the database.
Test Procedure	<ol style="list-style-type: none"> The admin clicks on the “Admin Menu” dropdown menu. The admin clicks on the “Manage Avatar” button. The admin clicks “delete” button in the avatar management page The avatar is successfully deleted from the database
Prerequisites	<ol style="list-style-type: none"> The admin must be logged in There must be some existing avatars in the database to perform deletion
Expected Results	The admin successfully deletes the avatar from the database.
Actual Results	Pass
Created by	Edbert
Verified by	ZongZe, Zhihao
Screenshots	<p><u>The manage avatars menu from admin menu dropdown:</u></p>  <p><u>Avatar Management Page</u></p>  <p><u>After delete button is clicked:</u></p> 



The screenshot shows a user interface for managing avatars. At the top, there is a navigation bar with a logo, a search bar, a video search bar, and an admin menu. Below the navigation bar, a green message box displays "Avatar deleted successfully." followed by a close button (X). A light blue message box below it says "No avatars found for your account." followed by a close button (X). The main content area is titled "Manage Avatars" and "Your Avatars". It displays the message "No avatars found." and features a blue "Add New Avatar" button. At the bottom of the page is a dark footer bar with the copyright notice "© 2025 Project Name. All rights reserved."

Test Case ID	TESTADM-13
Test Scenario	Allow a user admin reset his/her password in case he/she forgets it.
Test Procedure	<ol style="list-style-type: none"> 1. The admin navigates to a login page 2. The admin clicks “click here to reset” button to begin the password reset process. 3. The admin types in his/her valid credentials, as well as the new password. 4. The admin now can login with his/her new password.
Prerequisites	<ol style="list-style-type: none"> 1. The admin must be logged out before the password can be reset.
Expected Results	The admin can reset his/her password and login with his/her new password.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao
Screenshots	<p>Login page:</p>  <p>After “click here to reset” is clicked</p>

	 <p>The screenshot shows a 'Forget Password' form with three input fields: 'Username', 'Email', and 'New password'. Below the form is a copyright notice: '© 2025 Project Name. All rights reserved.'</p>  <p>The screenshot shows the same 'Forget Password' form, but the 'Email' field contains the value 'test@mail.com', which is highlighted with a light blue background. The other fields ('Username' and 'New password') are empty. Below the form is a copyright notice: '© 2025 Project Name. All rights reserved.'</p>
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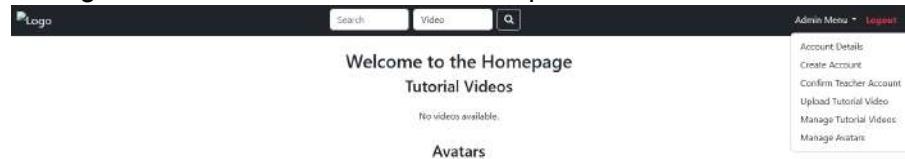


The screenshot shows a web-based password reset interface. At the top, there is a navigation bar with a 'Logo' icon, a search bar, a video player, and links for 'Login' and 'Register'. A message 'Password reset for test.' is displayed above the main form. The main form is titled 'Forget Password' and contains three input fields: 'Username', 'Email', and 'New password', each with its own input box. Below these fields is a blue 'Reset' button. At the bottom of the page, a dark footer bar contains the text '© 2025 Project Name. All rights reserved.'

Test Case ID	TESTADM-14
Test Scenario	Allows an admin to delete a specific account
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Manage Users” menu. 3. The admin clicks the “delete” button in the user management page. 4. The user is successfully deleted.
Prerequisites	<ol style="list-style-type: none"> 1. The admin must be logged in with valid credentials. 2. There must be some users in the user account management page.
Test Data	<ol style="list-style-type: none"> 1. A list of accounts in the account management page.
Expected Results	The admin can delete the user account from the database
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary

Screenshots

Manage users from the admin menu dropdown:



Welcome to the Homepage
Tutorial Videos
No videos available.

Avatars

After “manage users” button is clicked:



Username	Email	Role	Status	Actions
test	test@mail.com	Admin	active	(You) Suspend Delete
student1	student@mail.com	Student	active	Suspend Delete
teacher1	teacher@mail.com	Teacher	active	Suspend Delete
teacher2	teacher@mail.com	Teacher	active	Suspend Delete

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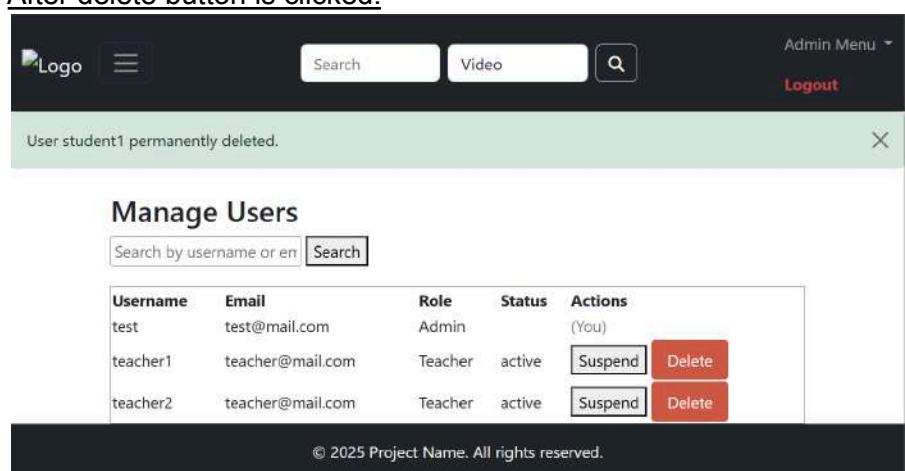
Before delete button is clicked:



Username	Email	Role	Status	Actions
test	test@mail.com	Admin	active	(You) Suspend Delete
student1	student@mail.com	Student	active	Suspend Delete
teacher1	teacher@mail.com	Teacher	active	Suspend Delete
teacher2	teacher@mail.com	Teacher	active	Suspend Delete

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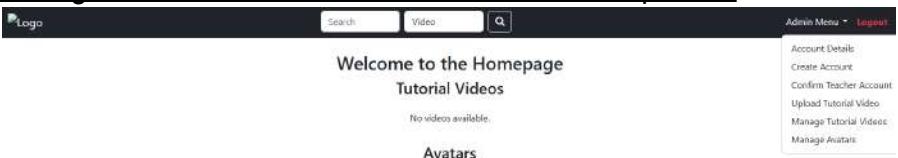
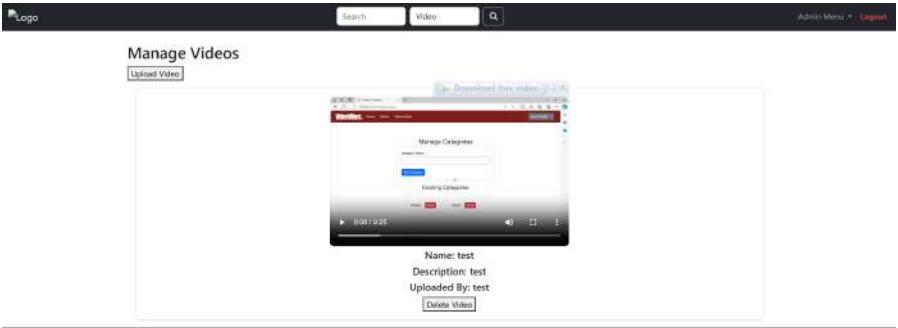
After delete button is clicked:

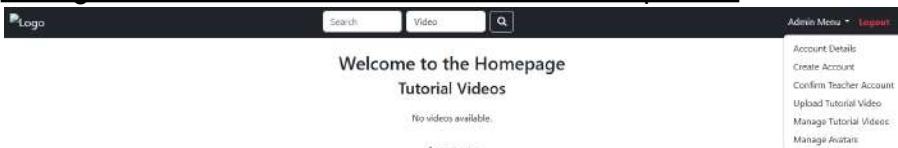
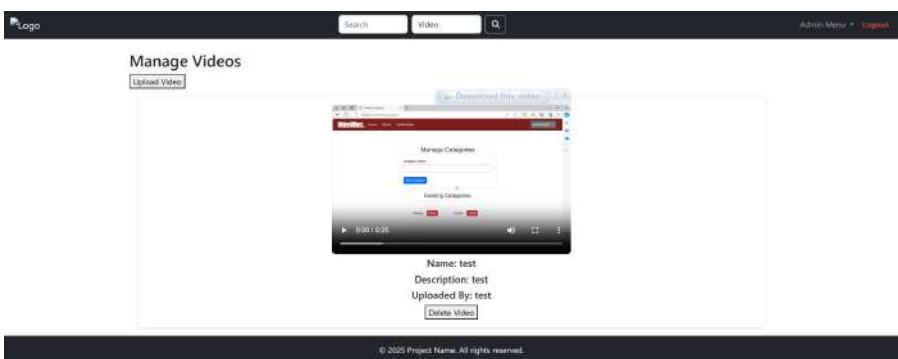


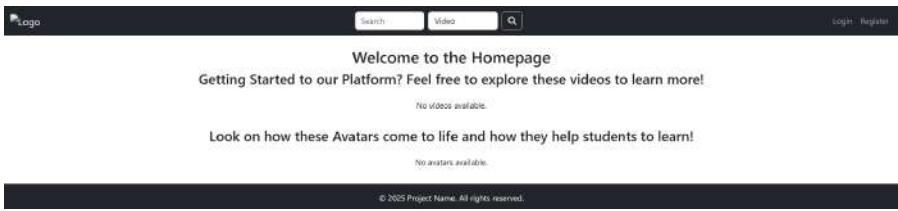
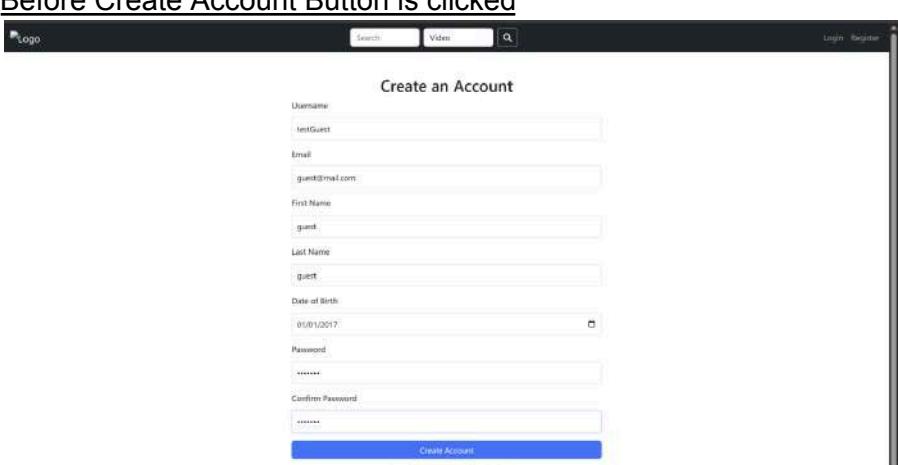
User student1 permanently deleted. X

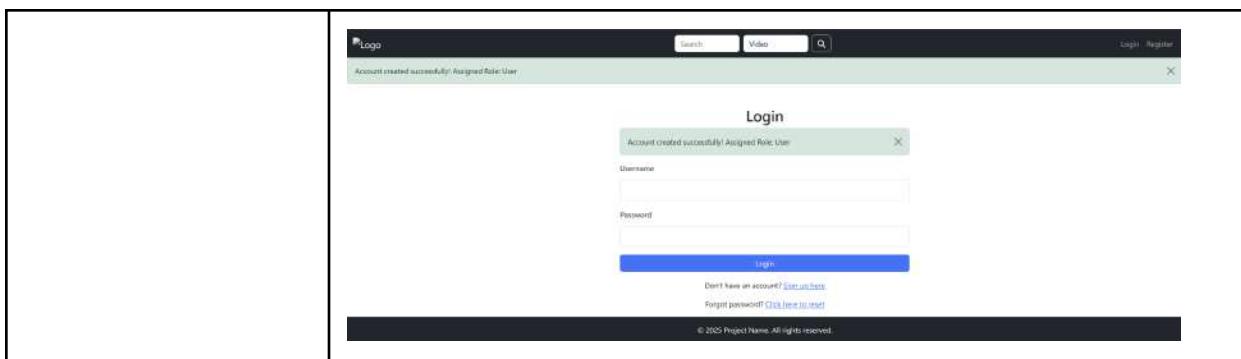
Username	Email	Role	Status	Actions
test	test@mail.com	Admin	active	(You) Suspend Delete
teacher1	teacher@mail.com	Teacher	active	Suspend Delete
teacher2	teacher@mail.com	Teacher	active	Suspend Delete

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Test Case ID	TESTADM-15
Test Scenario	Allows an admin to delete a tutorial video from the website
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Manage Tutorial Videos” menu. 3. The admin clicks the “delete video” button in the video management page. 4. The tutorial video is successfully deleted.
Prerequisites	<ol style="list-style-type: none"> 1. The admin must be logged in with valid credentials. 2. There must be some videos in the tutorial video management page.
Expected Results	The admin can delete the tutorial video from the database
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao
Screenshots	<p><u>Manage Tutorial Videos from the admin menu dropdown:</u></p>  <p><u>After “Manage Tutorial Videos” button is clicked:</u></p> <p><u>Before delete button is clicked:</u></p>  <p><u>After delete button is clicked:</u></p> 

Test Case ID	TESTADM-16
Test Scenario	Allows an admin view a tutorial video from the website
Test Procedure	<ol style="list-style-type: none"> 1. The admin clicks on the “Admin Menu” dropdown menu. 2. The admin clicks on the “Manage Tutorial Videos” menu. 3. The admin clicks the “play” button on the video 4. The tutorial video plays, and the admin can slow down/speed up/pause/stop the video.
Prerequisites	<ol style="list-style-type: none"> 1. The admin must be logged in with valid credentials. 2. There must be some videos in the tutorial video management page.
Expected Results	The admin can view the tutorial video from the database
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary
Screenshots	<p><u>Manage Tutorial Videos from the admin menu dropdown:</u></p>  <p><u>After “Manage Tutorial Videos” button is clicked:</u></p> 

Test Case ID	TESTGUEST-1
Test Scenario	Allows a guest to register a new account in the website
Test Procedure	<ol style="list-style-type: none"> The guest clicks register button at the top right of the website interface. The guest fills in his/her details such as his/her username, first name, last name, date of birth and password. The guest clicks “create account” button.
Prerequisites	1. The guest is not logged into an existing account.
Expected Results	The guest should be able to register a new account.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary , Jonathan
Screenshots	<p><u>Register Button at home page</u></p>  <p><u>Before Create Account Button is clicked</u></p>  <p><u>After Create Account Button is Clicked</u></p>



The screenshot shows a login interface. At the top, there is a navigation bar with a logo, search, video, and a search bar. A green notification bar at the top states "Account created successfully! Assigned Role: User". On the right, there are "Login" and "Register" buttons. Below the notification bar is a "Login" section with a green header bar containing the same success message. It includes fields for "Username" and "Password", a blue "Login" button, and links for "Don't have an account? [Create account](#)" and "Forgot password? [Click here to reset](#)". At the bottom, a dark footer bar contains the text "© 2025 Project Name. All rights reserved."

Taiga Screenshots

18th February 2025 (First day of the sprint)

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 23 Feb 2025

28% - 36 total points 10 completed 2 open tasks 4 closed tasks 0 issues

USER STORY					
	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
- As an admin, I want to log into the system so that I can access my account and its features.				#102 Create the source code for login.	
- As an admin, I want to log out of the system so that I can end my session.				#110 Create the source code for log out.	
- As an admin, I want to create an account so that other users can access the learning management platform.				#103 Allow user admins to create user accounts to allow login.	
- As an admin, I want to view details of an account so that I can see and manage my account information.					
- As an admin, I want to suspend an account so that I can stop the activity of the account.				#105 Allow admin to suspend users by creating the source code.	

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 23 Feb 2025

28% - 36 total points 10 completed 2 open tasks 4 closed tasks 0 issues

USER STORY					
	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
- As an admin, I want to search for an account so that I can find the account that I want to interact with.					
- As an admin, I want to update my account details so that my information regarding my account is accurate to other users.				#107 Allow admin to update their account details.	
- As an admin, I want to upload tutorial videos so that users can learn how to use the application.					
- As an admin I want to add avatars so that users inside the platform can see them.					
- As an admin, I want to view details of an avatar so that I can learn more about the avatar.					

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 23 Feb 2025

28% - 36 total points 10 completed 2 open tasks 4 closed tasks 0 issues

USER STORY					
	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
- As an admin I want to search for an avatar so that I can find the avatar that I want to manage.					
- As an admin I want to delete avatars so that users will not use that avatar.					
- As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.				#108 Allow guests to register teacher account.	
- As a guest, I want to view sample videos so that I can understand how the platform works.					



26th February 2025 (End of the sprint)

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 26 Feb 2025

28% = 36 total points 10 completed 2 open tasks 4 closed tasks 0 in progress 0 stories

User Story	New	In Progress	Ready for Test	Closed	Needs Info
#1 As an admin I want to search for an avatar so that I can find the avatar that I want to manage.					
#11 As an admin I want to delete avatars so that users will not use that avatar.					
#14 As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.					#10 Allow guests to register teacher accounts.
#17 As a guest, I want to view sample videos so that I can understand how the platform works.					

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 26 Feb 2025

100% = 36 total points 36 completed 0 open tasks 9 closed tasks 0 in progress 0 stories

User Story	New	In Progress	Ready for Test	Closed	Needs Info
#1 As an admin, I want to update my account details so that my information of my account is accurate to other admins.					#107 Allow admins to update their account details.
#10 As an admin, I want to update tutorial videos so that users can learn how to use the application.					
#11 As an admin I want to add avatars so that users will like the platform can use them.					#114 Implemented the course code for allow admin to add default avatars.
#12 As an admin, I want to view details of an avatar so that I can learn more about the user.					
#13 As an admin I want to search for an avatar so that I can find the avatar that I want to manage.					

Sprint 1 FYP-25-S1-09 18 Feb 2025 to 26 Feb 2025

100% = 36 total points 36 completed 0 open tasks 9 closed tasks 0 in progress 0 stories

User Story	New	In Progress	Ready for Test	Closed	Needs Info
#1 As an admin I want to update my account so that users will not use that avatar.					
#10 As a guest, I want to register a teacher account so that I can log in as a registered teacher next time.					#10 Allow guests to register teacher accounts.
#17 As a guest, I want to view sample videos so that I can understand how the platform works.					
#18 As an admin, I want to reset my password so that I can forget my password I can set it and log into the system.					#114 Allow admins to reset their password when they have forgotten their old password.
Storyless tasks					

Sprint 2

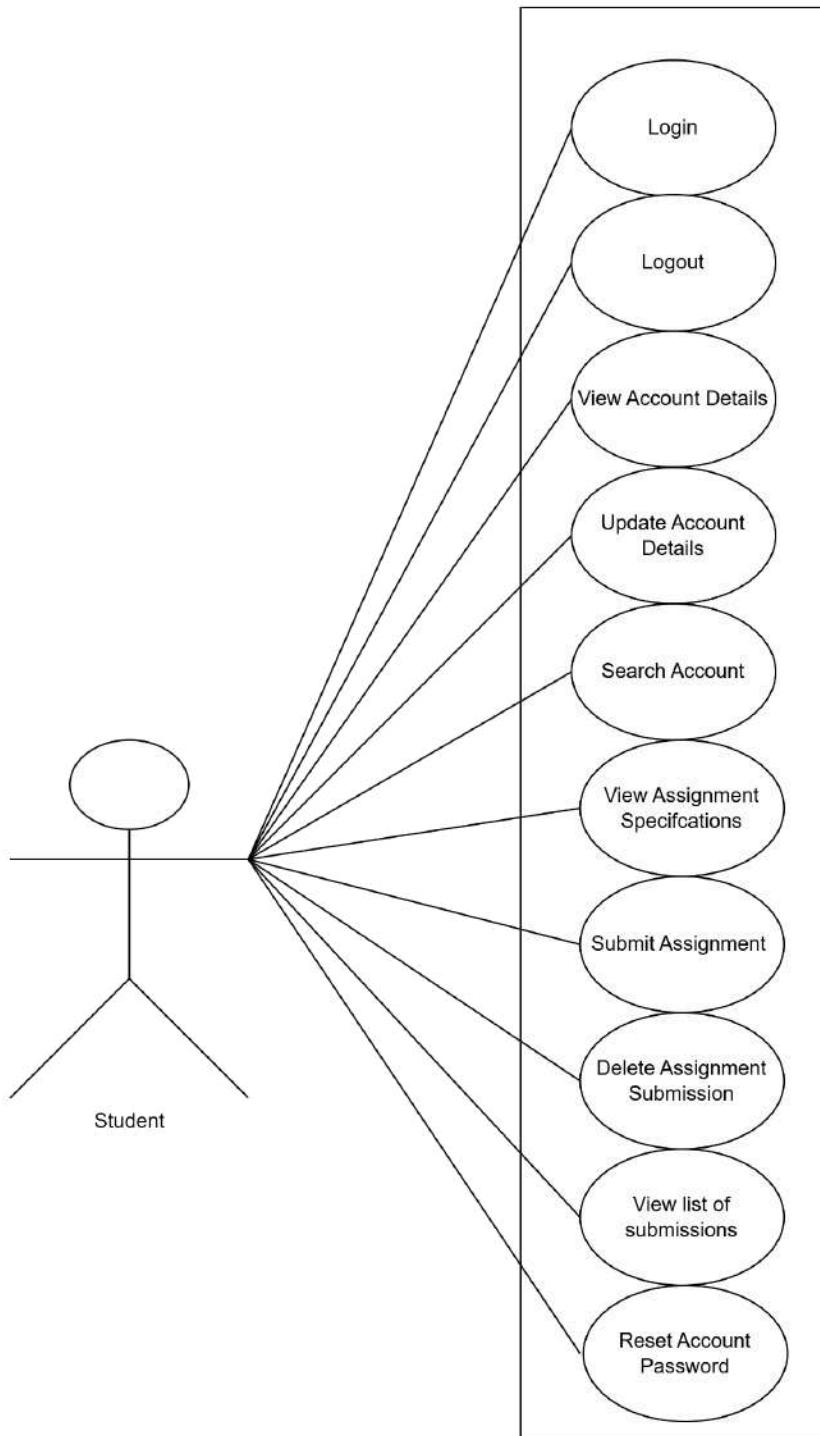
List of User Stories Worked on This Sprint

U.Story ID	User Story	Test Case ID
STU1	As a student, I want to log in to the learning management system so that I can access the resources.	TESTSTU-1
STU2	As a student, I want to log out from the learning management system so that I can end my session at the platform.	TESTSTU-2
STU3	As a student, I want to view the details of my account so that I can see my account information.	TESTSTU-3
STU4	As a student, I want to search for accounts so that I can find the account that I want to interact with.	TESTSTU-4
STU5	As a student, I want to update my account details so that the information of my account is accurate.	TESTSTU-5
STU36	As an Student, I want to reset my password so that when I forgot my password I can set it and log into the system	TESTSTU-6
STU15	As a student, I want to upload my assignment submission so that my submission can be seen by my teachers.	TESTSTU-7
STU34	As a student, I want to see assignment specifications so that I know what should I do for my assignment.	TESTSTU-31
TEACH1	As a Teacher, I want to log in to the learning management system so that I can manage my courses and content.	TESTTEACH-1
TEACH2	As a Teacher, I want to log out of the learning management system so that I can secure my account.	TESTTEACH-2
TEACH3	As a Teacher, I want to create an account for a student so that my student can access the learning management platform.	TESTTEACH-3
TEACH4	As a Teacher, I want to view the details of my account so that I can see my account information.	TESTTEACH-4
TEACH5	As a Teacher, I want to suspend a student's account so that I can stop the activity of the student.	TESTTEACH-5
TEACH6	As a Teacher, I want to search for accounts so that I can find the account that I want to interact with.	TESTTEACH-6
TEACH7	As a Teacher, I want to update my account details so that the information of my account is accurate.	TESTTEACH-7
TEACH40	As an teacher, I want to reset my password so that when I forgot my password I can set it and log into the system.	TESTTEACH-8
TEACH41	As a teacher, I want to add classrooms so that I can organize and share my learning materials to the appropriate subject	TESTTEACH-9
TEACH42	As a teacher, I want to update details of a classroom so that I can let the students informed of the classroom details if there are any changes	TESTTEACH-10
TEACH43	As a teacher, I want to delete a classroom so that my classroom management is organized.	TESTTEACH-11

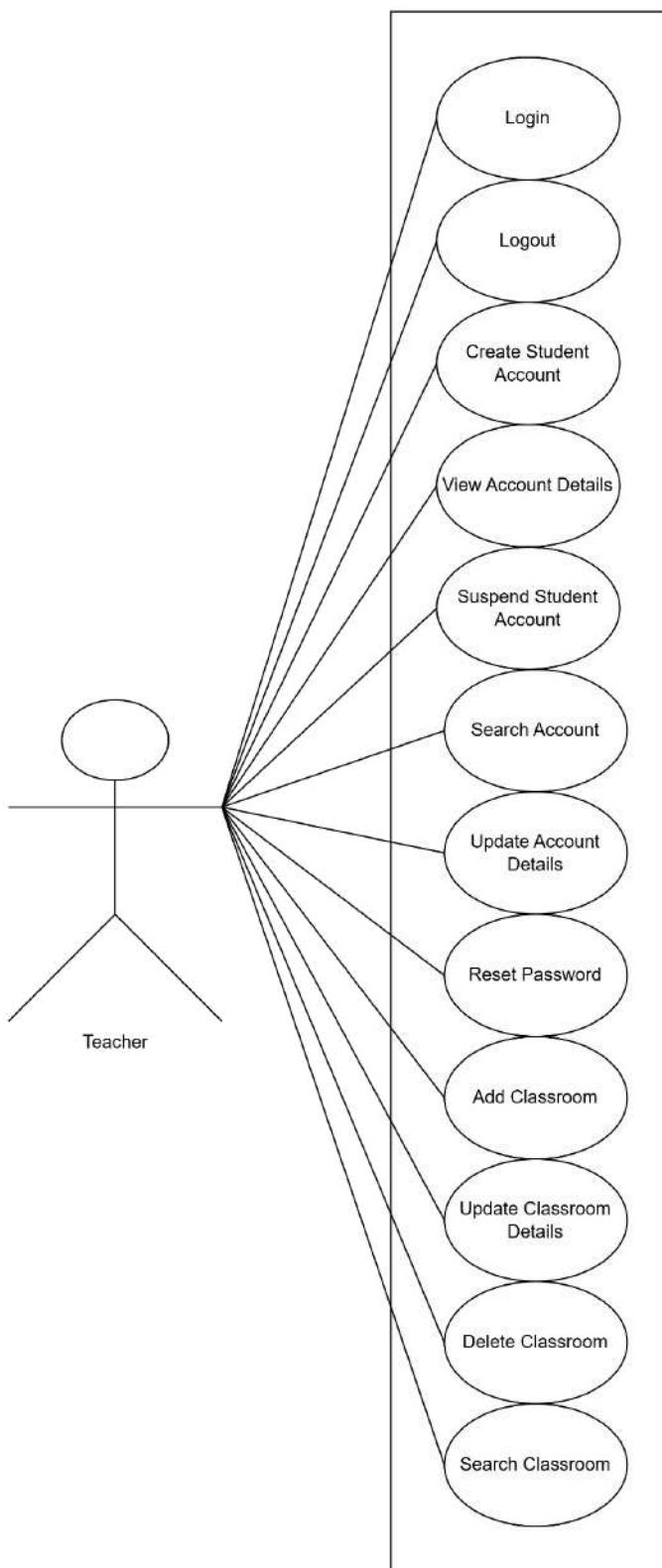
TEACH44	As a teacher, I want to search for a classroom so that I can navigate and manage the classroom I want.	TESTTEACH -12
TEACH45	As a teacher, I want to enroll a student to my classroom so that they can access my class resources and assignments.	TESTTEACH -13
TEACH46	As a teacher, I want to unenroll a student so that I can have optimal access control to my classroom	TESTTEACH -14
TEACH19	As a Teacher, I want to create assignments for my course so that students can demonstrate their understanding of the material.	TESTTEACH -15
TEACH20	As a Teacher, I want to view all submissions for an assignment for a course so that I can grade them.	TESTTEACH -16
TEACH23	As a Teacher, I want to delete old assignments so that my course content remains clean and relevant.	TESTTEACH -19
TEACH24	As a Teacher, I want to search for specific assignments by course or student so that I can quickly locate and grade them.	TESTTEACH -20
TEACH25	As a Teacher, I want to assign grades and feedback for students' assignments so that students can know how well they have done for the assignment.	TESTTEACH -21
TEACH26	As a Teacher, I want to view the grades of each student so I can have a better understanding of the difficulty level of the assignment.	TESTTEACH -22
TEACH27	As a Teacher, I want to modify previously assigned grades so that I can give the correct assignment grade when they are graded wrongly.	TESTTEACH -23

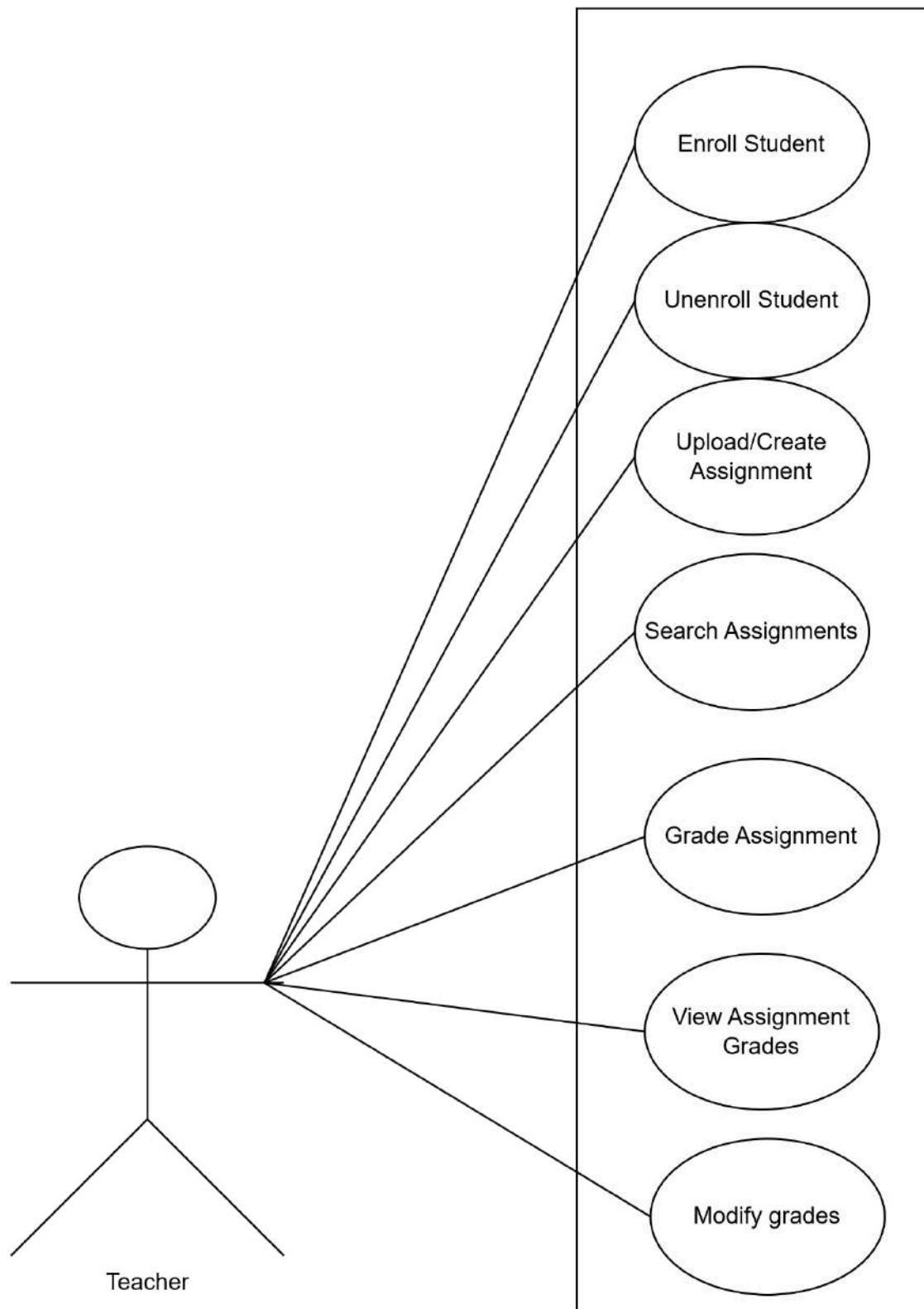
Use Case Diagrams

Student Use Case Diagram



Teacher Use Case Diagram





Use Case Descriptions

Name	STU1 (Student-Login)	Taiga ID: #18
Stakeholder and Goal	Student-The student logs in into the system successfully	
Description	As an student, I want to log in to the system so that I can access my account and its features.	
Actor	student	
Trigger	The student clicks the login button, initiating the login process.	
Preconditions	1. student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. System Availability - The login system needs to be operational, ensuring that the student can connect and submit their login details. 3. student Not Logged In - The user student must not have an active session before logging in.	
Basic Flow	1. The student navigates to the login page. 2. The student enters his/her login credentials. 3. The student clicks on the login button. 4. Student is successfully logged in.	
Alternate Flow	Invalid Credentials Entered - The student enters an incorrect username or password. 1. The system checks the entered credentials against the stored data and identifies them as invalid. 2. The system displays an error message "Invalid username or password." . 3. The system prompts the student to re-enter his/her credentials, providing options to: a. • Retry the login process by re-entering the correct username b. and password c. • Cancel the login attempt, redirecting back to the landing page. Account Suspension - The student account has been suspended. 1. The system identifies the user student's account status to be "Suspended". 2. The system displays an error message "Account has been suspended." 3. The student is prevented from attempting further logins with the	

	suspended account.
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Name	STU2 (student-Logout)	Taiga ID: #19
Description	As a student, I want to log out from the learning management system so that I can end my session at the platform.	
Actor	Student	
Trigger	The student clicks the logout button.	
Preconditions	1. Student Account Exists - The user student must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the student can exit. 3. Student Logged in - The user student must have an active session before logging out.	
Basic Flow	1. The student clicks the logout button 2. The student clicks "confirm logout". 3. The student successfully logged out from the system.	
Alternate Flow	-	

Name	STU3 (student-View the details of my account)	Taiga ID : #22
Stakeholder and Goal	Student can view the details of an account	
Description	As a student, I want to view the details of my account so that I can see my account information.	
Actor	Student	
Trigger	The student clicks the “View Details” button.	
Preconditions	1. Student Account Exists - The user admin must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session viewing an account. 3. There should be at least one existing account in the database - The database should have at least one user so that the student can see the details of the account. 4. Student is in the account management page- The student must be in the account management page to view more details about the existing account.	

Basic Flow	<ol style="list-style-type: none">1. The Student navigates to the account section on the dashboard.2. The student clicks the view button3. The student now able to see the details of the account
Alternate Flow	-

Name	STU4 (student-Search of the account)	Taiga ID : #23
Stakeholder and Goal	Student is able to search a specific account through a keyword and a search filter	
Description	As a student, I want to search for accounts so that I can find the account that I want to interact with.	
Actor	Student	
Trigger	The student clicks the “Search” button.	
Preconditions	1. Student Account Exists - The user admin must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session viewing an account. 3. There should be at least one existing account in the database - The database should have at least one user so that the student can see the details of the account. 4. Student is in the account management page- The student must be in the account management page to view more details about the existing account.	

Basic Flow	<ol style="list-style-type: none">1. The student types in a keyword for the search.2. The student selects a search filter criteria.3. The student clicks the “search” button.4. If the search criteria matches, a list of search results will be shown.5. The student is now able to do specific actions towards an account
Alternate Flow	

Name	STU5 (student-Update account)	Taiga ID : #24
Stakeholder and Goal	Student is able to search a specific account through a keyword and a search filter	
Description	As a student, I want to update my account details so that the information of my account is accurate.	
Actor	Student	
Trigger	The student clicks the “update” button in his/her ‘my account’ page	
Preconditions	1. Student Account Exists - The user admin must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session viewing an account. 3. There should be at least one existing account in the database - The database should have at least one user so that the student can see the details of the account. 4. Student is in the account management page- The student must be in the account management page to view more details about the existing account.	

Basic Flow	<ol style="list-style-type: none"> 1. The student click the update information button on the page 2. The student is then prompted to make changes in his/her account information 3. After confirming the changes the student wants to make, the student clicks the 'update' button to confirm the changes. 4. The update process is successful when the new information can be displayed in the student's account and there is a notification telling that changes have been made.
Alternate Flow	

Name	STU36 (Student - Reset password)	Taiga ID :#102
Stakeholder and Goal	Allow a student to reset their password in case they forgot it.	
Description	As an Student, I want to reset my password so that when I forgot my password I can set it and log into the system	
Actor	Student	
Trigger	The student clicks on the forget password button	
Preconditions	<ol style="list-style-type: none"> 1. The student must be logged out before the password can be reset. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to a login page. 2. The student clicks the "Click here to reset" button to begin the password reset process. 	

	<ol style="list-style-type: none">3. The student types in their valid credentials, as well as the new password.4. The student can now log in with their new password.
Alternate Flow	

Name	STU15 (Student - Upload Assignment)	Taiga ID : #34
Stakeholder and Goal	Student can upload their assignment to ensure their submission is visible to teachers.	
Description	As a student, I want to upload my assignment so that my submission can be seen by my teachers.	
Actor	Student	
Trigger	The student clicks the “upload assignment” button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to upload their assignment. 3. Assignment File Ready - The student must have a valid assignment file prepared for upload. 4. Submission Page Access - The student must be on the assignment submission page. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to the assignment submission section. 2. The student selects the appropriate assignment submission folder. 3. The student clicks the “Upload Assignment” button. 4. The system prompts the student to choose a file. 5. The student selects the assignment file from their device. 6. The system verifies the file format and size. 7. The system uploads the assignment and confirms successful submission. 8. The student receives a confirmation message indicating the assignment has been successfully submitted. 	

Alternate flow	
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Name	STU16 (Student - Delete Assignment Upload)	Taiga ID : #35
Stakeholder and Goal	Student can delete an uploaded assignment to review and submit the correct file.	
Description	As a student, I want to delete my assignment upload so that I can review my submission and submit the correct file to my teacher.	
Actor	Student	
Trigger	The student clicks the “Delete Assignment” button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to manage their assignments. 3. Existing Assignment Upload - The student must have previously uploaded an assignment that is eligible for deletion. 4. Assignment Submission Page Access - The student must be on the assignment submission page. 5. Submission Period Open - The assignment submission deadline must not have passed. 	

Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to the assignment submission section. 2. The student selects the uploaded assignment they want to delete. 3. The student clicks the “Delete Assignment” button. 4. The system prompts a confirmation message to ensure the student wants to proceed. 5. The student confirms the deletion. 6. The system removes the uploaded assignment from storage. 7. The system notifies the student that the assignment has been successfully deleted.
Alternate flow	

Name	STU19 (Student - View Assignment Notifications)	Taiga ID : #39
Stakeholder and Goal	Student stays informed about assignment deadlines and submissions.	
Description	As a student, I want to view notifications about assignment deadlines or submission confirmations so that I don't miss important dates.	
Actor	Student	
Trigger	The Student clicks 'View Assignment Notifications' button	
Preconditions	<ol style="list-style-type: none"> Student Account Exists – The student must be registered. Student Logged In – The student must be logged into the system. Assignment Exists – The student must have active assignments. Notifications Enabled – The system must have notifications enabled for assignments. 	
Basic Flow	<ol style="list-style-type: none"> The student uploads and submits their assignment. The system validates the submission and stores it in the database. A submission confirmation notification is generated. The system sends the notification via: <ul style="list-style-type: none"> In-app notification Push notification (if enabled) Email confirmation (if enabled) 	

Alternate flow	
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Name	STU34 (Student - See Assignment Specifications)	Taiga ID :#99
Stakeholder and Goal	Students can view detailed instructions for assignments.	
Description	As a student, I want to see assignment specifications so that I know what I should do for my assignment.	
Actor	Student	
Trigger	The student clicks on an assignment.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Assignment Exists – The assignment must already exist. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to the "Assignments" section. 2. The student clicks on an assignment. 3. The system displays the assignment specifications, including details like instructions, due dates, and attachments. 	
Alternate Flow		

Name	TEACH1 (teacher-Login)	Taiga ID: #59
Stakeholder and Goal	Teacher-The teacher logs in into the system successfully	
Description	As an teacher, I want to log in to the system so that I can access my account and its features.	
Actor	Teacher	
Trigger	The teacher clicks the login button, initiating the login process.	
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The login system needs to be operational, ensuring that the teacher can connect and submit their login details. 3. Teacher Not Logged In - The teacher must not have an active session before logging in. 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher navigates to the login page. 2. The teacher enters his/her login credentials. 3. The teacher clicks on the login button. 4. Teacher is successfully logged in. 	
Alternate Flow	<p>Invalid Credentials Entered - The teacher enters an incorrect username or password.</p> <ol style="list-style-type: none"> 1. The system checks the entered credentials against the stored data and identifies them as invalid. 2. The system displays an error message "Invalid username or password." 3. The system prompts the teacher to re-enter his/her credentials, providing options to: <ul style="list-style-type: none"> • Retry the login process by re-entering the correct username and password • Cancel the login attempt, redirecting back to the landing page. <p>Account Suspension - The teacher account has been suspended.</p> <ol style="list-style-type: none"> 1. The system identifies the teacher's account status to be "Suspended". 2. The system displays an error message "Account has been suspended." 	

	3. The teacher is prevented from attempting further logins with the suspended account.
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Name	TEACH2 (teacher-Logout)	Taiga ID: #60
Stakeholder and Goal	Teacher-The teacher logs out of the system successfully	
Description	As a teacher, I want to log out of the system so that I can end my session.	
Actor	Teacher	
Trigger	The teacher clicks the logout button.	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit. 3. Teacher Logged in - The user teacher must have an active session before logging out.	
Basic Flow	1. The teacher clicks the logout button 2. The teacher clicks "confirm logout". 3. The teacher successfully logged out from the system.	
Alternate Flow	-	

Description	As a Teacher, I want to update my account details so that the information of my account is accurate.
Actor	Teacher
Trigger	The teacher clicks on the Edit button button
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit. 3. Teacher Logged in - The user teacher must have an active session before logging out.
Basic Flow	1. Teacher click on the My Account button

	2. Account details page appear 3. Teacher click on the Edit button 4. Teacher making change on the account details 5. Teacher click on Save button 6. Account details update successful message appear
Alternate Flow	-

Name	TEACH3 (teacher-Create Account)	Taiga ID: #61
Stakeholder and Goal	Teacher-The teacher successfully create a student account in the system	
Description	As a Teacher, I want to create an account for a student so that my student can access the learning management platform.	
Actor	Teacher	
Trigger	The teacher clicks the Create Account button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit. 3. Teacher Logged in - The user teacher must have an active session before logging out.	
Basic Flow	1. The teacher clicks the Create Account button 2. The teacher fills out the registration form 3. The student received an email	
Alternate Flow	-	

Name	TEACH4 (teacher-View The Details)	Taiga ID: #62
Stakeholder and Goal	Teacher-Account Details page load successfully	
Description	As a Teacher, I want to view the details of my account so that I can see my account information.	
Actor	Teacher	
Trigger	The teacher clicks on the My Account button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit. 3. Teacher Logged in - The user teacher must have an active session before logging out.	
Basic Flow	1. Teacher click on the My Account button 2. Account details appears 3. Teacher click on Back button 4. Previous page appears	
Alternate Flow	-	

Name	TEACH5 (teacher-Suspend Student's Account)	Taiga ID: #63
Stakeholder and Goal	Teacher-The teacher suspend account successfully	
Description	As a Teacher, I want to suspend a student's account so that I can stop the activity of the student.	
Actor	Teacher	
Trigger	The teacher clicks on the Suspend This Account button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system.	

	<p>2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit.</p> <p>3. Teacher Logged in - The user teacher must have an active session before logging out.</p>
Basic Flow	<p>1. Teacher find the student account</p> <p>2. Teacher click on Suspend This Account button</p> <p>3. Account Suspended message appear</p> <p>4. Student receive the email</p>
Alternate Flow	-

Name	TEACH6 (teacher-Search For Accounts)	Taiga ID: #64
Stakeholder and Goal	Teacher-The teacher search account successfully	
Description	As a Teacher, I want to search for accounts so that I can find the account that I want to interact with.	
Actor	Teacher	
Trigger	The teacher clicks on the Search button	
Preconditions	<p>1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system.</p> <p>2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit.</p> <p>3. Teacher Logged in - The user teacher must have an active session before logging out.</p>	
Basic Flow	<p>1. Teacher key in account detail in the search bar</p> <p>2. Teacher click on Search button</p> <p>3. Search result appears</p>	
Alternate Flow	-	

Name	TEACH7 (teacher-Update My Account Details)	Taiga ID: #65
Stakeholder and Goal	Teacher-The teacher update the system successfully	
Description	As a Teacher, I want to update my account details so that the information of my account is accurate.	
Actor	Teacher	
Trigger	The teacher clicks on the Edit button button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. System Availability - The logout system needs to be operational, ensuring that the teacher can exit. 3. Teacher Logged in - The user teacher must have an active session before logging out.	
Basic Flow	1. Teacher click on the My Account button 2. Account details page appear 3. Teacher click on the Edit button 4. Teacher making change on the account details 5. Teacher click on Save button 6. Account details update successful message appear	
Alternate Flow	-	

Name	TEACH19 (teacher- Create Assignment)	Taiga ID: #78
Stakeholder and Goal	Teacher- Assignment create successfully	
Description	As a Teacher, I want to create assignment for my course so that students can demonstrate their understanding of the material.	
Actor	Teacher	
Trigger	The teacher click on Create Assignment button	

Name	TEACH19 (teacher- Create Assignment)	Taiga ID: #78
Stakeholder and Goal	Teacher- Assignment create successfully	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Avatar Created - The avatar must be created successfully in the system	
Basic Flow	1. Teacher click on Create Assignment button 2. Create assignment page appear 3. Teacher fill in the assignment details 4. Teacher click Save Assignment button 5. Assignment created message appears	
Alternate Flow	-	

Name	TEACH20 (teacher- View all Submissions)	Taiga ID: #80
Stakeholder and Goal	Teacher- Submissions appear successful	
Description	As a Teacher, I want to view all submissions for an assignment for a course so that I can grade them.	
Actor	Teacher	
Trigger	The teacher click on Assignment Detail button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher select assignment he wants to view 3. All submission appears 4. Teacher close submission page	
Alternate Flow	-	

Name	TEACH23 (teacher-Delete Old Assignment)	Taiga ID: #83
Stakeholder and Goal	Teacher - Assignment details edited successful	
Description	As a Teacher, I want to delete old assignments so that my course content remains clean and relevant.	
Actor	Teacher	
Trigger	The teacher click on Assignment Detail button	

Name	TEACH23 (teacher-Delete Old Assignment)	Taiga ID: #83
Stakeholder and Goal	Teacher - Assignment details edited successful	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher select assignment he wants to view 3. Teacher click on Delete button 4. Confirm delete message appear 5. Teacher click on Yes 6. Assignment delete successful message appear	
Alternate Flow	-	

Name	TEACH24 (teacher-Search Specific Assignments)	Taiga ID: #84
Stakeholder and Goal	Teacher - Searched assignment successfully appear	
Description	As a Teacher, I want to search for specific assignments by course or student so that I can quickly locate and grade them.	
Actor	Teacher	
Trigger	The teacher click on search button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher key in assignment detail he want to search 3. Teacher click search button	

Name	TEACH24 (teacher-Search Specific Assignments)	Taiga ID: #84
Stakeholder and Goal	Teacher - Searched assignment successfully appear	
	4. Search result appears	
Alternate Flow	-	

Name	TEACH25 (teacher-Assign Grades)	Taiga ID: #85
Stakeholder and Goal	Teacher - Assign grade successfully	
Description	As a Teacher, I want to assign grades and feedback for students' assignments so that students can know how well they have done for the assignment.	
Actor	Teacher	
Trigger	The teacher click on Assignment Detail button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher select assignment he wants to view 3. Teacher click on student's submission 4. Student submission details appear 5. Teacher key in marks in the marking area 6. Teacher click Save button 7. Assignment mark save successfully	
Alternate Flow	-	

Name	TEACH26 (teacher-View Student's Grade)	Taiga ID: #87
Stakeholder and Goal	Teacher - Student's grade successfully appear	
Description	As a Teacher, I want to view the grades of each student so I can have a better understanding of the difficulty level of the assignment.	
Actor	Teacher	
Trigger	The teacher click on Assignment Detail button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system 4. Student Submit Assignment - Student successfully submit assignment in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher select assignment he wants to view 3. Teacher click on Submission Details button 4. Student grades appeared	
Alternate Flow	-	

Name	TEACH27 (teacher-Modify Assigned Grade)	Taiga ID: #88
Stakeholder and Goal	Teacher - successfully amend the grade	
Description	As a Teacher, I want to modify previously assigned grades so that I can give the correct assignment grade when they are graded wrongly.	
Actor	Teacher	
Trigger	The teacher click on Assignment Detail button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system.	

Name	TEACH27 (teacher-Modify Assigned Grade)	Taiga ID: #88
Stakeholder and Goal	Teacher - successfully amend the grade	
	2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Assignment Created - The assignment has successfully created in the system 4. Student Submit Assignment - Student successfully submit assignment in the system	
Basic Flow	1. Teacher click on Assignment Details button 2. Teacher select assignment he wants to view 3. Teacher click on student's submission 4. Student submission details appear 5. Teacher key in marks in the marking area 6. Teacher click Save button 7. Assignment mark save successfully	
Alternate Flow	-	

Name	TEACH40 (teacher- Reset password)	Taiga ID: #103
Stakeholder and Goal	Teacher - Teacher successfully resets password	
Description	As a teacher, I want to reset my password so that when I forgot my password I can set it and log into the system.	
Actor	Teacher	
Trigger	The teacher clicks on the forget password button	
Preconditions	1. The teacher must be logged out before the password can be reset.	
Basic Flow	1. The teacher navigates to a login page. 2. The teacher clicks the "Click here to reset" button to begin the password reset process.	

Name	TEACH40 (teacher- Reset password)	Taiga ID: #103
Stakeholder and Goal	Teacher - Teacher successfully resets password	
	3. The teacher types in their valid credentials, as well as the new password. 4. The teacher can now log in with their new password.	
Alternate Flow	-	

Name	TEACH41 (teacher- Add classrooms)	Taiga ID: #105
Stakeholder and Goal	Teacher - Teacher successfully creates a classroom	
Description	As a teacher, I want to add classrooms so that I can organize and share my learning materials to the appropriate subject	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and clicks on add classroom button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Activated Account - The account must be activated in order to receive message	
Basic Flow	1. Teacher click on the manage classroom button from the Teacher menu 2. Teacher selects Add classroom button 3. Teacher fills in the new classroom details 4. Teacher click on Add classroom button 5. Classroom is created	
Alternate Flow	-	

Name	TEACH42 (teacher- Update classroom details)	Taiga ID: #106
Stakeholder and Goal	Teacher - Teacher successfully updates classroom details	
Description	As a teacher, I want to add classrooms so that I can organize and share my learning materials to the appropriate subject	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and clicks on update classroom details.	
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Activated Account - The account must be activated in order to receive message 4. There must be at least one classroom made by the teacher 5. The teacher must be inside the classroom management page. 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “Update classroom” button in the classroom management page 4. The teacher types in the new details he/she wants to enter. 5. The teacher clicks “update classroom” button 6. The classroom info is now updated 	
Alternate Flow	-	

Name	TEACH43 (teacher- Delete classroom)	Taiga ID: #107
Stakeholder and Goal	Teacher - Teacher successfully deletes classroom	
Description	As a teacher, I want to delete a classroom so that my classroom management is organized.	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and clicks on delete classroom	
Preconditions	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page.. 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “delete classroom” button 5. The classroom is successfully deleted. 	
Alternate Flow	-	

Name	TEACH44 (teacher- Search classroom)	Taiga ID: #108
Stakeholder and Goal	Teacher - Teacher successfully finds classroom	
Description	As a teacher, I want to search for a classroom so that I can navigate and manage the classroom I want.	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and types in the search query.	
Preconditions	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page.. 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher types the name of the classroom. 4. The system sends the search results to the teacher, and he/she can do the necessary actions to it. 	
Alternate Flow	-	

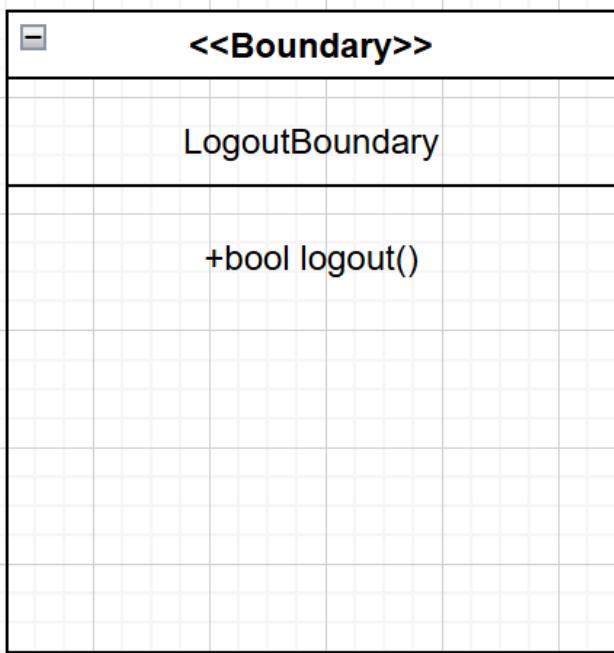
Name	TEACH45 (teacher- Enroll student)	Taiga ID: #109
Stakeholder and Goal	Teacher - Teacher successfully enrolls student	
Description	As a teacher, I want to enroll a student to my classroom so that they can access my class resources and assignments.	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and enrolls a student	
Preconditions	<ol style="list-style-type: none"> 1. The teacher must be logged in before enrolling a student 2. There must be at least one unenrolled student 3. The teacher must be inside the classroom management page. 	

Name	TEACH45 (teacher- Enroll student)	Taiga ID: #109
Stakeholder and Goal	Teacher - Teacher successfully enrolls student	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “manage students in this classroom” button. 5. The teacher clicks “enroll” button to a student in the list 6. The student is successfully enrolled to the classroom. 	
Alternate Flow	-	

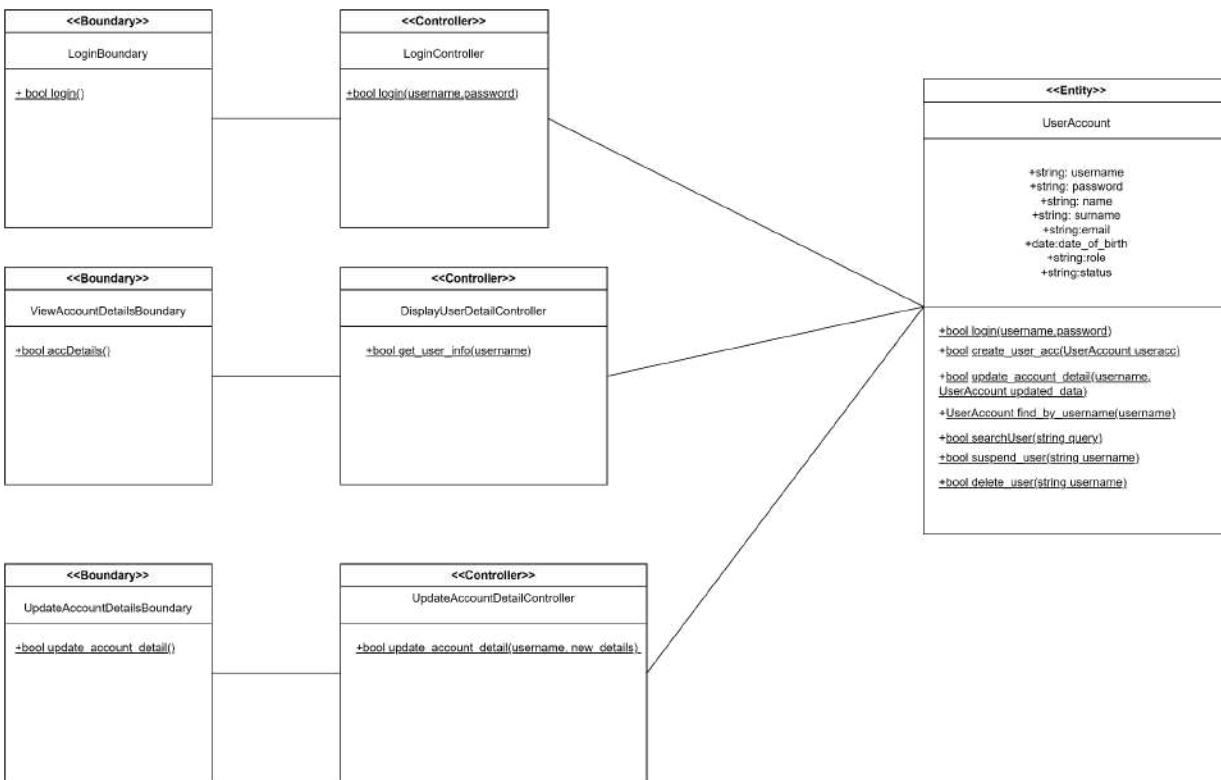
Name	TEACH46 (teacher- unenroll student)	Taiga ID: #110
Stakeholder and Goal	Teacher - Teacher successfully unenrolls student	
Description	As a teacher, I want to unenroll a student so that I can have optimal access control to my classroom	
Actor	Teacher	
Trigger	The teacher navigates to the manage classrooms page and unenrolls a student	
Preconditions	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page.. 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “manage students in this classroom” button. 5. The teacher clicks “remove from classroom” button to a student in the list 6. The student is successfully unenrolled to the classroom. 	
Alternate Flow	-	

Class Diagrams

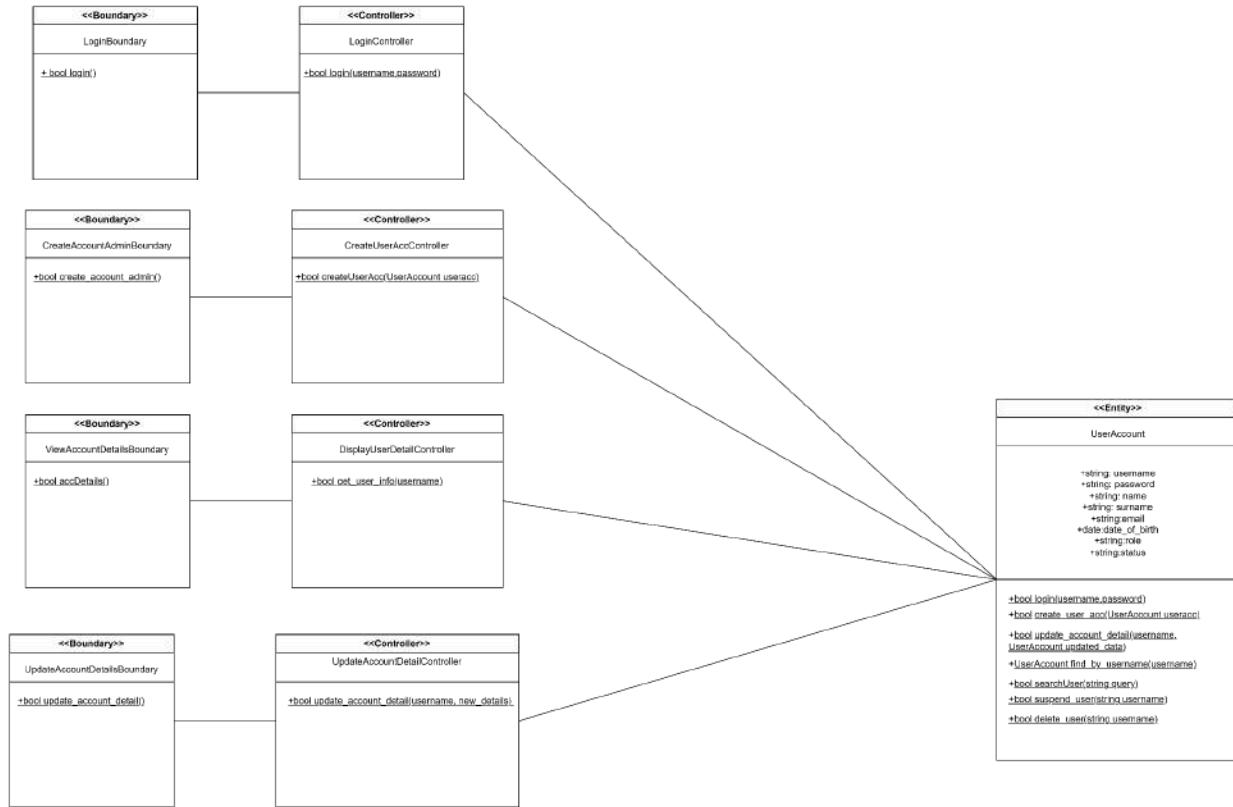
(Student/Teacher Logout)



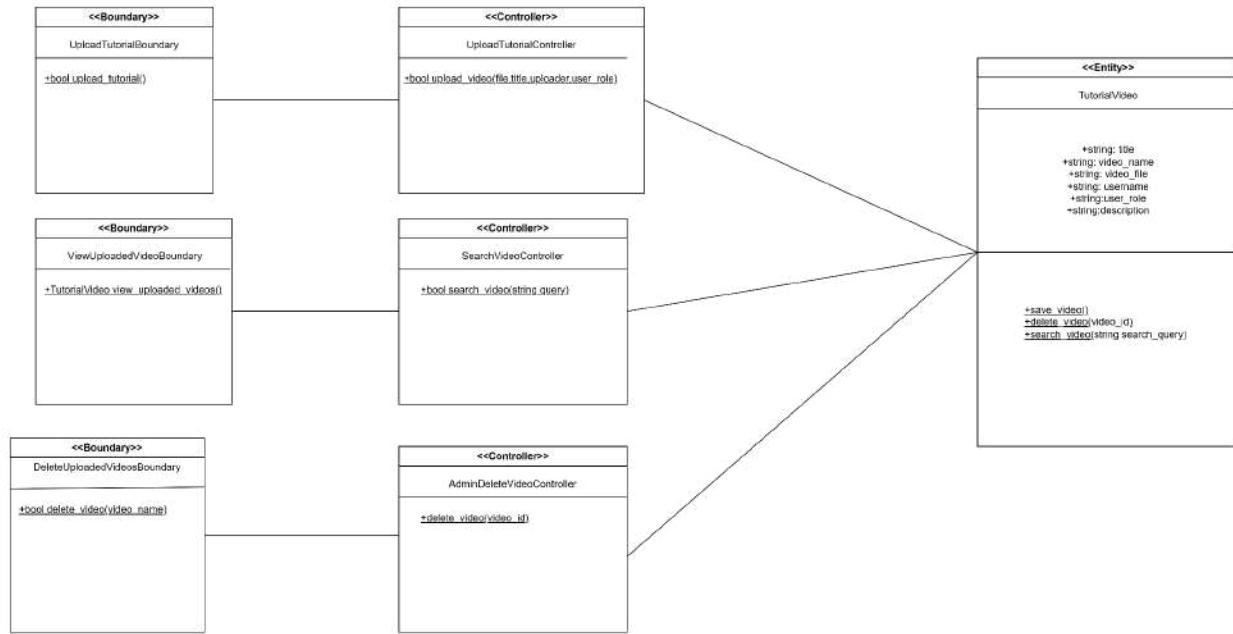
(Student Login, Update and View Account)



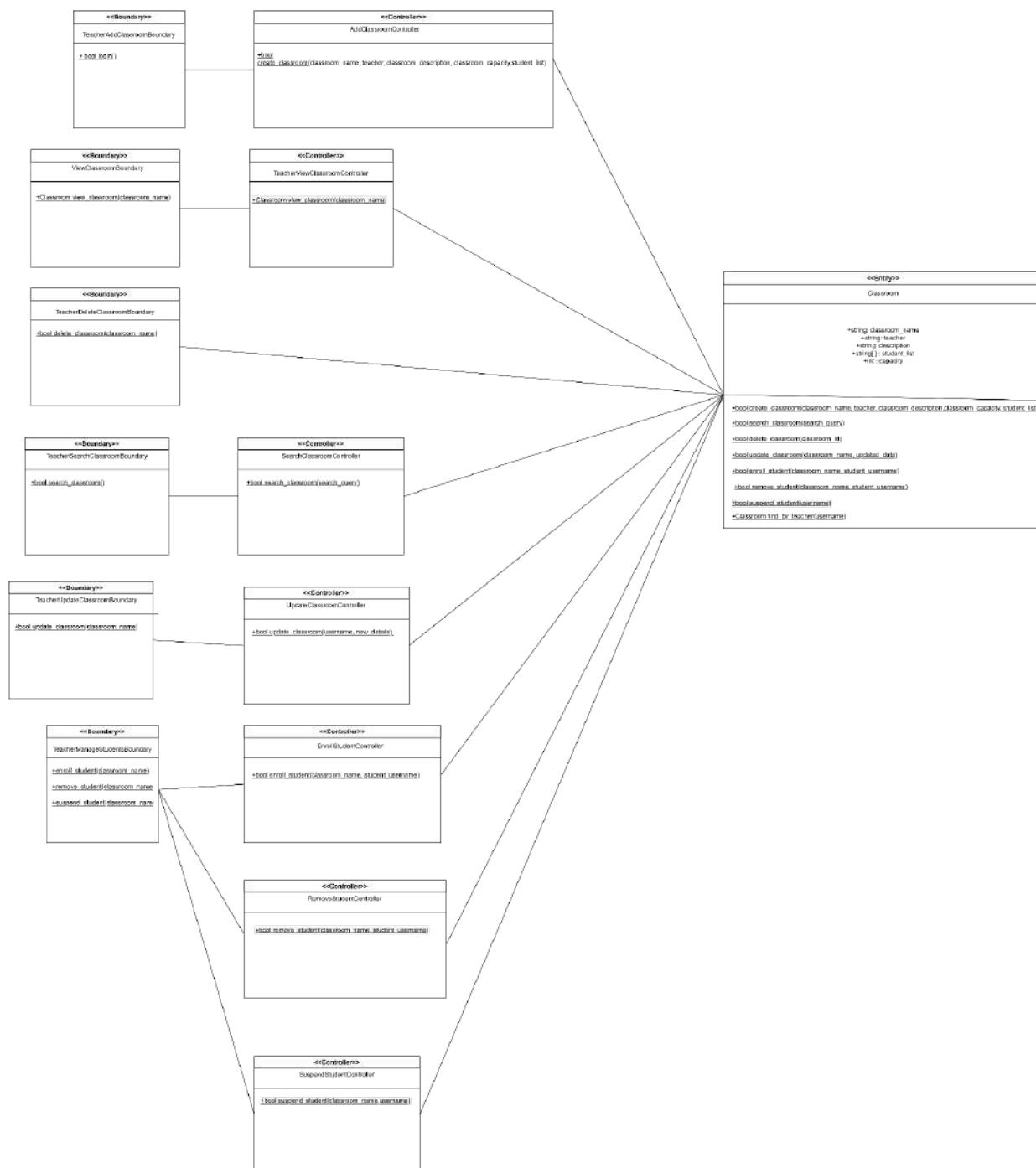
(Teacher Login, Create Student Account, View Account Details, Update Account Details)



(Teacher Upload,Search, Delete Tutorial)



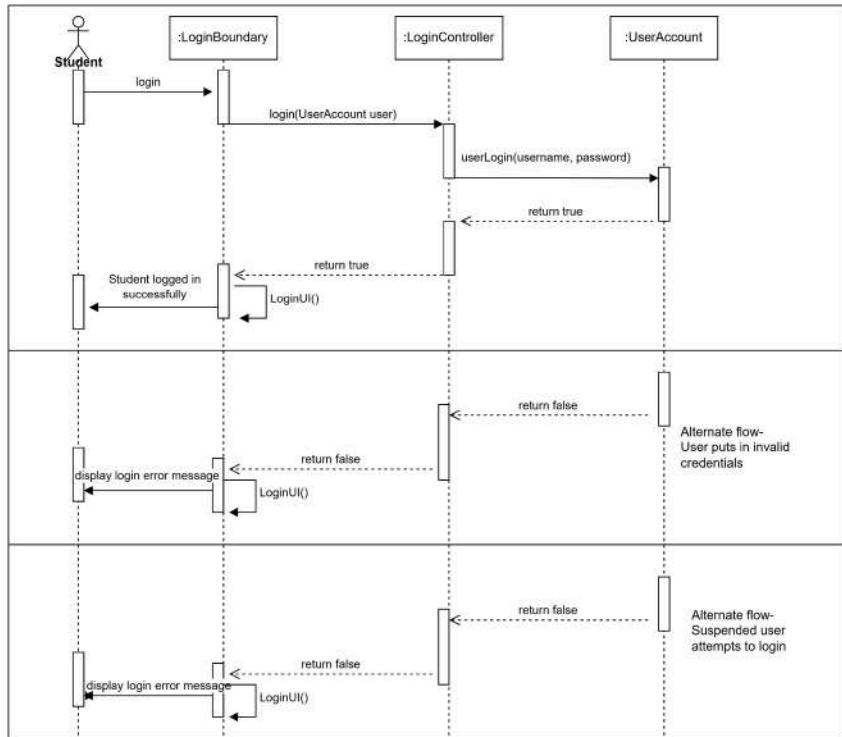
(Teacher Classroom CRUDS and Student Management-Suspend, Enroll/Unenroll)



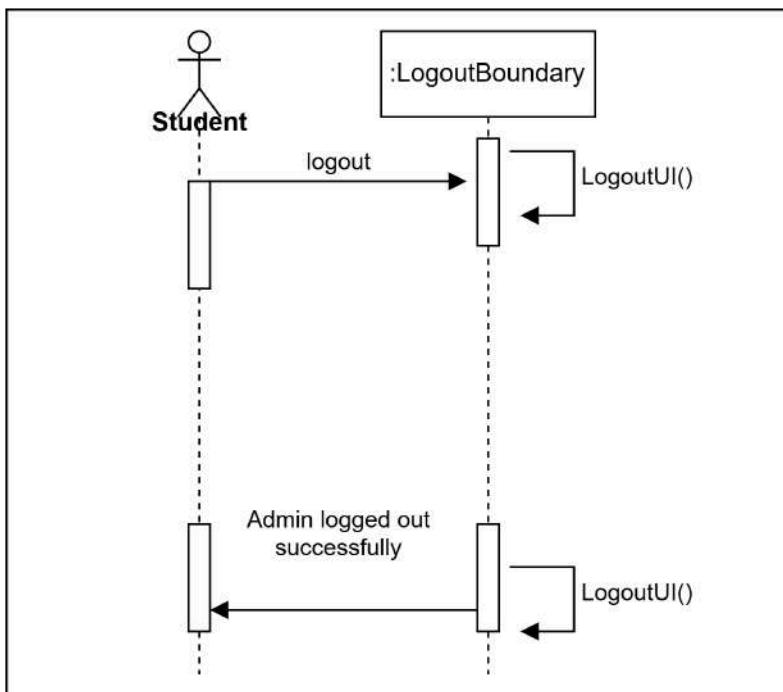
Sequence Diagrams

Student

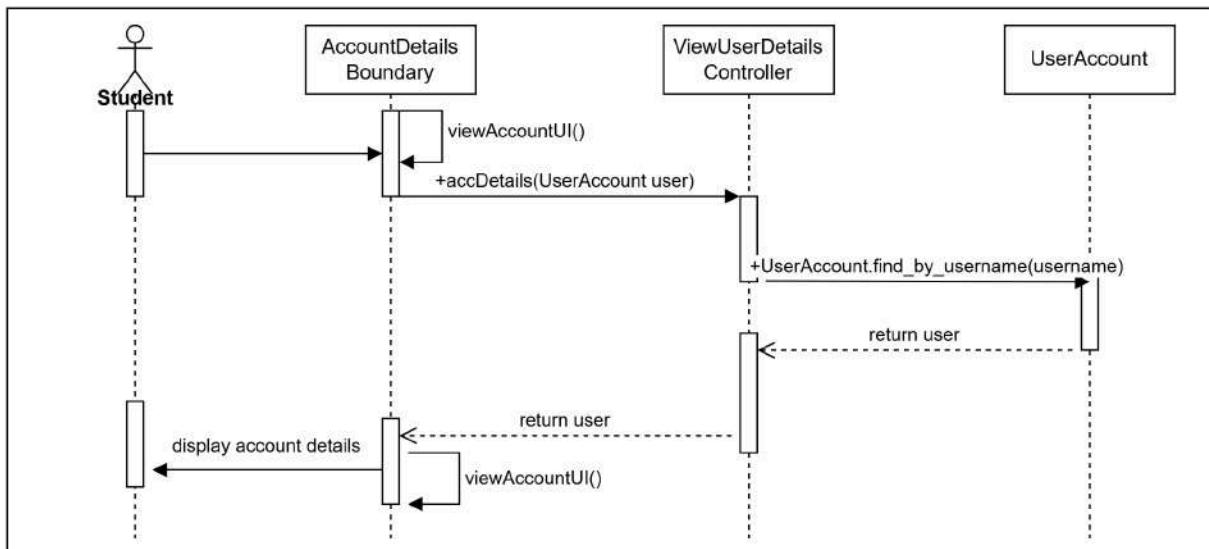
STU1



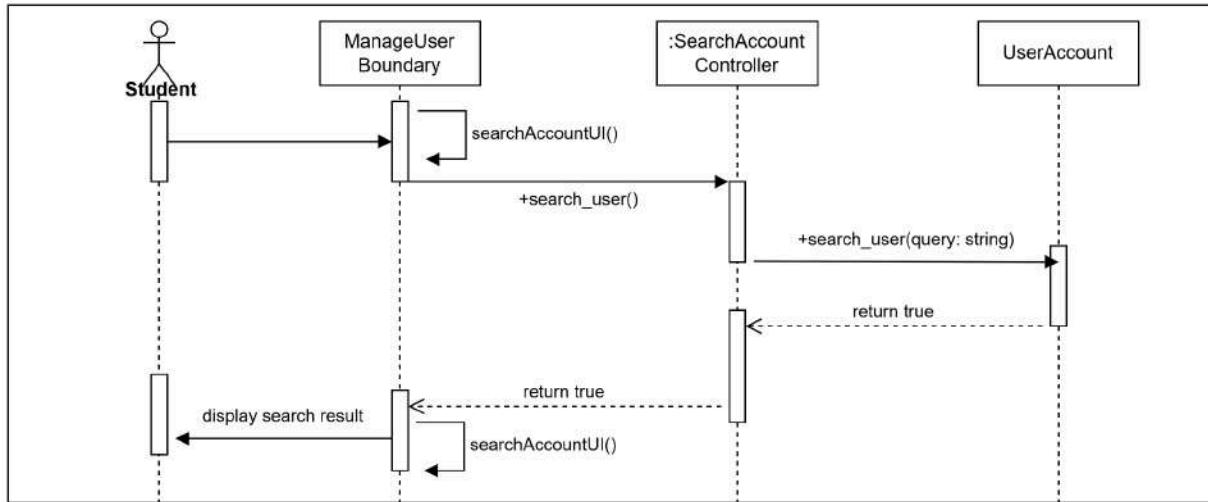
STU2



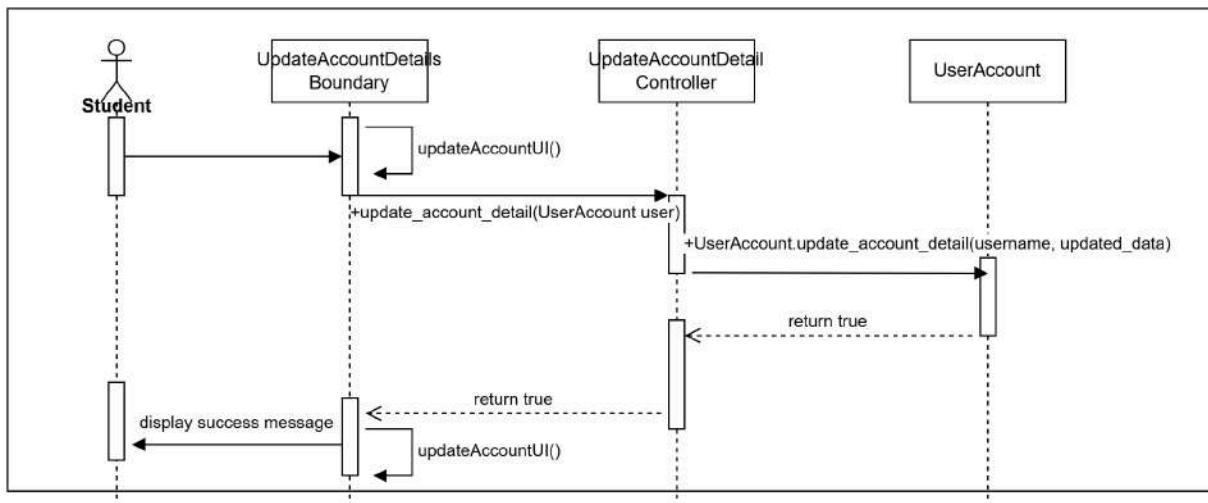
STU3



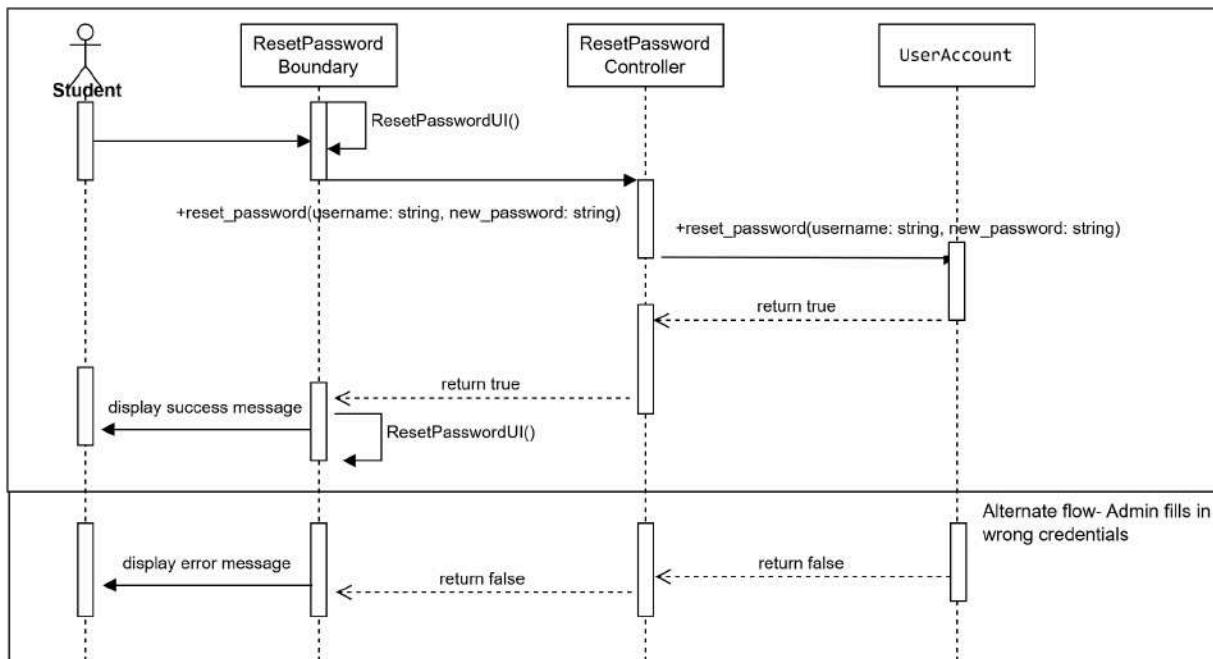
STU4



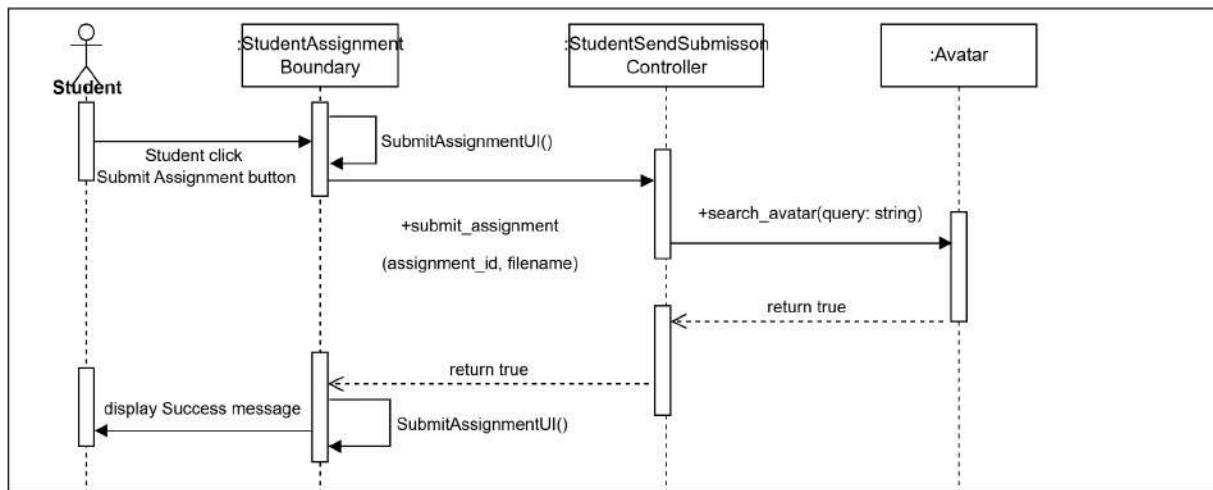
STU5



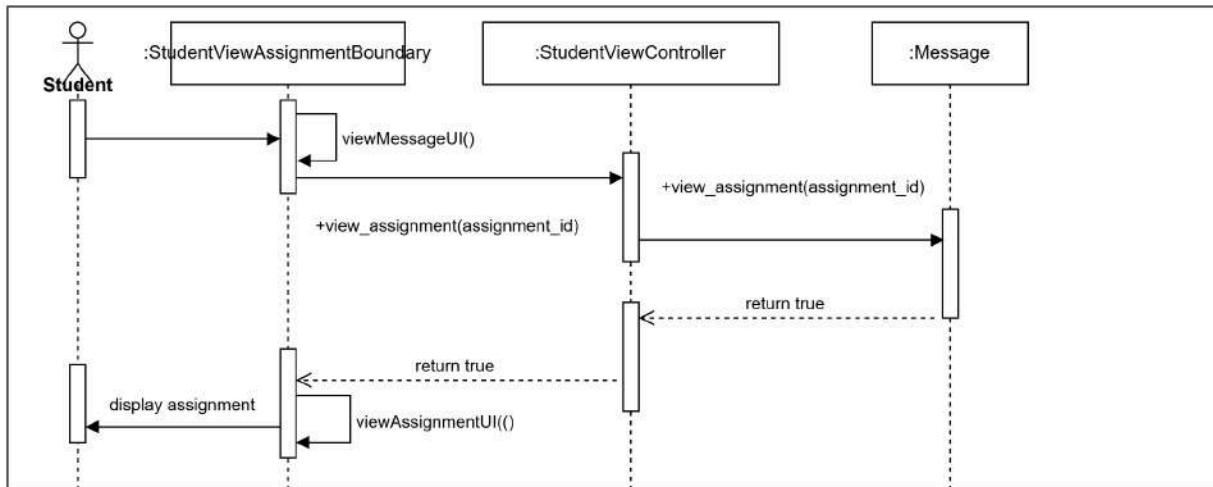
STU36



STU15

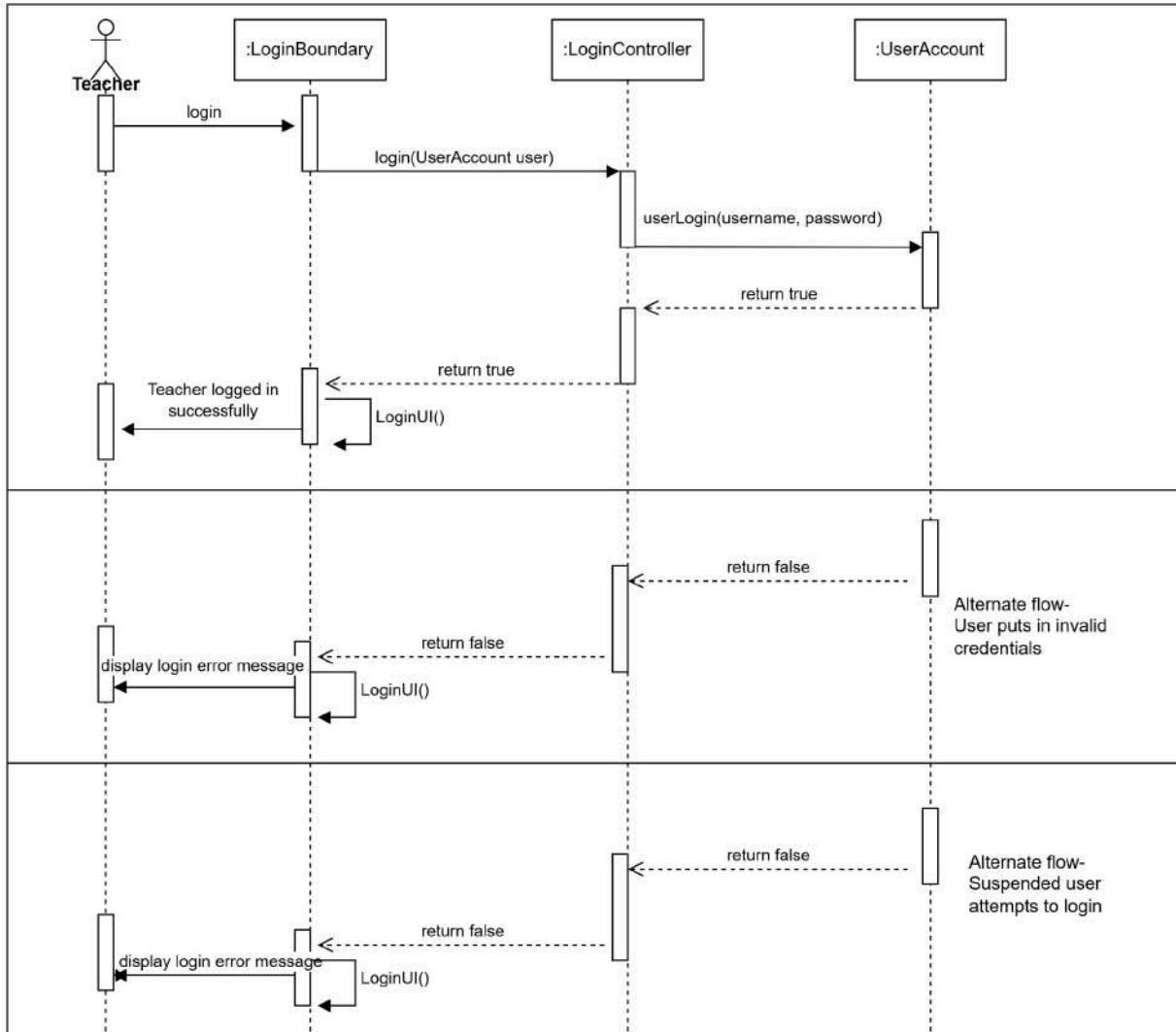


STU34

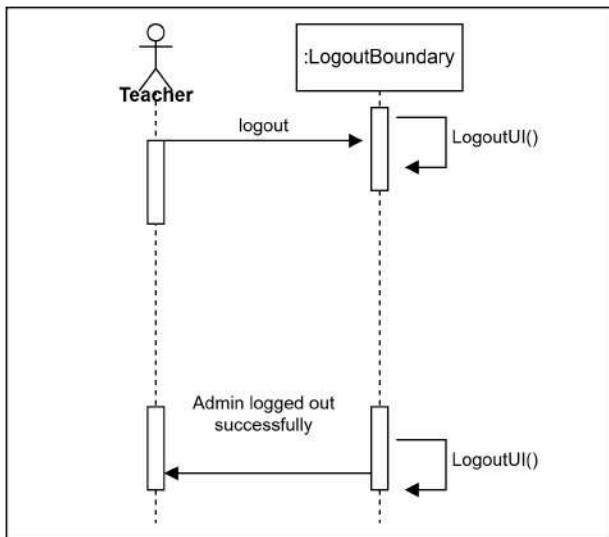


Teacher

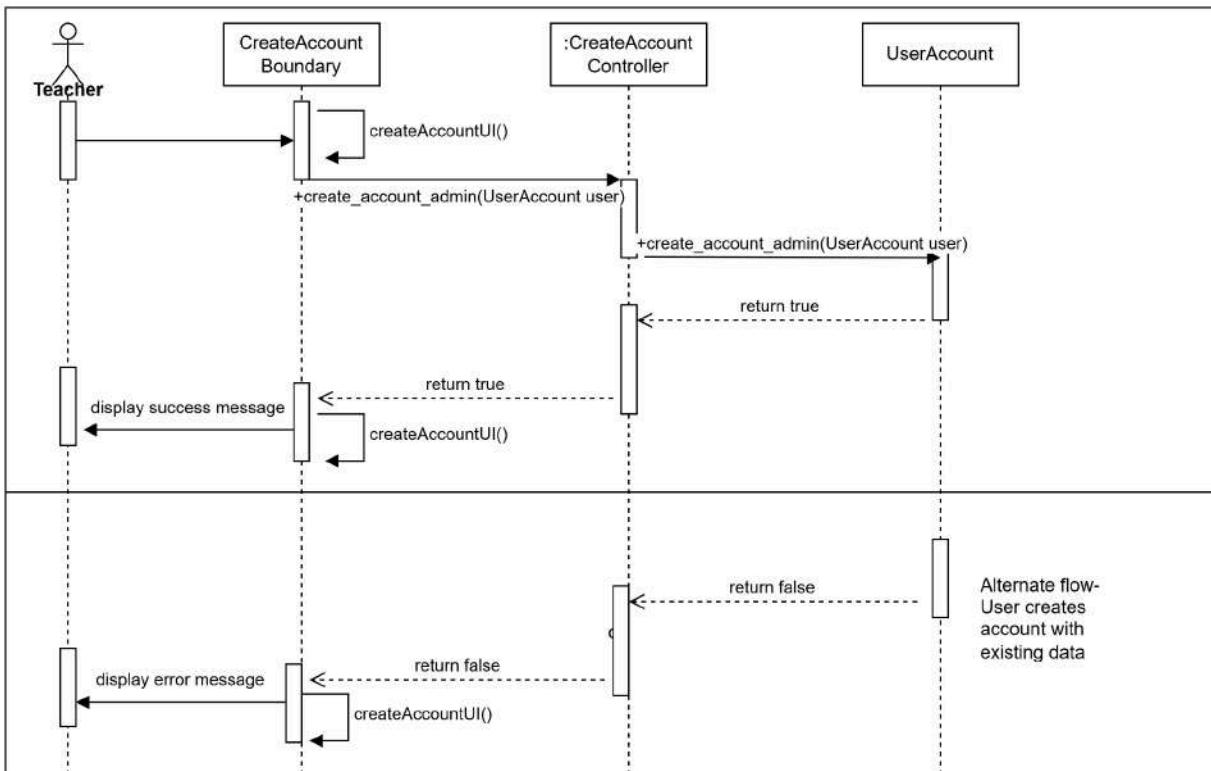
TEACH1



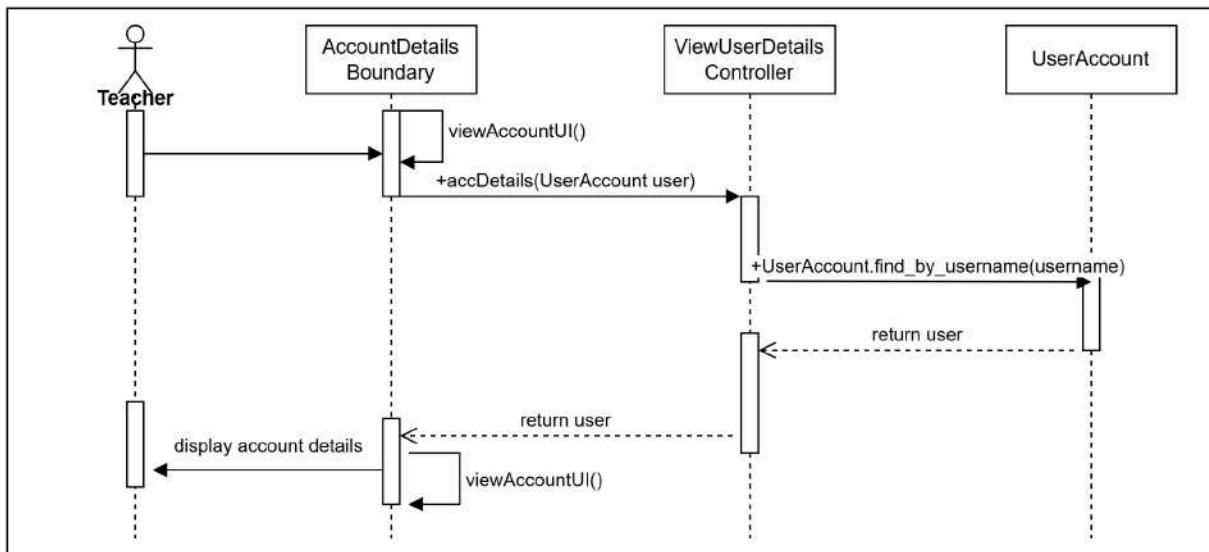
TEACH2



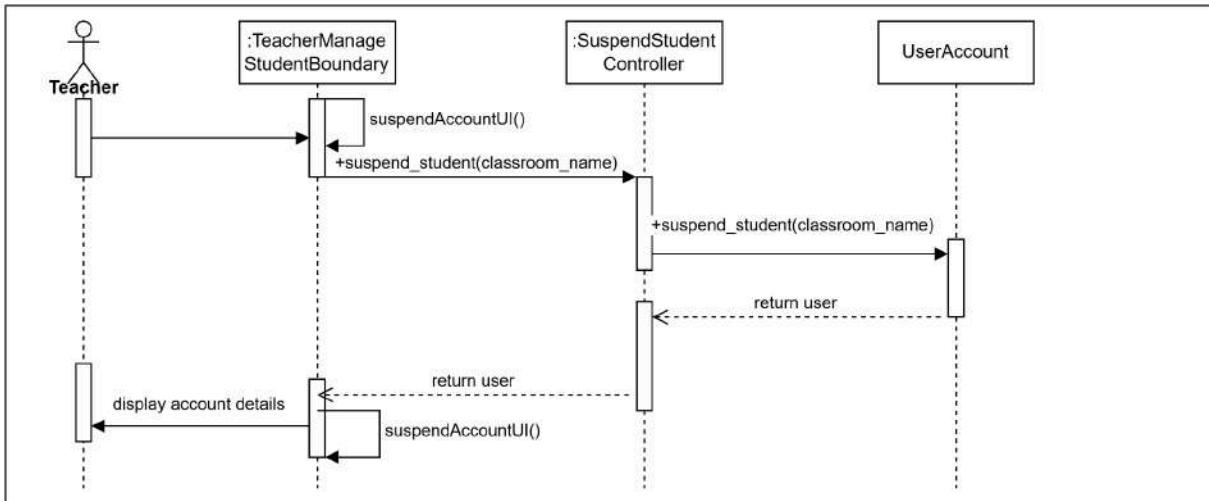
TEACH3



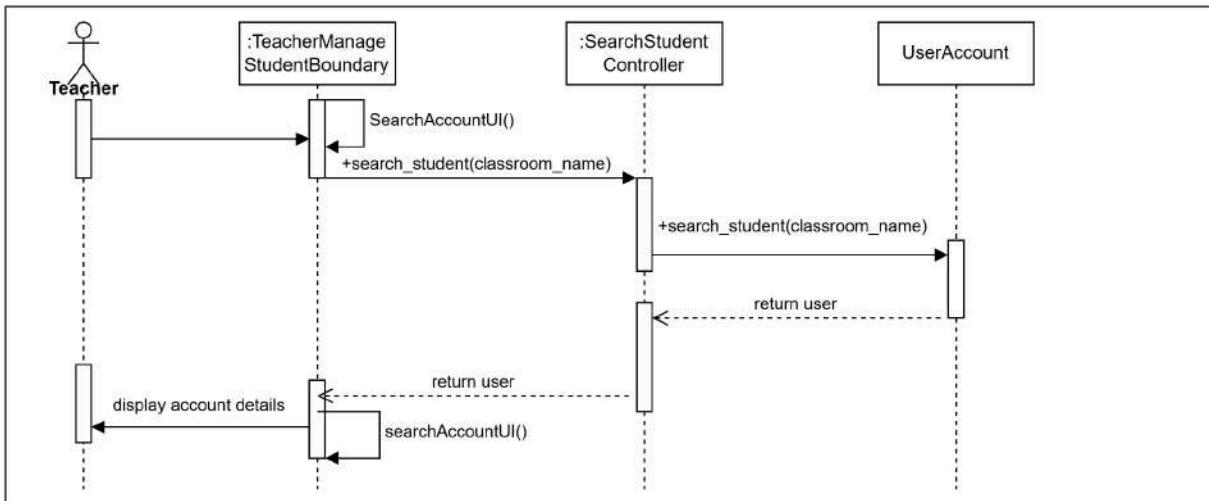
TEACH4



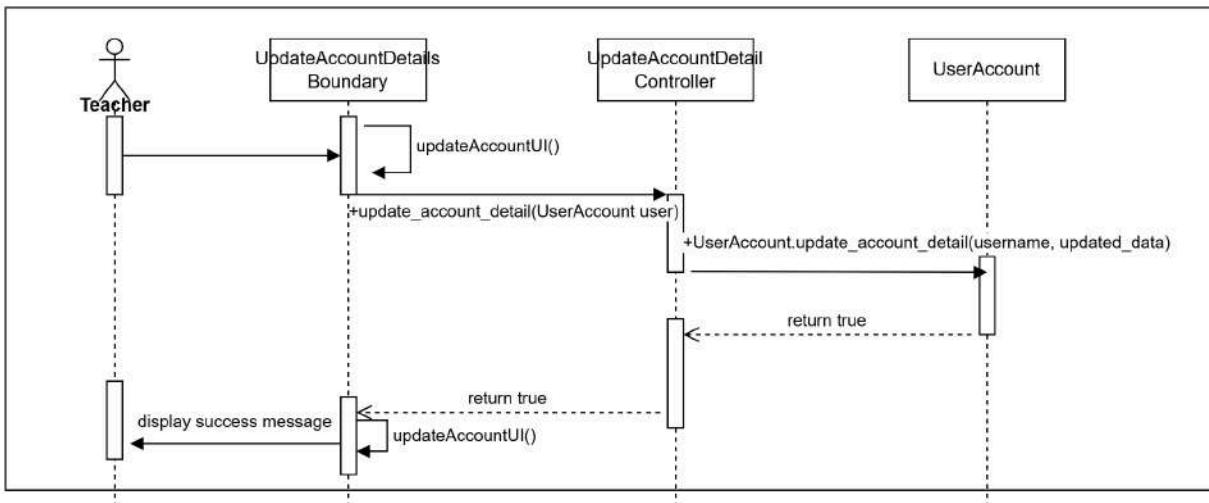
TEACH5



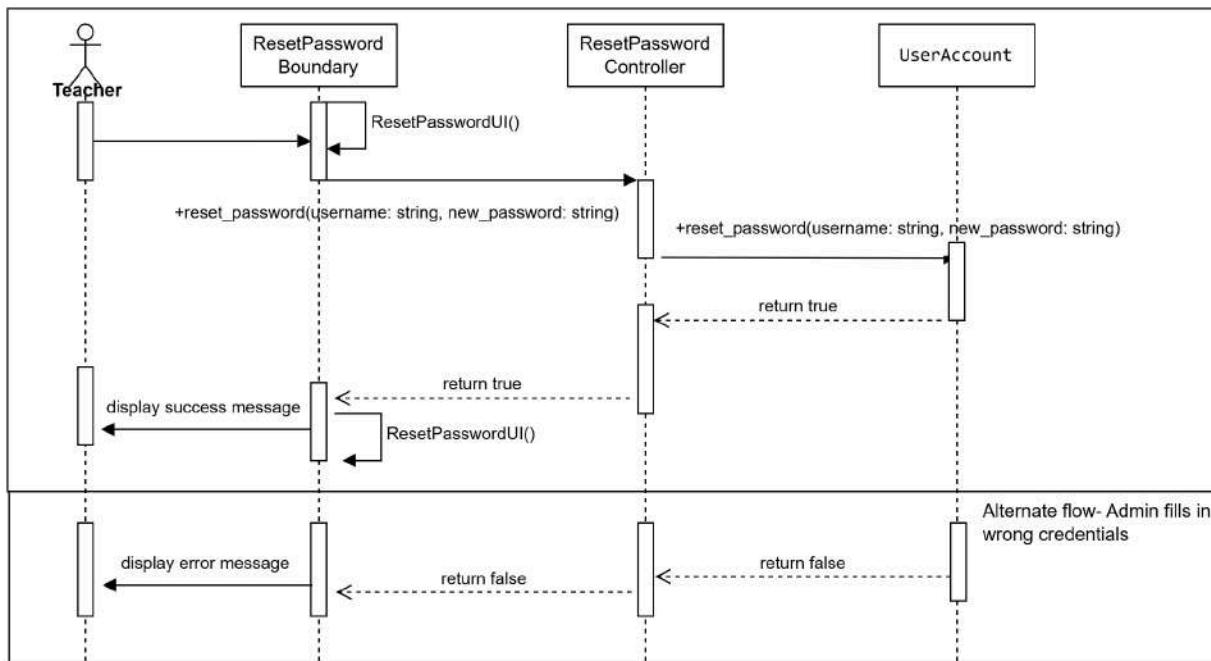
TEACH6



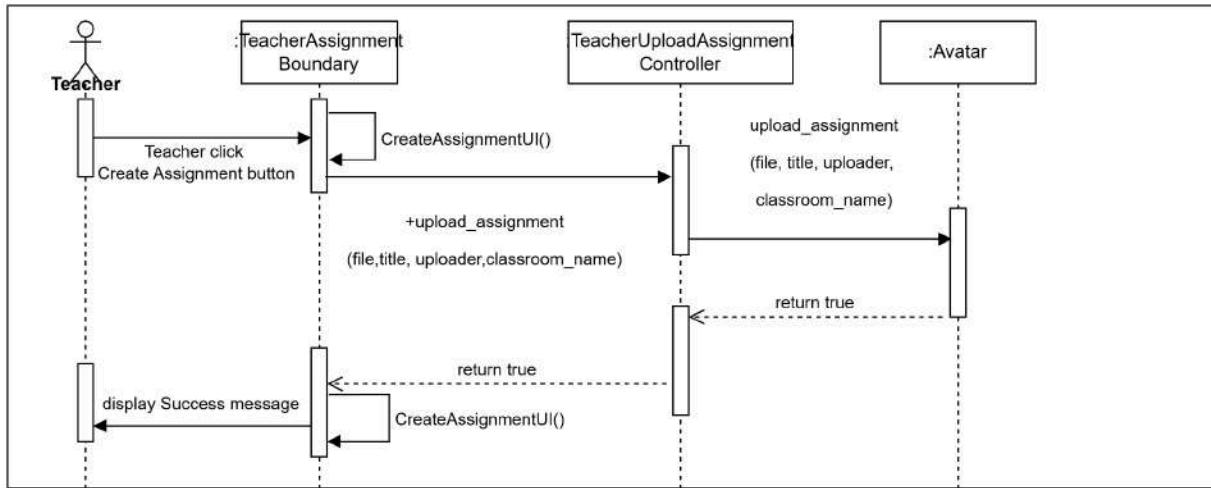
TEACH7



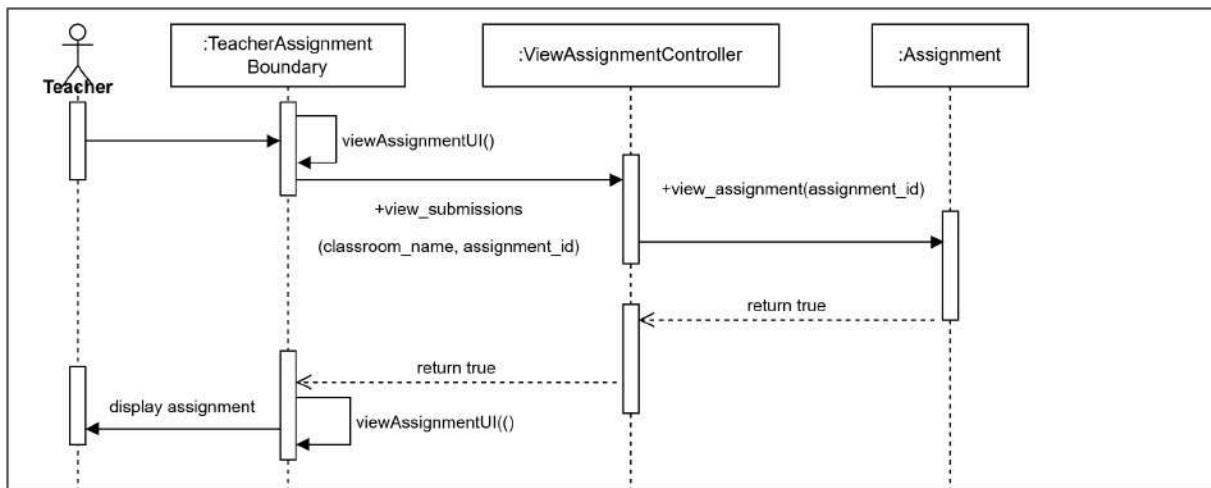
TEACH40



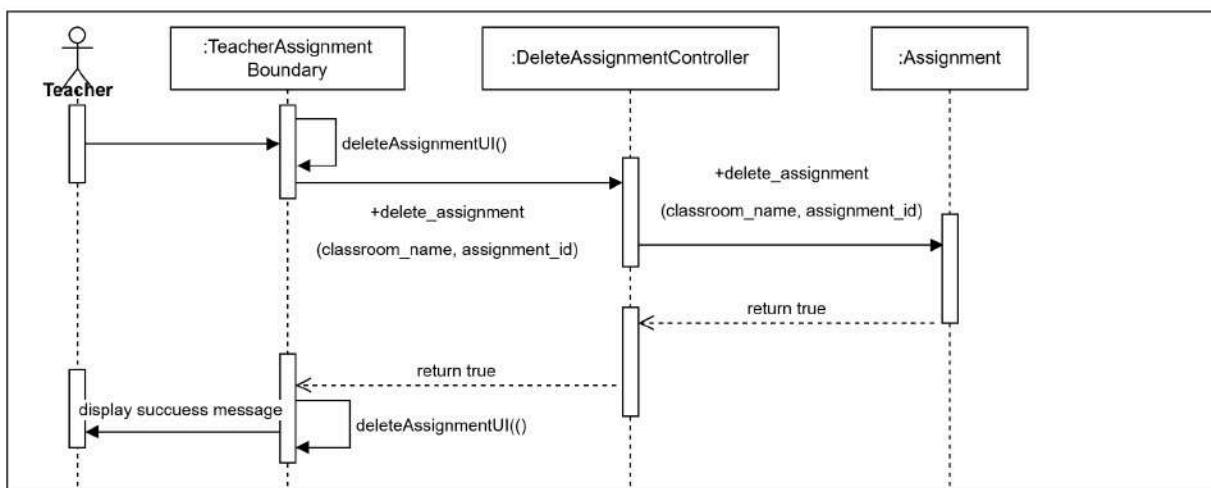
TEACH19



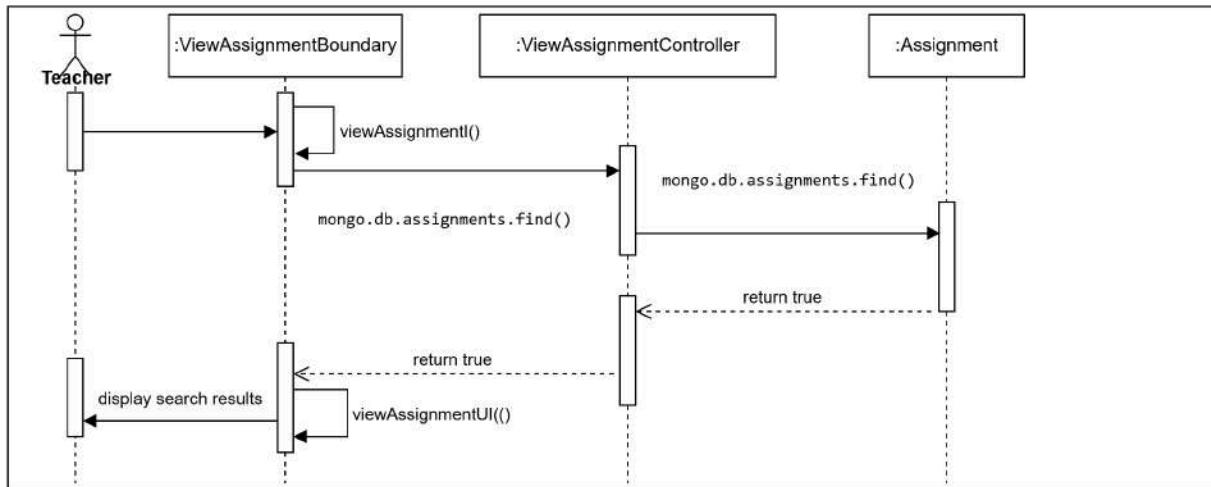
TEACH20



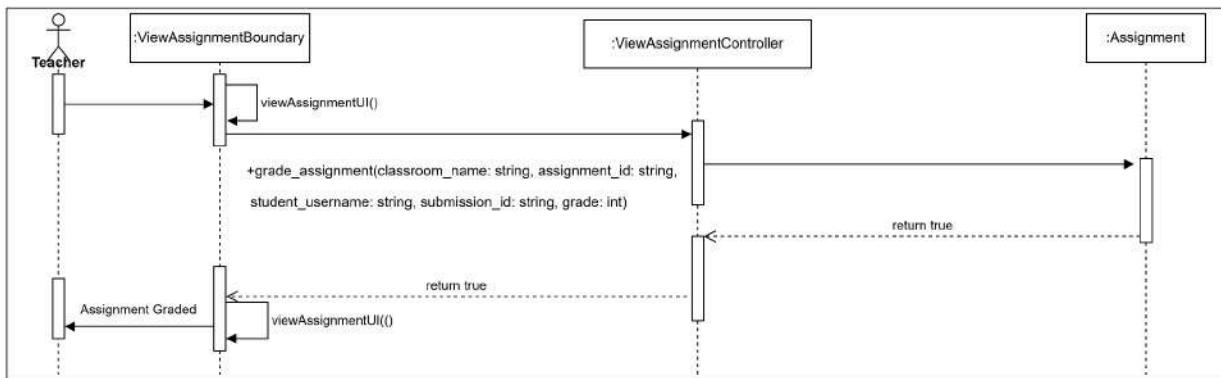
TEACH23



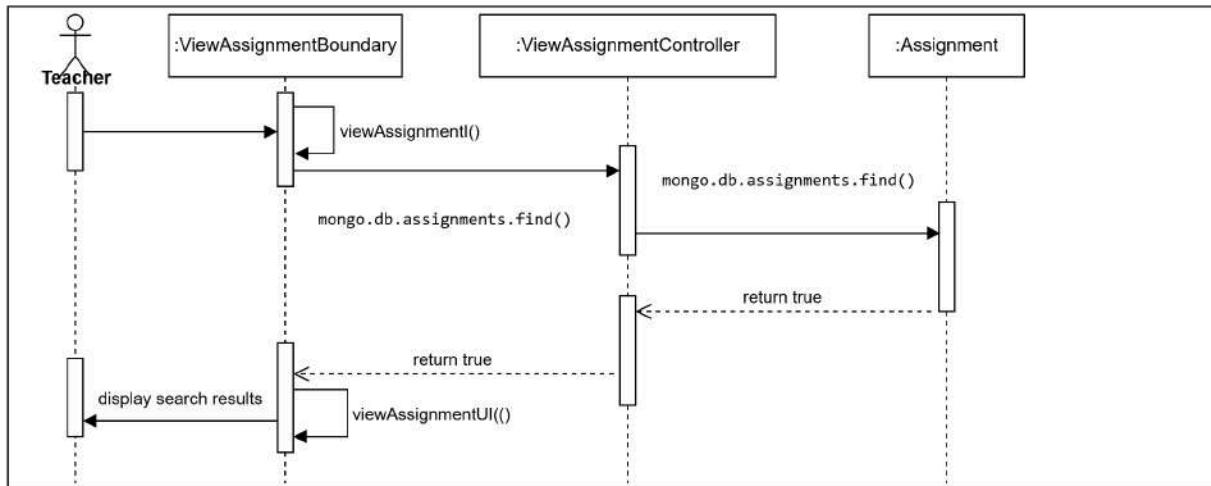
TEACH24



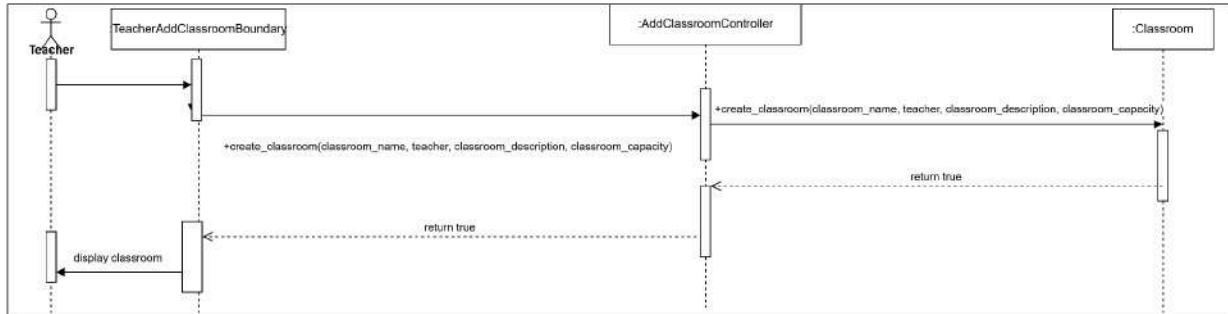
TEACH25



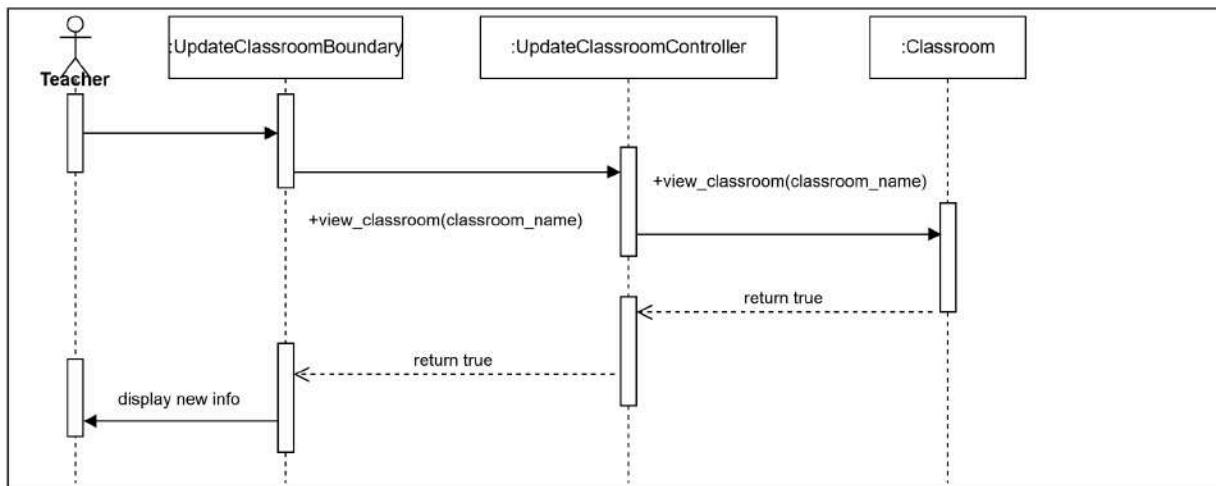
TEACH26



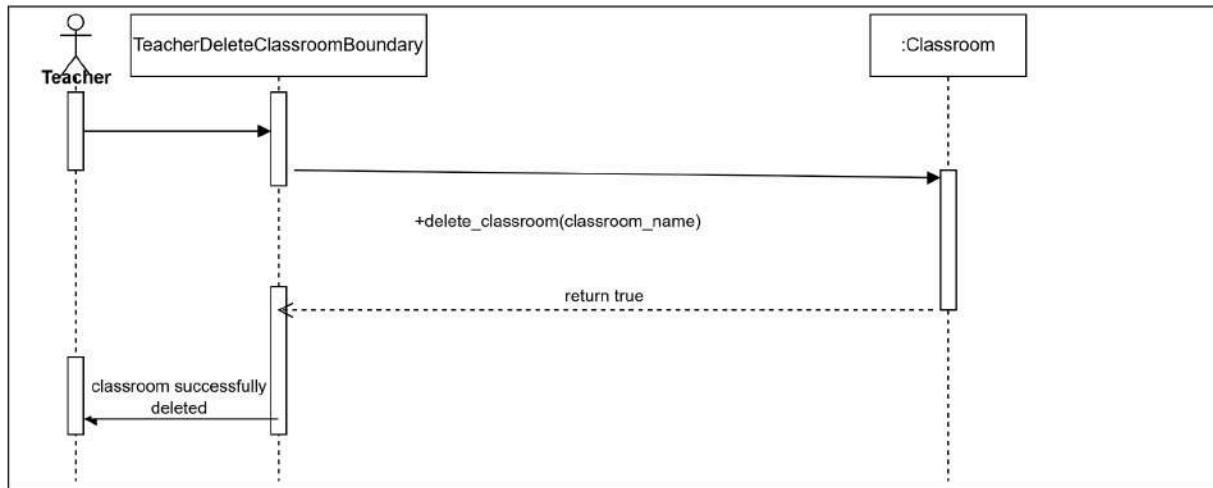
TEACH41



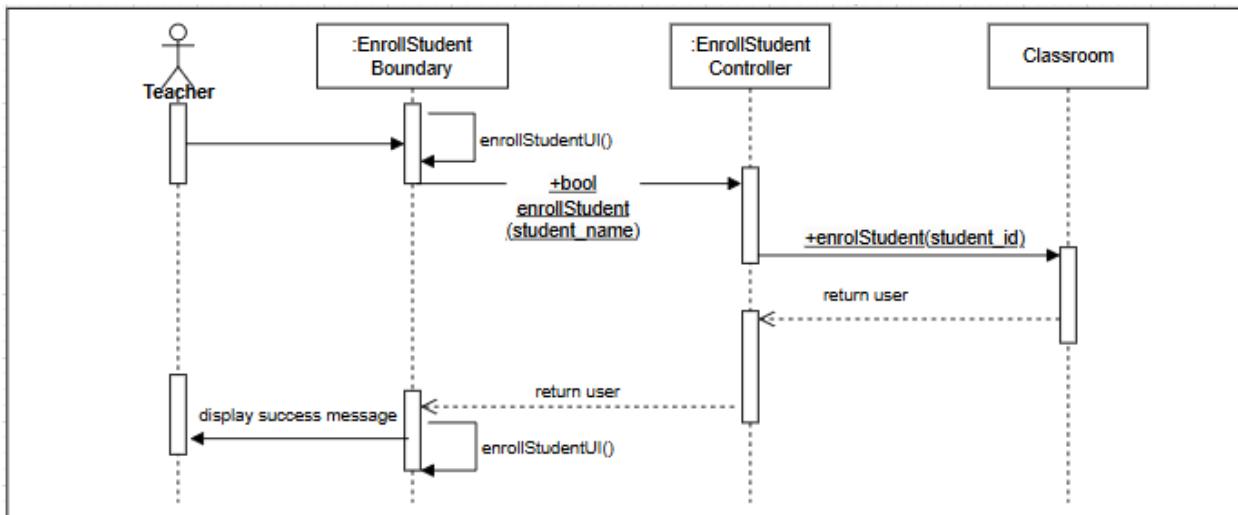
TEACH42



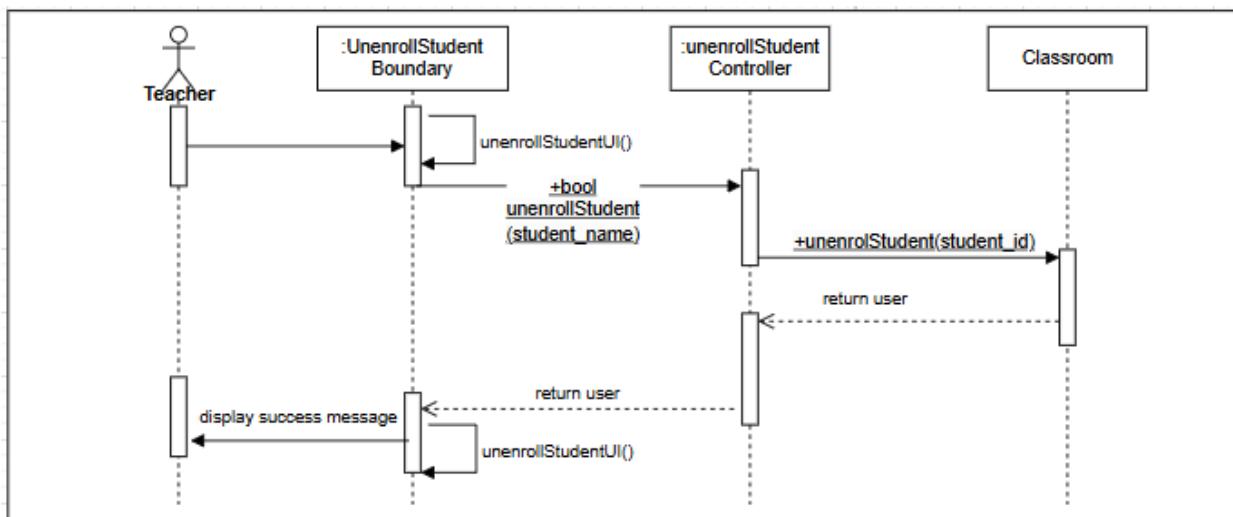
TEACH43



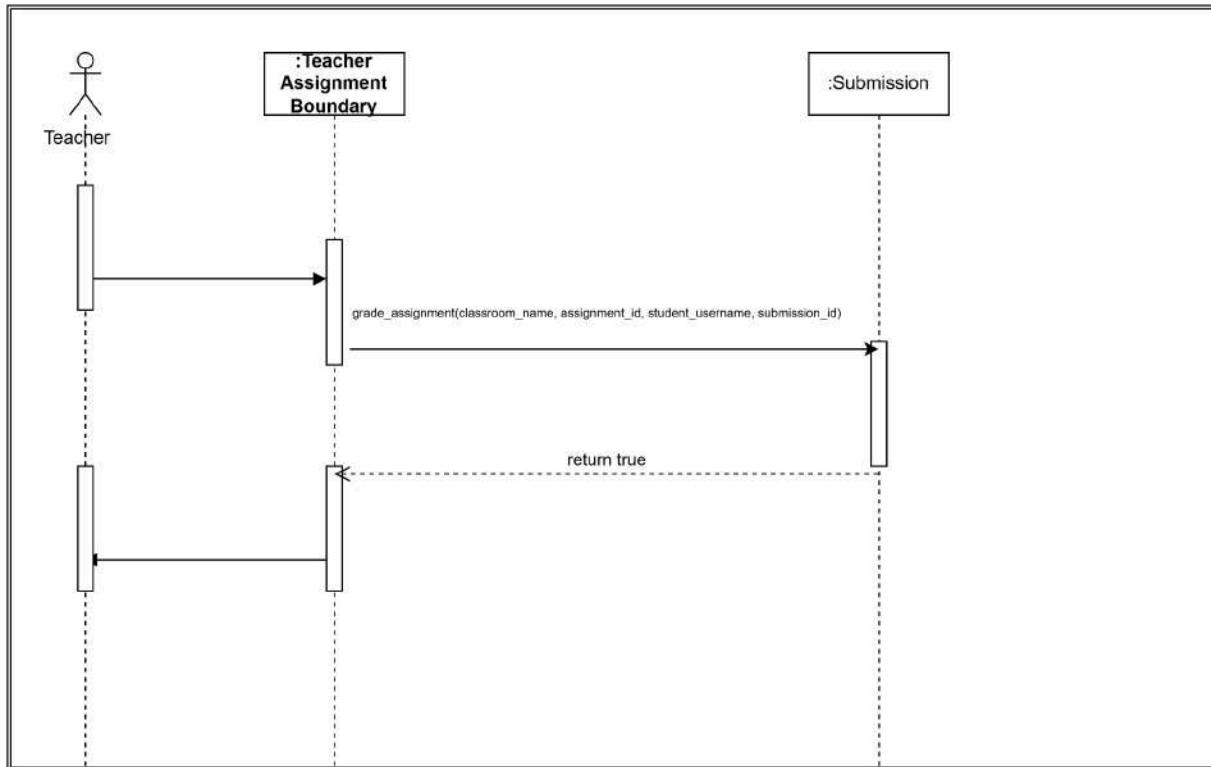
TEACH45



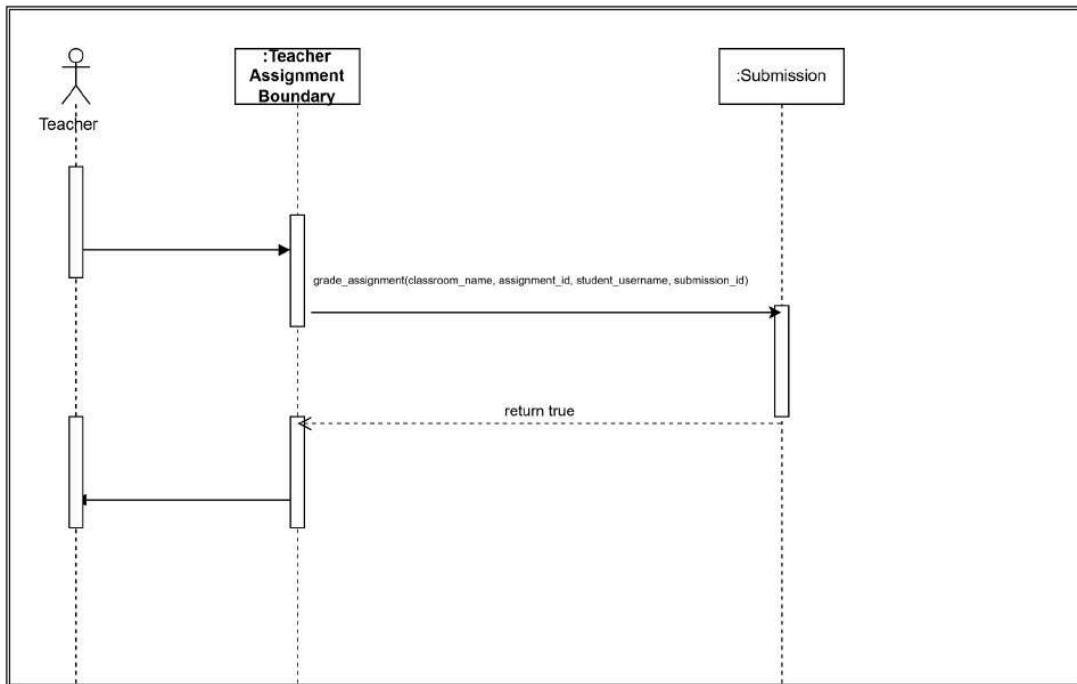
TEACH46



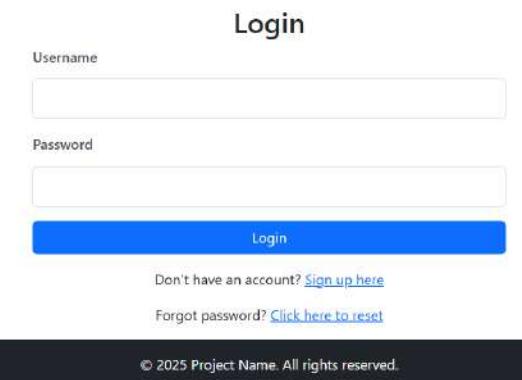
TEACH25



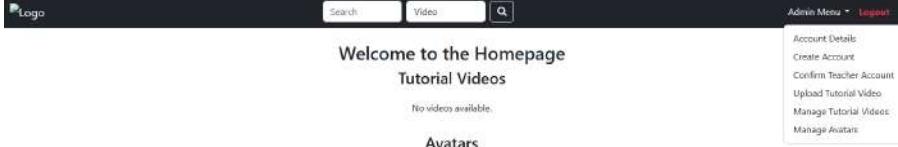
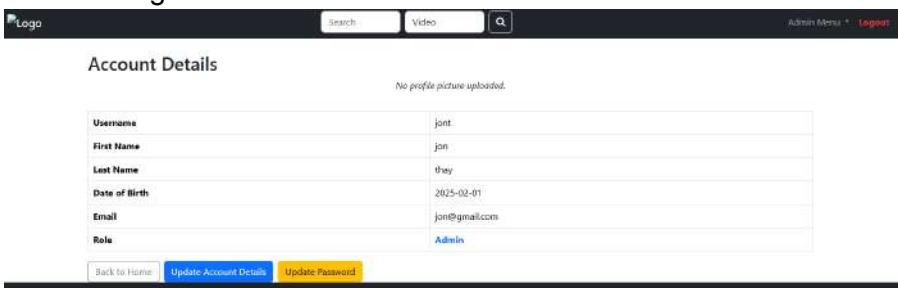
TEACH27

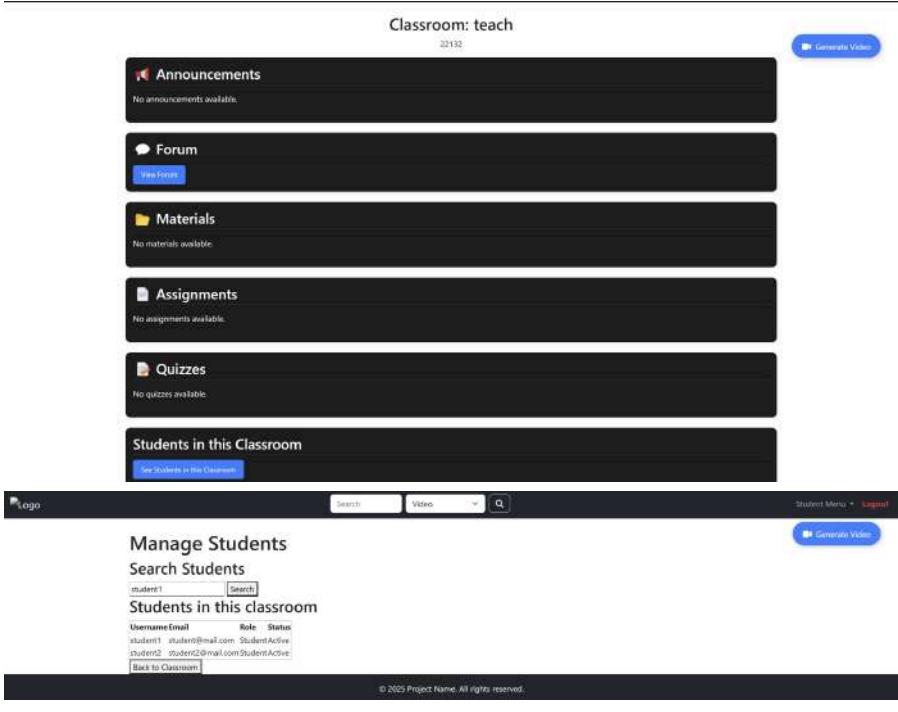


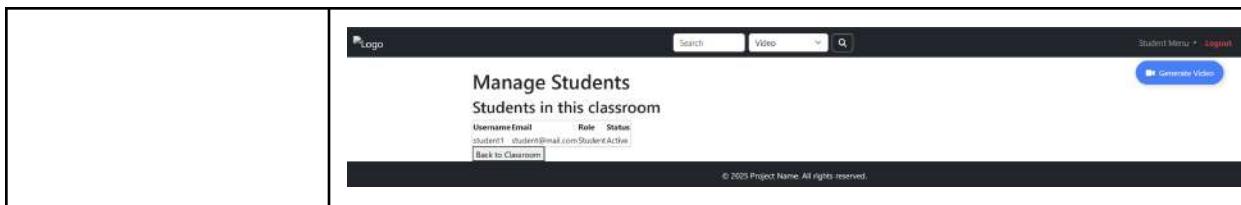
Test Cases

Test Case ID	TESTSTU-1
Test Scenario	Allow a student to login
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to a login page 2. The student enters a registered username and password. 3. The student clicks login 4. The student is redirected to the main dashboard page.
Prerequisites	<ol style="list-style-type: none"> 1. Valid credentials are needed to perform the login 2. The student must be logged out before logging in.
Expected Results	The student can login to the platform
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Login page:</p>  <p>After logging in:</p> 

Test Case ID	TESTSTU-2
Test Scenario	Allows a student to log out.
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Logout” button 2. The student is redirected to the main dashboard page.
Prerequisites	1. The student must be logged in with valid credentials.
Expected Results	The student can logout from the platform.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Logout button at the top right hand corner:</p>  <p>Welcome to the Homepage Tutorial Videos No videos available.</p> <p>After logging out:</p>  <p>Welcome to the Homepage Tutorial Videos No videos available.</p>

Test Case ID	TESTSTU-3
Test Scenario	Allows a student to view their account details
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Account details” menu.
Prerequisites	1. The student must be logged in with valid credentials.
Expected Results	The student can view their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Account Details button from dropdown menu:</p>  <p>After clicking on the Account Details button:</p> 

Test Case ID	TESTSTU-4
Test Scenario	Allows a student to search for a specific account
Test Procedure	<ol style="list-style-type: none"> 1. The student enters the classroom 2. The student clicks “see students in this classroom” button. 3. The student types in the username of the student. 4. The student can now get a list of results based on the search.
Prerequisites	<ol style="list-style-type: none"> 1. The student is logged in 2. The student have access to the classroom page. 3. There must be at least one student in the database
Expected Results	The student successfully get a list of search results based on the query.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Jonathan, ZongZe
Screenshots	

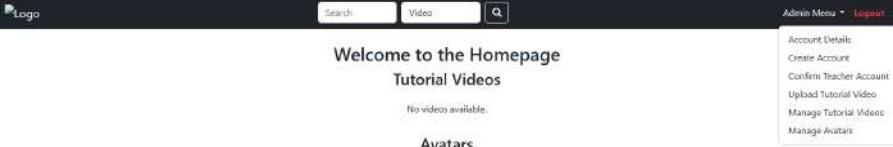
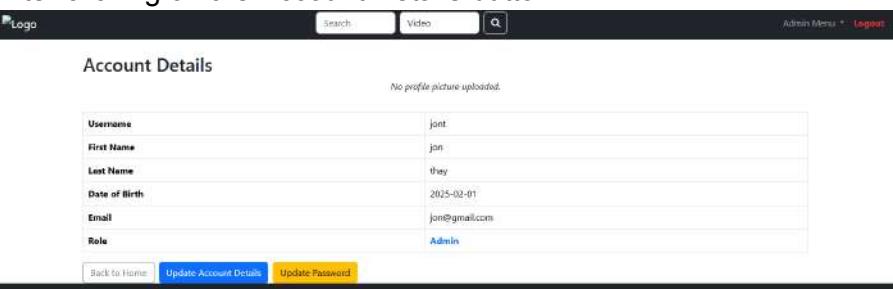
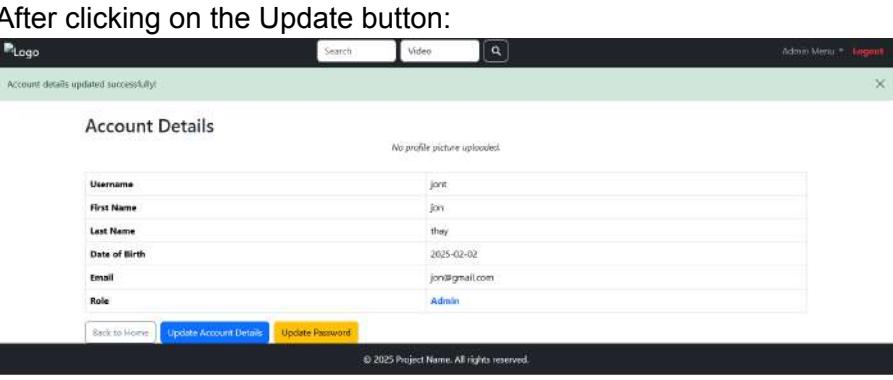


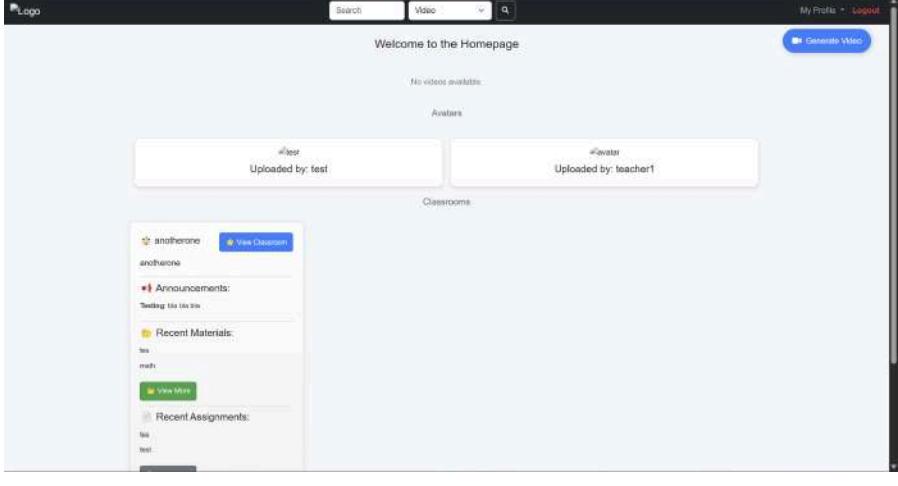
The screenshot shows a user interface for managing students. At the top, there's a navigation bar with a logo, search, video, and login links. The main content area is titled "Manage Students" and "Students in this classroom". It features a table with student information:

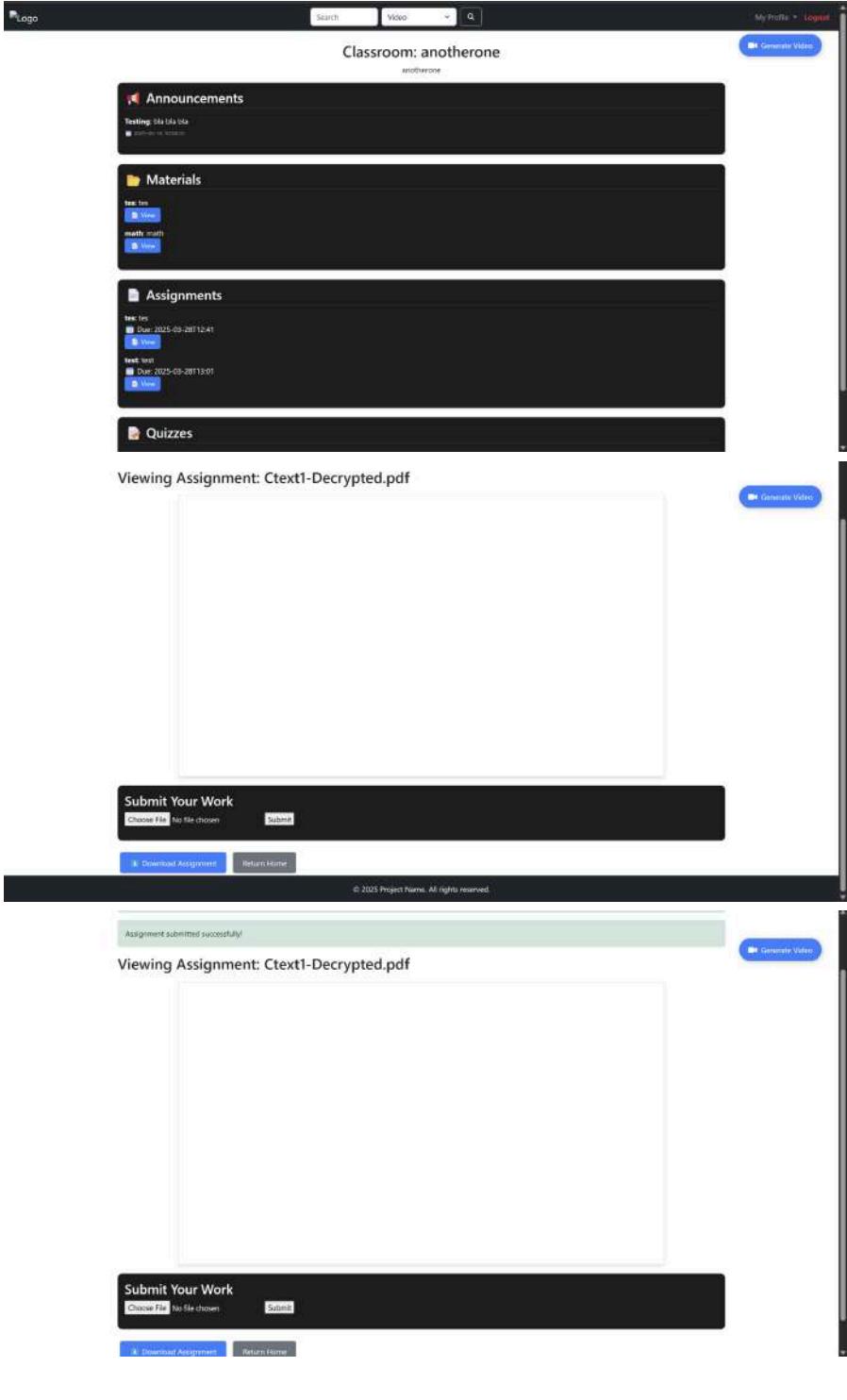
Username	Email	Role	Status
Student1	student@email.com	Student	Active

At the bottom of the table, there's a "Back to Classroom" button. A copyright notice at the bottom right reads "© 2023 Project Name. All rights reserved."

Test Case ID	TESTSTU-5
Test Scenario	Allows a student to update their account details
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Account details” menu. 3. The student clicks on the “Update Account Details” button. 4. The student is redirected to the Update User details page. 5. The student changes their user details. 6. The student clicks on the “Update” button. 7. The student gets a success message.

Prerequisites	1. The student must be logged in with valid credentials.
Expected Results	The student can update their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Account Details button from dropdown menu:</p>  <p>After clicking on the Account Details button:</p>  <p>After clicking on the Update Account Details button:</p>  <p>After clicking on the Update button:</p> 

Test Case ID	TESTSTU-7
Test Scenario	Allow a student to submit assignment submission
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks view classroom button. 2. The student clicks view assignment button 3. The student uploads a file and clicks submit 4. The assignment is successfully submitted.
Prerequisites	<ol style="list-style-type: none"> 1. There must be an assignment made by a student 2. The student must not upload his/her submission beyond the deadline. 3. the student is logged in and has a copy of his/her submission.
Expected Results	The student can submit his/her submission to the assignment.
Actual Results	Pass
Created by	Edbert
Verified by	Zongze
Screenshots	 <p>The screenshot shows the SIM Global Education homepage. At the top, there is a navigation bar with a logo, search, video, and user profile links. Below the navigation bar, the text "Welcome to the Homepage" is displayed. Underneath, there is a section titled "Classroom". The "Recent Materials" section shows two items: "anotherone" uploaded by "test" and "avator" uploaded by "teacher1". The "Recent Assignments" section shows two items: "test" and "test1". A "View More" button is visible in both sections.</p>



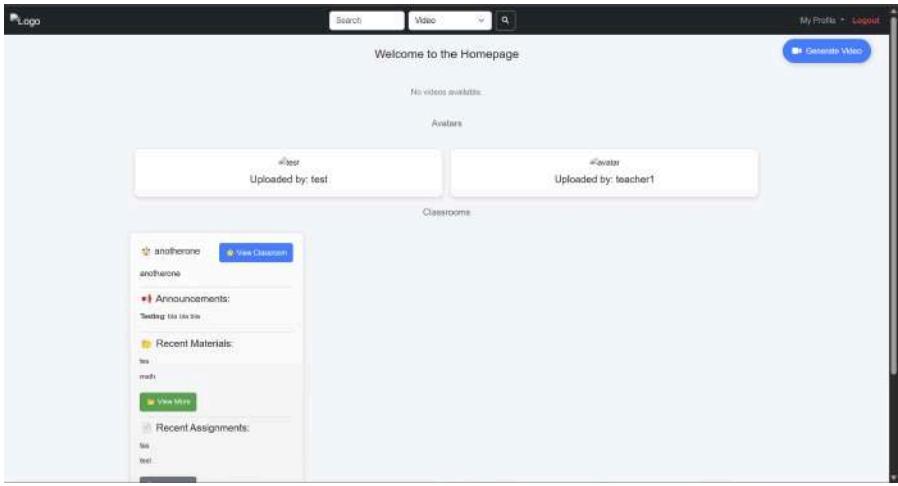
The screenshot displays a user interface for a learning management system. At the top, there is a navigation bar with a logo, search, video, and user profile links. The main area is titled "Classroom: anotherone".

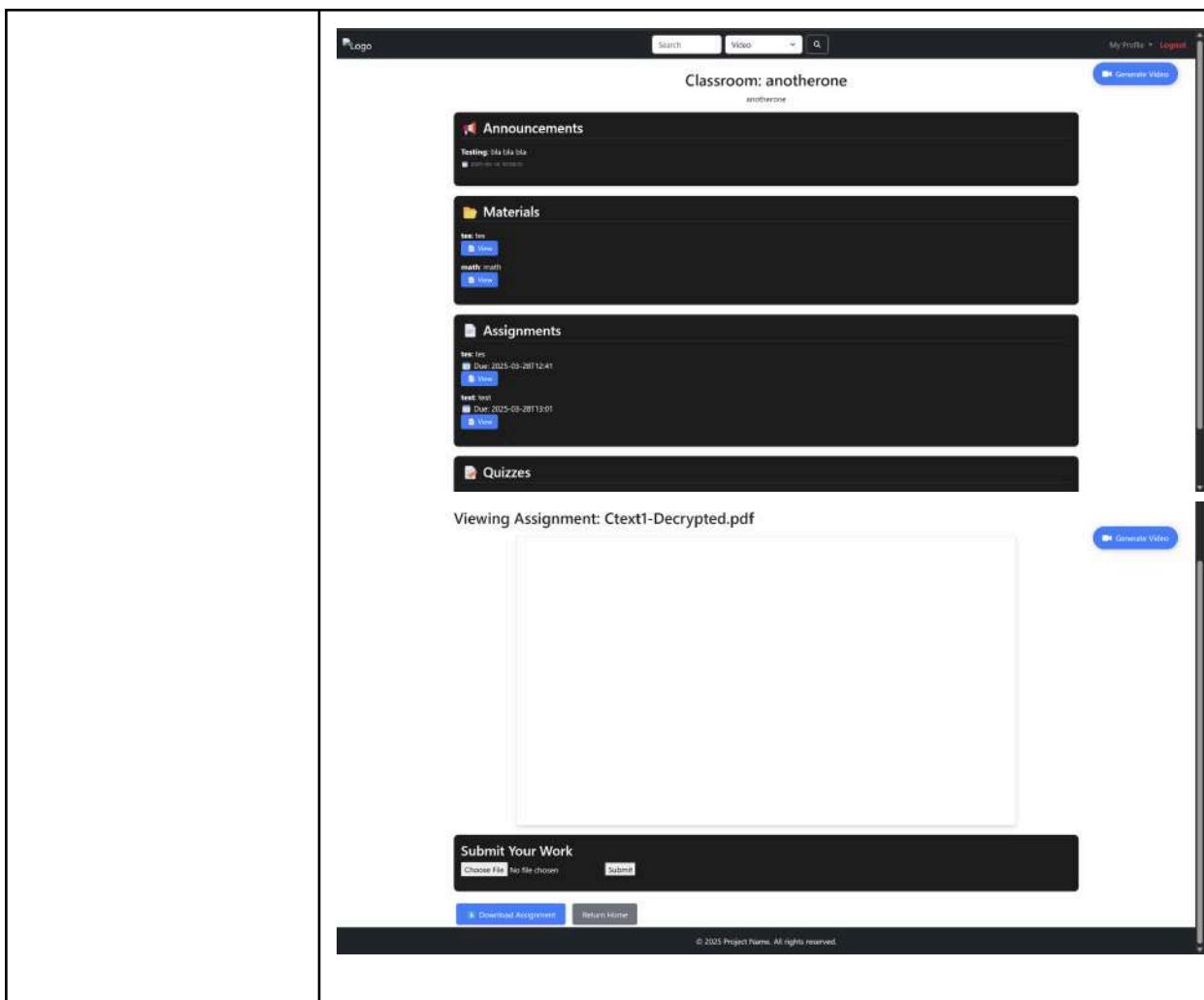
- Announcements:** A section listing "Testing Sta Sta Sta" with a "View" button.
- Materials:** A section listing "test test" and "math math" with "View" buttons.
- Assignments:** A section listing "test test" (Due: 2025-03-28T12:41) and "test test" (Due: 2025-03-28T13:01), each with a "View" button.
- Quizzes:** A section listing "Viewing Assignment: Ctext1-Decrypted.pdf".

Below the assignment section is a large, empty white box, likely a placeholder for the assignment file.

A "Submit Your Work" form is present, with "Choose File" (No file chosen) and "Submit" buttons. Below the form are "Download Assignment" and "Return Home" buttons.

The footer contains the copyright notice "© 2025 Project Name. All rights reserved." and a success message "Assignment submitted successfully!".

Test Case ID	TESTSTU-31
Test Scenario	Allow a student to see assignment specification
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks view classroom button. 2. The student clicks view assignment button 3. The student can see the details of the assignment.
Prerequisites	<ol style="list-style-type: none"> 1. There must be an assignment made by a student 2. The student must not upload his/her submission beyond the deadline. 3. the student is logged in and has a copy of his/her submission.
Expected Results	The student can view the assignment specifications sent by the teacher
Actual Results	Pass
Created by	Edbert
Verified by	Zongze, Gary
Screenshots	 <p>The screenshot shows the SIM Global Education homepage. At the top, there is a navigation bar with 'Search', 'Video', and a search icon. On the right, there are 'My Profile' and 'Logout' buttons. Below the navigation bar, it says 'Welcome to the Homepage'. Underneath, there is a 'Classroom' section. It displays two items: one uploaded by 'test' and another by 'teacher1'. The 'test' item has a preview thumbnail, the name 'anotherone', and a 'View Classroom' button. The 'teacher1' item also has a preview thumbnail and the name 'teacher1'. Below these items, there are sections for 'Announcements', 'Recent Materials', and 'Recent Assignments', each with a 'View More' button.</p>



Logo Search Video

My Profile Generate Video

Classroom: anotherone

anotherone

Announcements

Testing Sta Sta Sta

Materials

test test

math math

Assignments

test test
 Due: 2025-03-28T12:41
test test
 Due: 2025-03-28T13:01

Quizzes

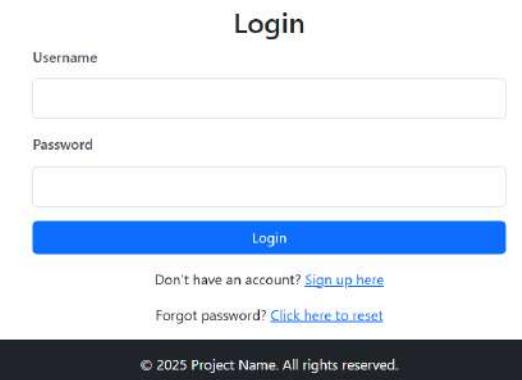
Viewing Assignment: Ctext1-Decrypted.pdf

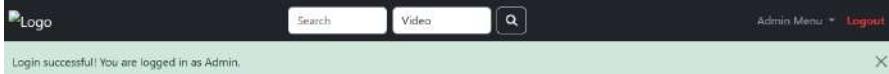
Generate Video

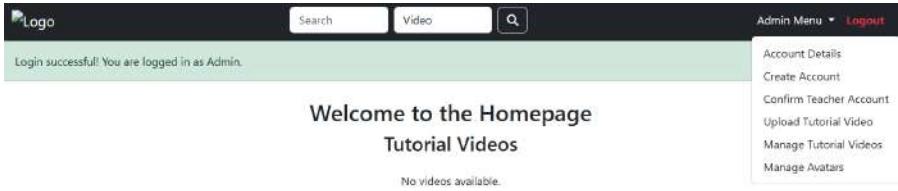
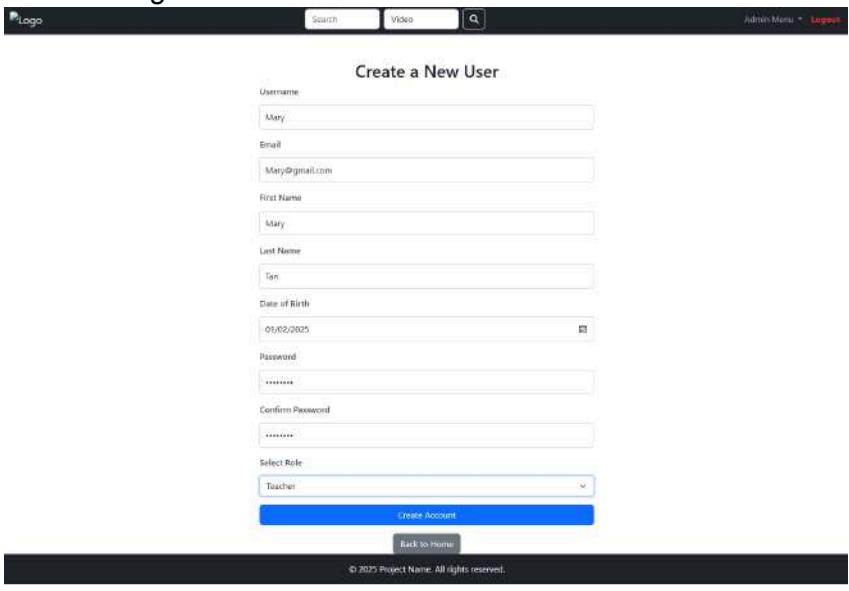
Submit Your Work

Choose file

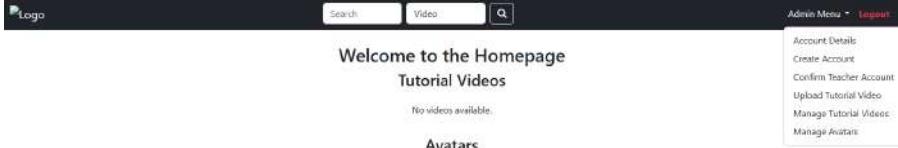
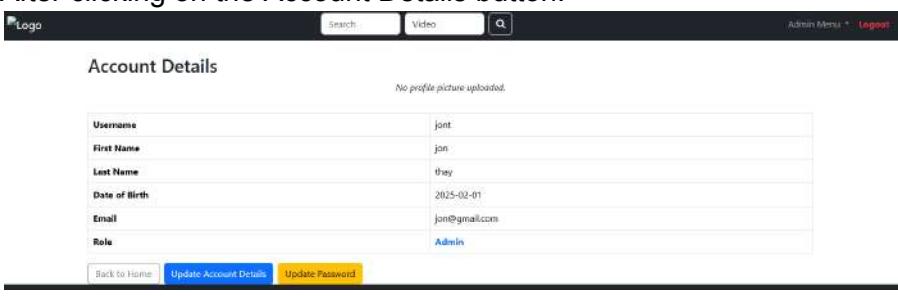
© 2025 Project Name. All rights reserved.

Test Case ID	TESTTEACH-1
Test Scenario	Allow a teacher to log in
Test Procedure	<ol style="list-style-type: none"> 1. The teacher navigates to a login page. 2. The teacher enters a registered username and password. 3. The teacher clicks login. 4. The teacher is redirected to the main dashboard page.
Prerequisites	<ol style="list-style-type: none"> 1. Valid credentials are needed to perform the login. 2. The teacher must be logged out before logging in.
Expected Results	The teacher can log in to the platform.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Login page:</p>  <p>After logging in:</p> 

Test Case ID	TESTTEACH-2
Test Scenario	Allows a teacher to log out.
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Logout” button. 2. The teacher is redirected to the main dashboard page.
Prerequisites	1. The teacher must be logged in with valid credentials.
Expected Results	The teacher can log out from the platform.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Logout button at the top right hand corner:</p>  <p>Login successful! You are logged in as Admin.</p> <p>Welcome to the Homepage Tutorial Videos No videos available.</p> <p>After logging out:</p>  <p>You have been logged out.</p> <p>Welcome to the Homepage Tutorial Videos No videos available.</p>

Test Case ID	TESTTEACH-3
Test Scenario	Allows a teacher to create an account for users.
Test Procedure	<ol style="list-style-type: none"> The teacher clicks on the “Teacher Menu” dropdown menu. The teacher clicks on the “Create Account” button. The teacher fills in the account details. The teacher clicks on the “Create Account” button. The teacher gets a success message on the main dashboard page.
Prerequisites	1. The teacher must be logged in with valid credentials.
Expected Results	The teacher can create an account for users.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Create account button from dropdown menu:</p>  <p>After clicking on “Create Account”:</p> 

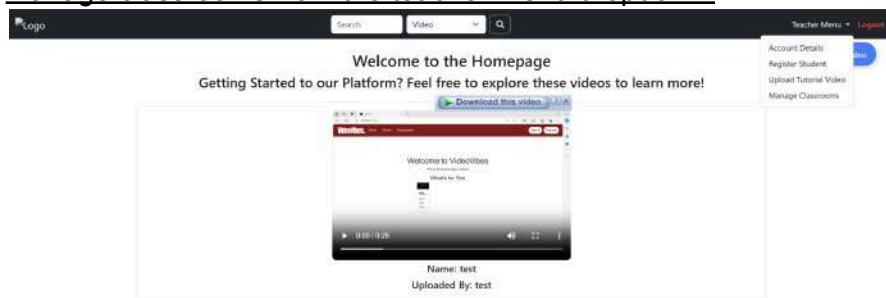
	<p>After successfully creating an account:</p> <div style="background-color: #c8e6c9; padding: 5px; margin-bottom: 10px;"> <small>Account created successfully. Assigned Role: Teacher</small> </div> <div style="text-align: center;"> <p>Welcome to the Homepage Tutorial Videos</p> <p>No videos available.</p> </div>
--	---

Test Case ID	TESTTEACH-4
Test Scenario	Allows a teacher to view their account details
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Account details” menu.
Prerequisites	1. The teacher must be logged in with valid credentials.
Expected Results	The teacher can view their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan
Screenshots	<p>Account Details button from dropdown menu:</p>  <p>After clicking on the Account Details button:</p> 

Test Case ID	TESTTEACH-5
Test Scenario	Allows a teacher to suspend a specific student account
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “manage students in this classroom” button. 5. The teacher clicks “suspend” button to one of the students. 6. The student is successfully suspended.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in with valid credentials. 2. There must be some users in the user account management page.
Expected Results	The teacher can suspend the user they want to suspend, therefore preventing the suspended user from accessing the system.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary

Screenshots

Manage classrooms from the teacher menu dropdown:



Welcome to the Homepage
Getting Started to our Platform? Feel free to explore these videos to learn more!

Teacher Menu • Logout

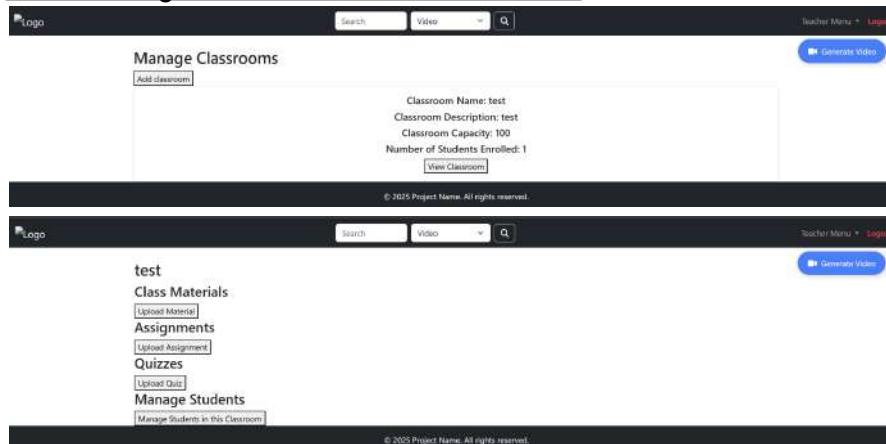
- Account Details
- Register Student
- Upload Tutorial Video
- Manage Classrooms**

Name: test
Uploaded By: test

Look on how these Avatars come to life and how they help students to learn!



After “manage classrooms” button is clicked:



Manage Classrooms

Add classroom

Classroom Name: test
Classroom Description: test
Classroom Capacity: 100
Number of Students Enrolled: 1

View Classroom

© 2025 Project Name. All rights reserved.

test

Class Materials

Upload Material

Assignments

Upload Assignment

Quizzes

Upload Quiz

Manage Students

Manage Students in this Classroom

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After manage students in this classroom button is clicked:



Manage Students

Search Students

Search by username or id Search

Enrolled Students

Username/Email	Role	Status	Actions
student1@uow.edu.au	Student	Active	Suspend View Details Remove from Classroom

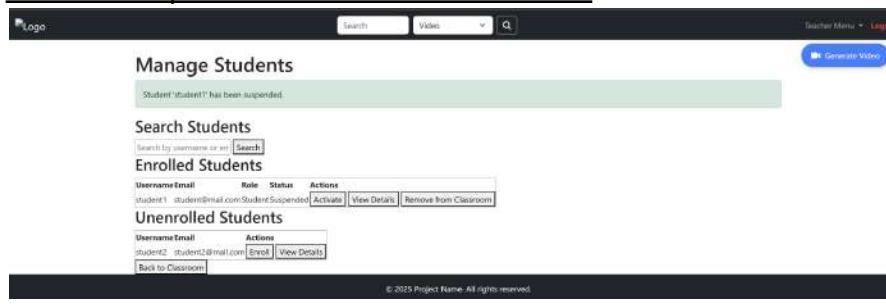
Unenrolled Students

Username/Email	Actions
student2@uow.edu.au	Enroll View Details

Back to Classroom

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After the suspend button clicked for student1:



Manage Students

Student "student1" has been suspended.

Search Students

Search by username or id Search

Enrolled Students

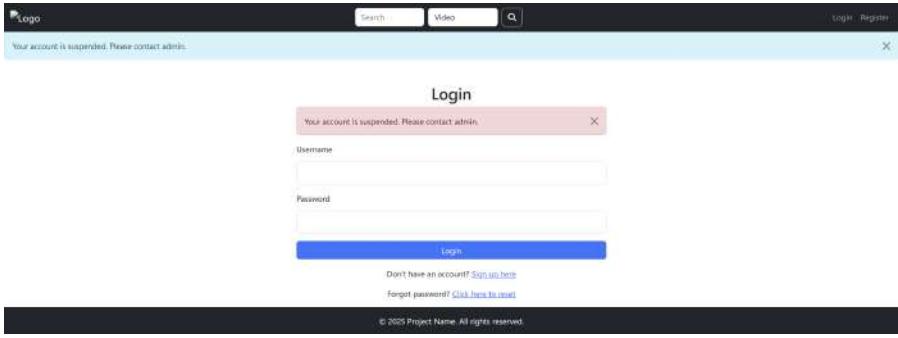
Username/Email	Role	Status	Actions
student1@uow.edu.au	Student	Suspended	Activate View Details Remove from Classroom

Unenrolled Students

Username/Email	Actions
student2@uow.edu.au	Enroll View Details

Back to Classroom

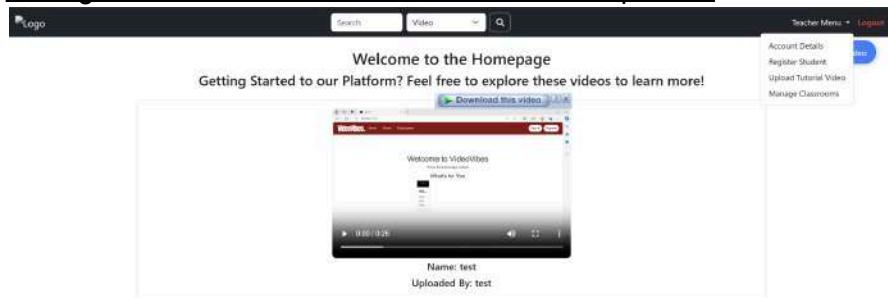
© 2025 Project Name. All rights reserved.

	student1's POV:  <p>The screenshot shows a login interface with a header bar containing a logo, search, video, and login/register links. A message box states: "Your account is suspended. Please contact admin." Below it is a "Login" form with fields for "Username" and "Password", and a "Login" button. At the bottom, there are links for "Sign up here" and "Click here to reset". A copyright notice at the very bottom reads: "© 2008 Project Name. All rights reserved."</p>
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Test Case ID	TESTTEACH-6
Test Scenario	Allows a teacher to search for a specific account
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “manage students in this classroom” button 5. The teacher types a student’s username and clicks the search button 6. The search results are displayed to the teacher.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in with valid credentials. 2. There must be some users in the user account management page.
Expected Results	The teacher can search for a specific user account associated with the username typed by the teacher.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, ZongZe

Screenshots

Manage classrooms from the teacher menu dropdown:



Welcome to the Homepage
Getting Started to our Platform? Feel free to explore these videos to learn more!

Teacher Menu • Logout

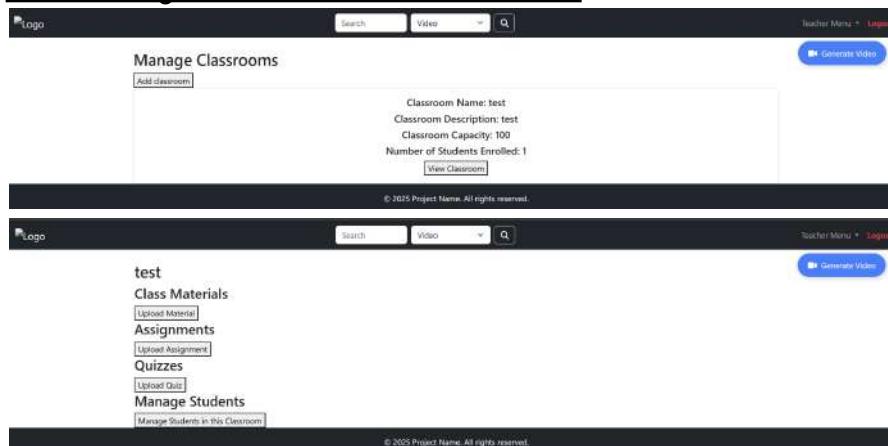
- Account Details
- Register Student
- Upload Tutorial Video
- Manage Classrooms**

Name: test
Uploaded By: test

Look on how these Avatars come to life and how they help students to learn!



After “manage classrooms” button is clicked:



Manage Classrooms
Add classroom

Classroom Name: test
Classroom Description: test
Classroom Capacity: 100
Number of Students Enrolled: 1
View Classroom

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test

- Class Materials
- Assignments
- Quizzes
- Manage Students

Manage Students in this Classroom

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After manage students in this classroom button is clicked:



Manage Students
Student: student1 has been suspended.

Search Students
student

Enrolled Students

Username/Email	Role	Status	Actions
student1: student1@mail.com	Student	Suspended	Activate View Details Remove from Classroom

Unenrolled Students

Username/Email	Actions
student2: student2@mail.com	Enroll View Details

[Back to Classroom](#)

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After search button is clicked:



Search Results for "student" in test

Enrolled Students

Username/Email	Status	Actions
student1: student1@mail.com	Active	Suspend Unroll View Details

Unenrolled Students

Username/Email	Actions
student2: student2@mail.com	Enroll View Details

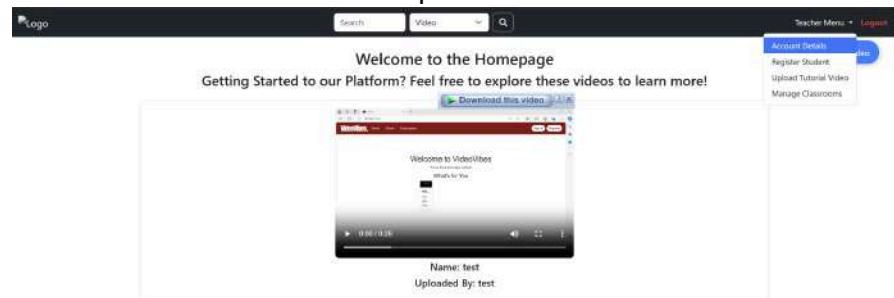
[Back to Manage Students](#)

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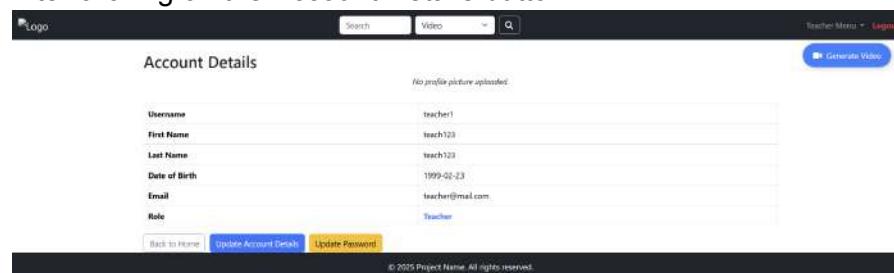
Test Case ID	TESTTEACH-7
Test Scenario	Allows a teacher to update their account details
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Account details” menu. 3. The teacher clicks on the “Update Account Details” button. 4. The teacher is redirected to the Update User details page. 5. The teacher changes their user details. 6. The teacher clicks on the “Update” button. 7. The teacher gets a success message.
Prerequisites	1. The teacher must be logged in with valid credentials.
Expected Results	The teacher can update their account details.
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Gary, Jonathan

Screenshots

Account Details button from dropdown menu:



After clicking on the Account Details button:

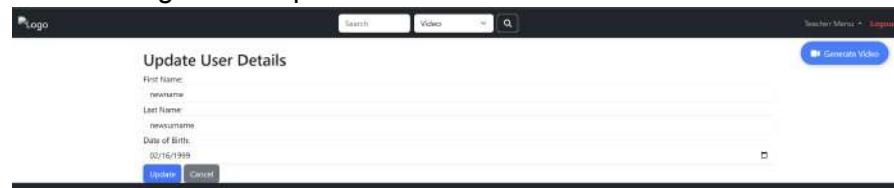


The screenshot shows the 'Account Details' page. It displays a table with user information:

Username	teacher1
First Name	teacher1
Last Name	teacher1
Date of Birth	1999-02-23
Email	teacher@mail.com
Role	Teacher

At the bottom of the page, there are three buttons: 'Back to Home', 'Update Account Details' (highlighted in blue), and 'Update Password'.

After clicking on the Update Account Details button:

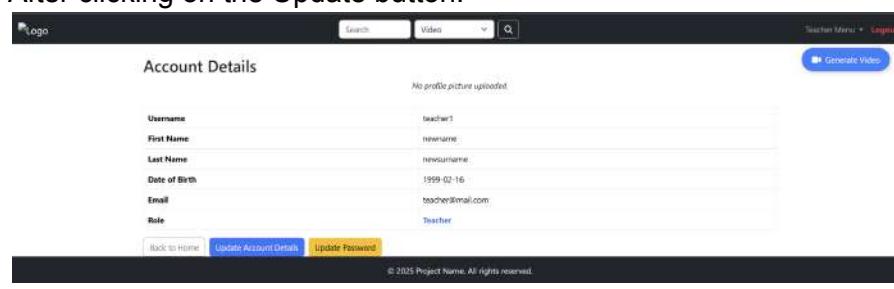


The screenshot shows the 'Update User Details' page. It displays a table with user information:

First Name:	newname
Last Name:	newsurname
Date of Birth:	02/16/1999

At the bottom of the page, there are two buttons: 'Cancel' and 'Update'.

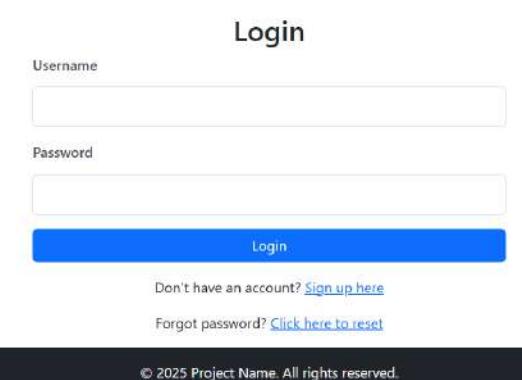
After clicking on the Update button:

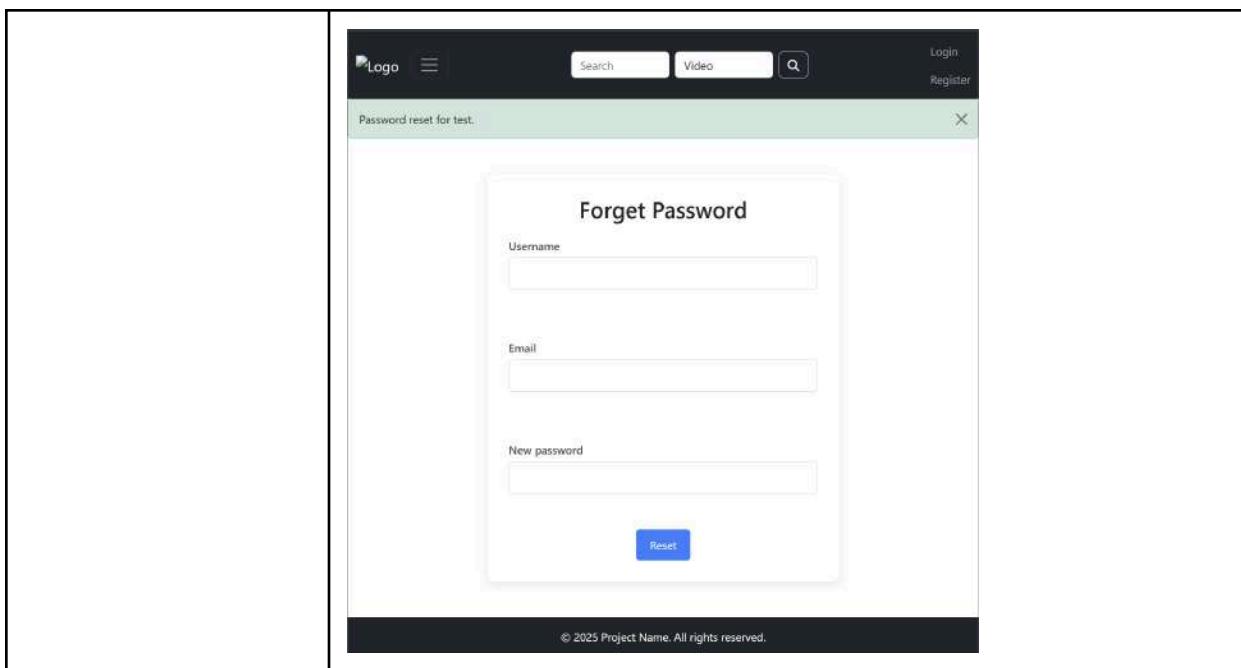


The screenshot shows the 'Account Details' page again, but now with the updated information from the previous step:

Username	teacher1
First Name	newname
Last Name	newsurname
Date of Birth	1999-02-16
Email	teacher@mail.com
Role	Teacher

At the bottom of the page, there are three buttons: 'Back to Home', 'Update Account Details' (highlighted in blue), and 'Update Password'.

Test Case ID	TESTTEACH-8
Test Scenario	Allow a teacher to reset their password in case they forget it.
Test Procedure	<ol style="list-style-type: none"> 1. The teacher navigates to a login page. 2. The teacher clicks the “Click here to reset” button to begin the password reset process. 3. The teacher types in their valid credentials, as well as the new password. 4. The teacher can now log in with their new password.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged out before the password can be reset.
Expected Results	The teacher can reset their password and log in with their new password.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao
Screenshots	<p>Login page:</p>  <p>After “click here to reset” is clicked</p>



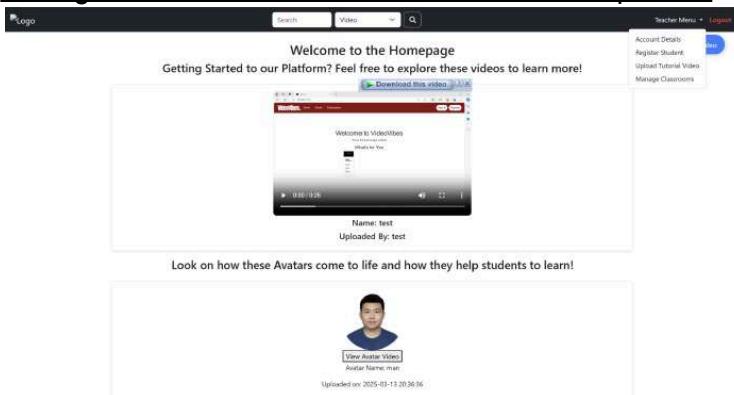
The screenshot shows a web-based password reset interface. At the top, there is a navigation bar with a 'Logo' icon, a search bar, a video player, and links for 'Login' and 'Register'. A message 'Password reset for test.' is displayed above the main form area. The main form is titled 'Forget Password' and contains three input fields: 'Username', 'Email', and 'New password'. Below these fields is a blue 'Reset' button. At the bottom of the page, a dark footer bar displays the copyright notice: '© 2025 Project Name. All rights reserved.'

Test Case ID	TESTTEACH-9
Test Scenario	Allow a teacher to add a new classroom
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “Add classroom” button in the classroom management page 4. The teacher types in the new details he/she wants to enter. 5. The teacher clicks “add classroom” button. 6. The new classroom is added to the database.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page
Expected Results	The teacher can add a new classroom..
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao



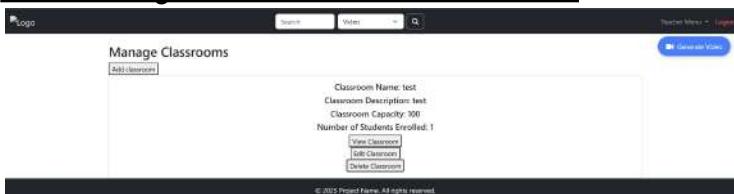
Screenshots

Manage classrooms from the teacher menu dropdown:



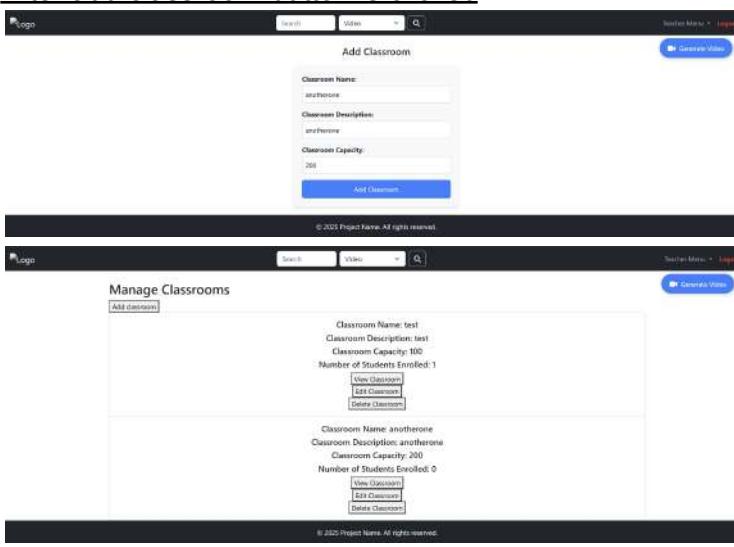
The screenshot shows a user interface for a learning platform. At the top right is a 'Teacher Menu' dropdown with options: Account Details, Register Student, Upload Tutorial Video, and Manage Classrooms. Below the menu, there's a video player showing a video titled 'Welcome to Videobites' with a duration of 0:00 / 0:06. Below the video, it says 'Name: test' and 'Uploaded By: test'. A note below the video reads: 'Look on how these Avatars come to life and how they help students to learn!' Below this, there's a thumbnail of a person with the text 'View Avatar Video', 'Avatar Name: man', and 'Uploaded on: 2025-03-13 20:36:16'.

After “manage classrooms” button is clicked:



The screenshot shows the 'Manage Classrooms' page. It displays a single classroom entry: Classroom Name: test, Classroom Description: test, Classroom Capacity: 100, and Number of Students Enrolled: 1. Below the entry are three buttons: 'View Classroom', 'Edit Classroom', and 'Delete Classroom'. The URL in the address bar is 'http://localhost:3001/manage-classrooms'.

After add classroom button is clicked

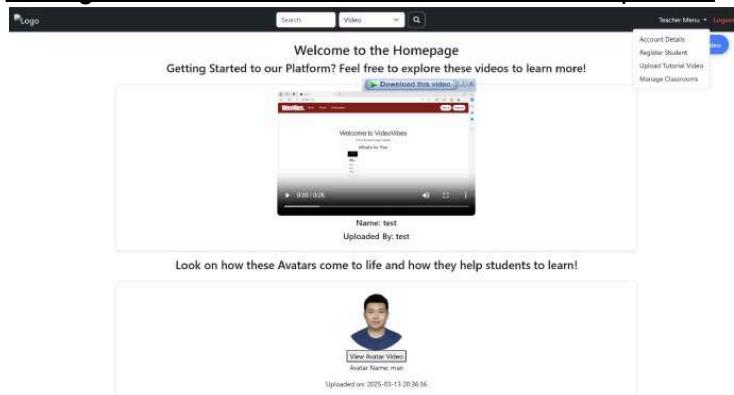


The screenshot shows the 'Manage Classrooms' page after adding a new classroom. It now lists two classrooms: 'test' (Classroom Name: test, Classroom Description: test, Classroom Capacity: 100, Number of Students Enrolled: 1) and 'anotherone' (Classroom Name: anotherone, Classroom Description: anotherone, Classroom Capacity: 200, Number of Students Enrolled: 0). Each classroom has its own set of 'View Classroom', 'Edit Classroom', and 'Delete Classroom' buttons. The URL in the address bar is 'http://localhost:3001/manage-classrooms'.

Test Case ID	TESTTEACH-10
Test Scenario	Allow a teacher to update classroom details
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “Update classroom” button in the classroom management page 4. The teacher types in the new details he/she wants to enter. 5. The teacher clicks “update classroom” button 6. The classroom info is now updated.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page.
Expected Results	The teacher can update the latest info in the classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao

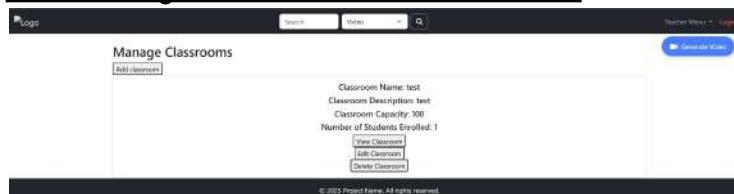
Screenshots

Manage classrooms from the teacher menu dropdown:



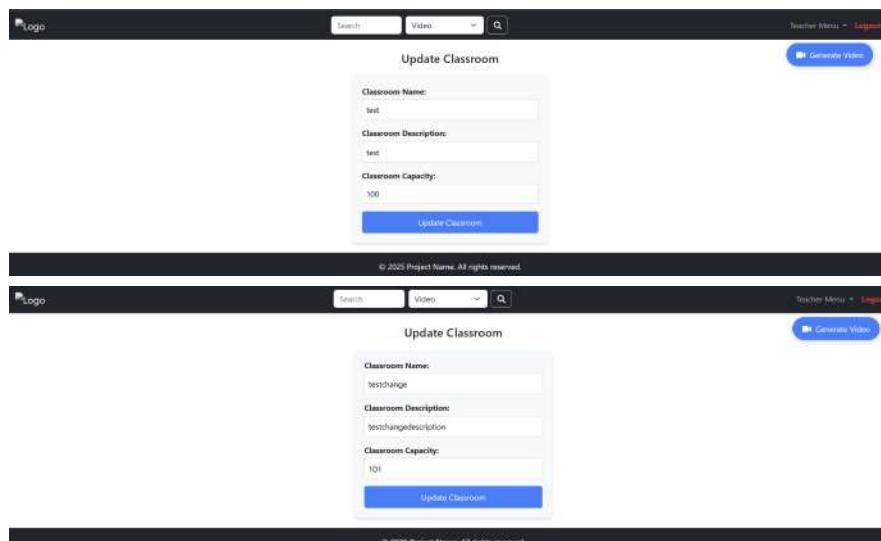
The screenshot shows a user interface for a learning platform. At the top right is a 'Teacher Menu' dropdown with options: 'Account Details', 'Register Student', 'Upload Tutorial Video', and 'Manage Classrooms'. Below the menu, there's a video player showing a tutorial video titled 'Welcome to Videoclipz' with a duration of 0:00 / 0:26. A message encourages users to explore more videos. Below the video player, there's a section titled 'Look on how these Avatars come to life and how they help students to learn!' featuring a small video thumbnail of a student's face. At the bottom, there's a message about uploaded avatars.

After “manage classrooms” button is clicked:



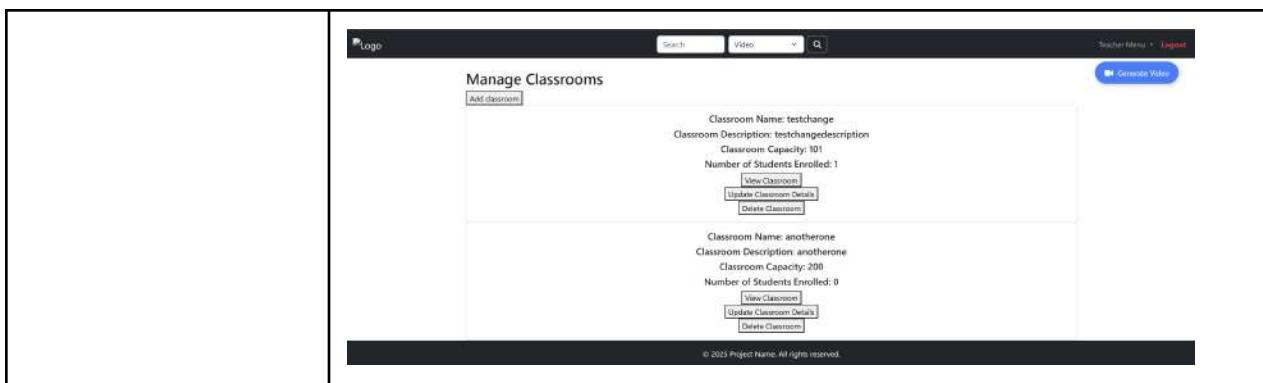
The screenshot shows the 'Manage Classrooms' page. It displays a classroom entry for 'test'. The details are: Classroom Name: test, Classroom Description: test, Classroom Capacity: 100, and Number of Students Enrolled: 1. Below these details are three buttons: 'View Classroom', 'Edit Classroom', and 'Delete Classroom'. The footer of the page includes a copyright notice: '© 2025 Project Name. All rights reserved.'

After update classroom details button is clicked:



The screenshot shows two versions of the 'Update Classroom' page. The top version shows the initial state with 'Classroom Name: test', 'Classroom Description: test', and 'Classroom Capacity: 100'. The bottom version shows the state after changes were made: 'Classroom Name: testchange', 'Classroom Description: testchangedescription', and 'Classroom Capacity: 101'. Both versions have an 'Update Classroom' button at the bottom. The footer of the page includes a copyright notice: '© 2025 Project Name. All rights reserved.'

After update classroom button is clicked:



The screenshot shows a web-based application for managing classrooms. At the top, there is a navigation bar with a logo, search, video, and other menu items. Below the navigation bar, the title "Manage Classrooms" is displayed, along with a "Add Classroom" button.

The main content area displays two classroom entries:

- Classroom Name:** testchange
Classroom Description: testchangedescription
Classroom Capacity: 101
Number of Students Enrolled: 1

[View Classroom](#) [Update Classroom Details](#) [Delete Classroom](#)
- Classroom Name:** anotherone
Classroom Description: anotherone
Classroom Capacity: 200
Number of Students Enrolled: 0

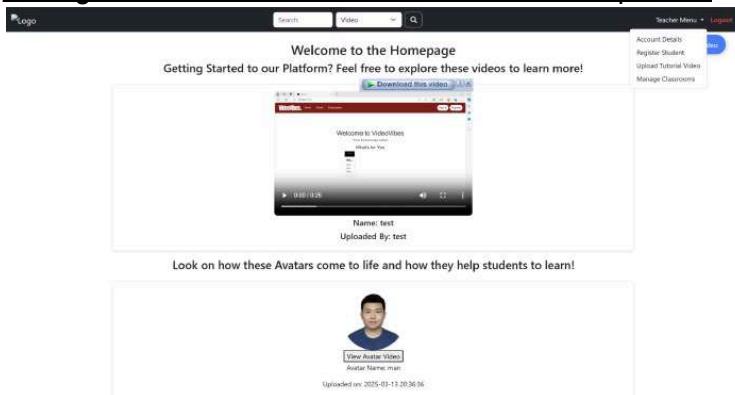
[View Classroom](#) [Update Classroom Details](#) [Delete Classroom](#)

At the bottom of the page, a dark footer bar contains the text "© 2025 Project Name. All rights reserved."

Test Case ID	TESTTEACH-11
Test Scenario	Allow a teacher to delete an unused classroom
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “delete classroom” button 5. The classroom is successfully deleted.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page..
Expected Results	The teacher can delete an old or unused classroom
Actual Results	Pass
Created by	Gary
Verified by	Jonathan, Zhihao, Edbert

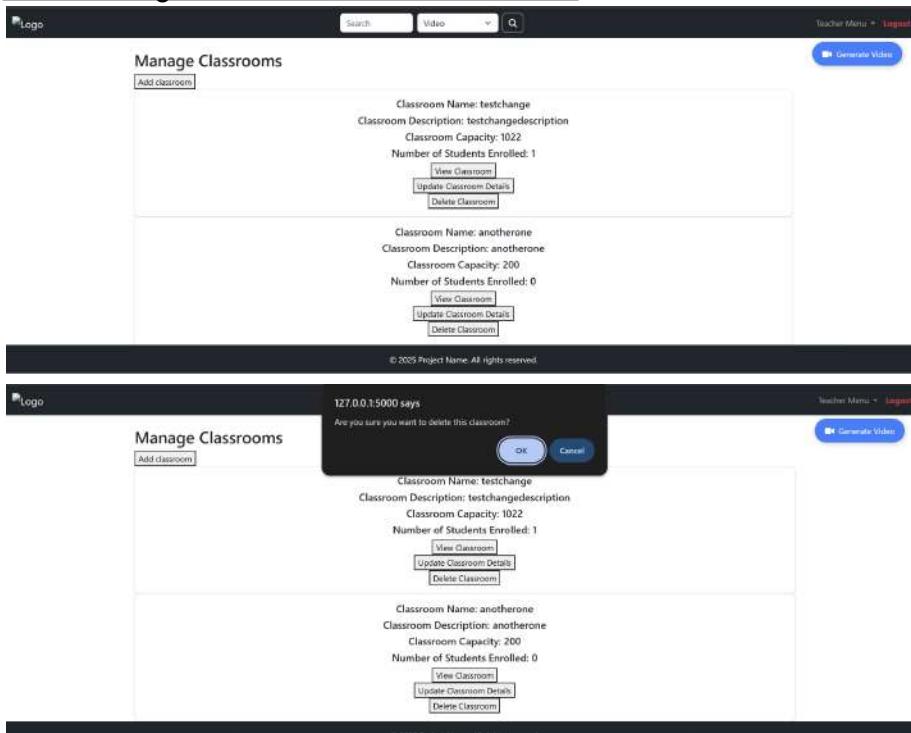
Screenshots

Manage classrooms from the teacher menu dropdown:



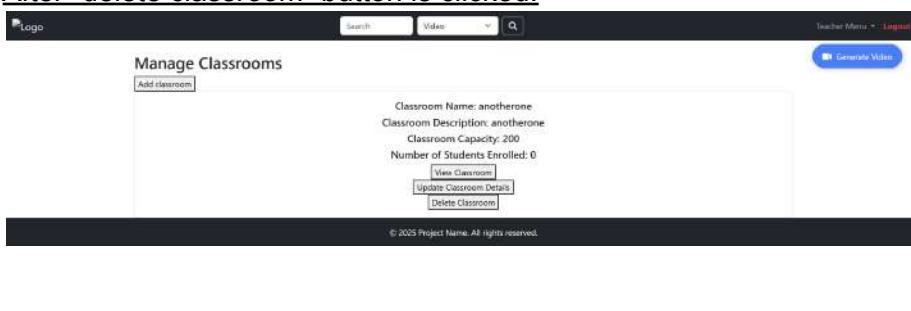
The screenshot shows the Teacher Menu dropdown open on the right side of the page. The 'Manage Classrooms' option is highlighted. The main content area displays a video player interface with a video titled 'Welcome to Videoclasses' and a thumbnail of a person. Below the video, there is a message: 'Look on how these Avatars come to life and how they help students to learn!' followed by a small image of a person's head.

After “manage classrooms” button is clicked:



The screenshot shows the 'Manage Classrooms' page. It lists two classrooms: 'testchange' and 'anotherone'. Each classroom entry includes its name, description, capacity, and student count, along with 'View Classroom', 'Update Classroom Details', and 'Delete Classroom' buttons. A modal dialog box is visible in the center, asking 'Are you sure you want to delete this classroom?' with 'OK' and 'Cancel' buttons.

After “delete classroom” button is clicked:

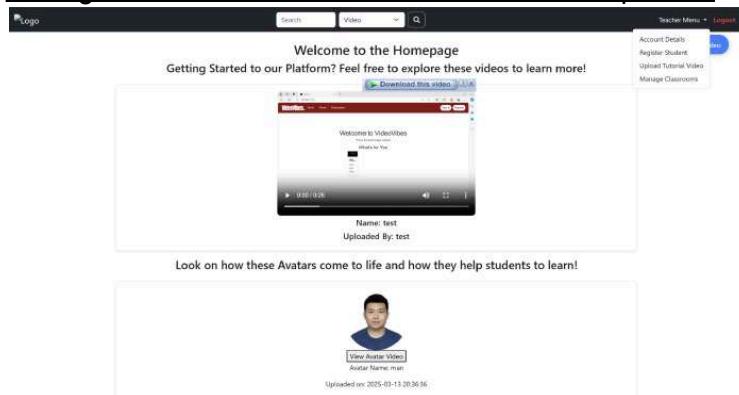


The screenshot shows the 'Manage Classrooms' page again, but now it only displays the single classroom 'anotherone'. The previously listed 'testchange' classroom is no longer present. The same three buttons ('View Classroom', 'Update Classroom Details', and 'Delete Classroom') are shown for the remaining classroom.

Test Case ID	TESTTEACH-12
Test Scenario	Allow a teacher to search a classroom
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher types the name of the classroom. 4. The system sends the search results to the teacher, and he/she can do the necessary actions to it.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in before updating a classroom 2. There must be at least one classroom made by the teacher 3. The teacher must be inside the classroom management page..
Expected Results	The teacher can delete an old or unused classroom
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan

Screenshots

Manage classrooms from the teacher menu dropdown:



Welcome to the Homepage
Getting Started to our Platform? Feel free to explore these videos to learn more!

Teacher Menu Logout

- Account Details
- Register Student
- Upload Tutorial Video
- Manage Classrooms**

Look on how these Avatars come to life and how they help students to learn!

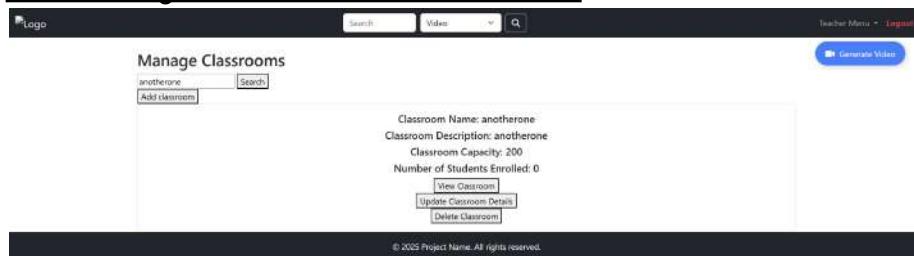


Name: test
Uploaded By: test



[View Avatar Video](#)
Avatar Name: man
Uploaded on: 2015-01-13 20:36:36

After “manage classrooms” button is clicked:



Manage Classrooms

anotherone Search

[Add Classroom](#)

Classroom Name: anotherone
Classroom Description: anotherone
Classroom Capacity: 200
Number of Students Enrolled: 0

[View Classroom](#)
[Update Classroom Details](#)
[Delete Classroom](#)

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After search button is clicked:



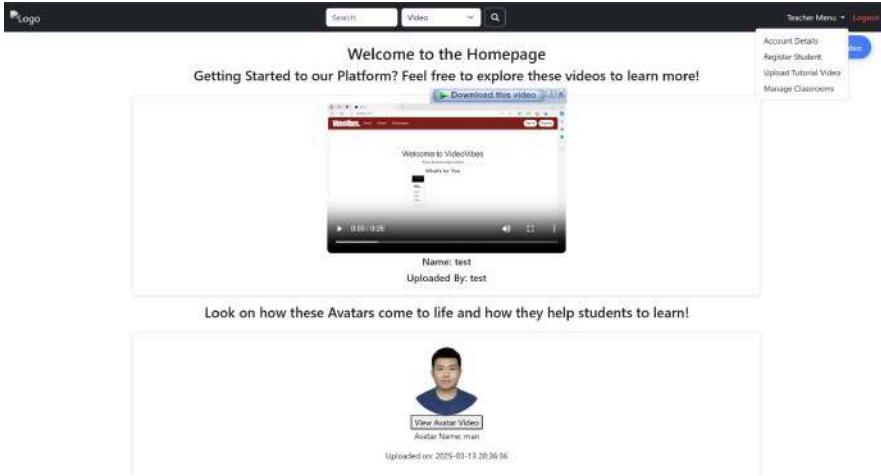
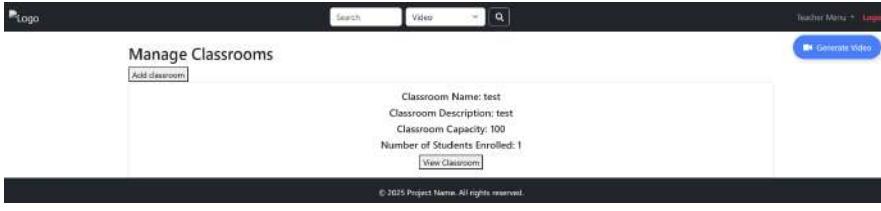
Search Results for “anotherone”

Matching Classrooms

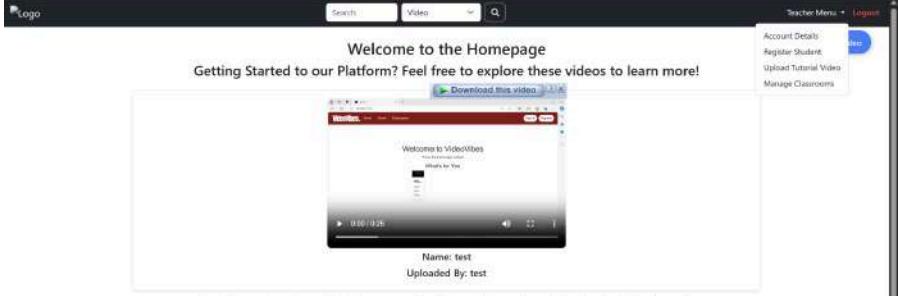
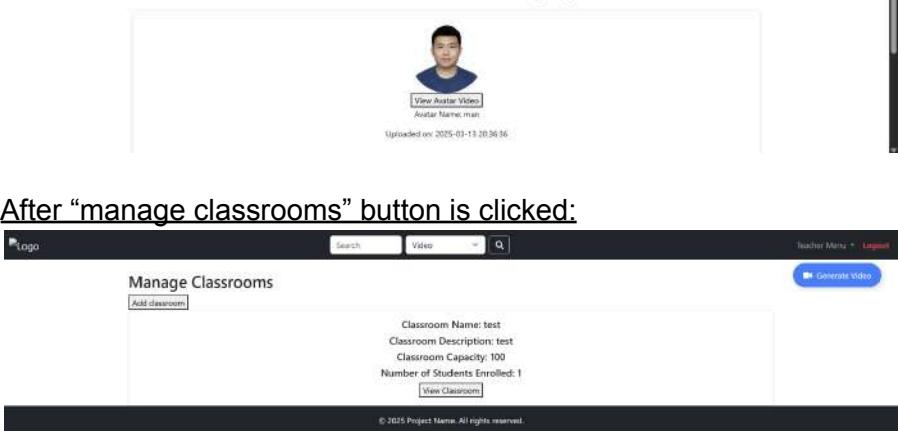
Classroom Name	Instructor Actions
anotherone	teacher1 View Details

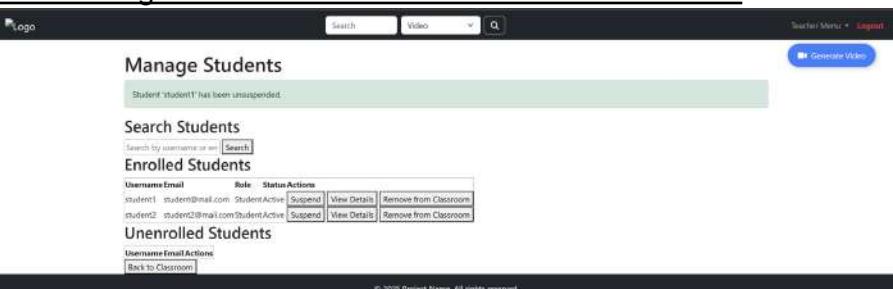
[Back to Homepage](#)

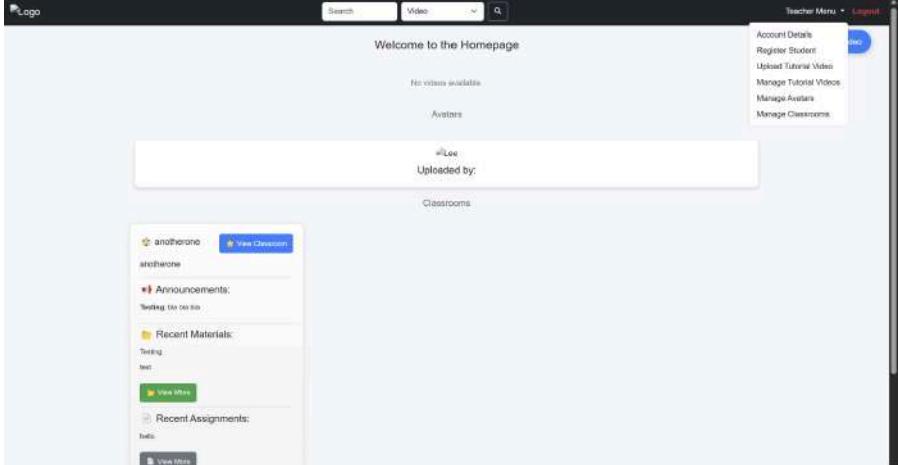
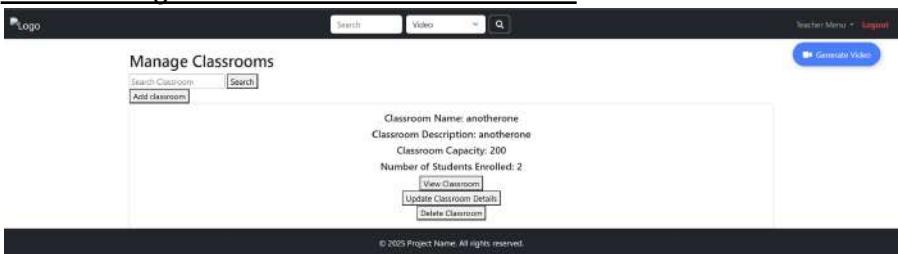
© 2020 Project Name. All rights reserved.

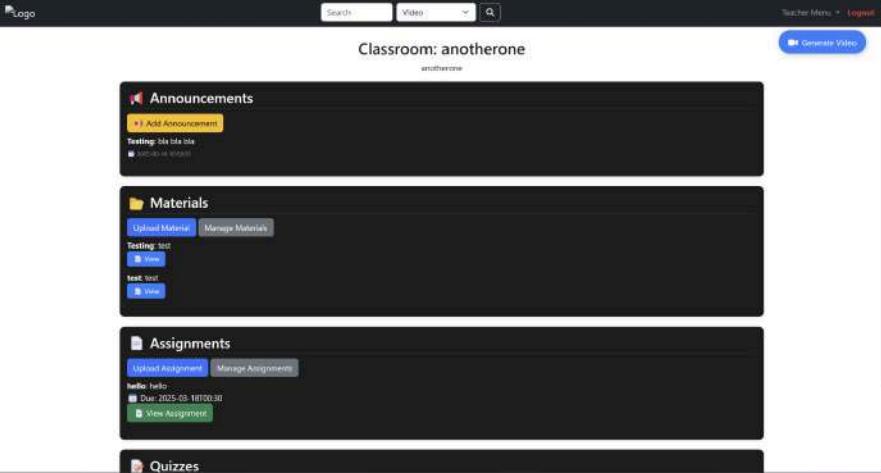
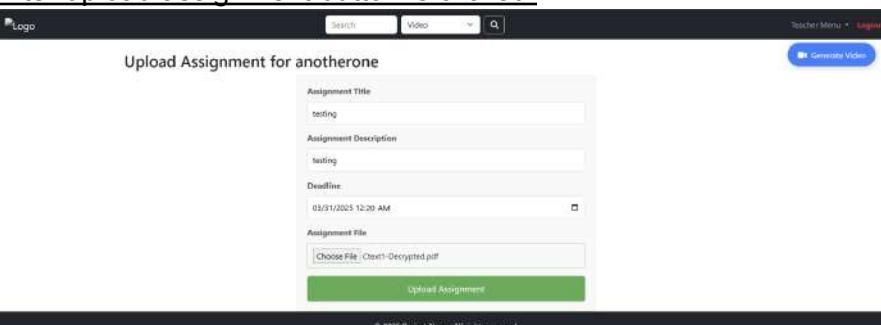
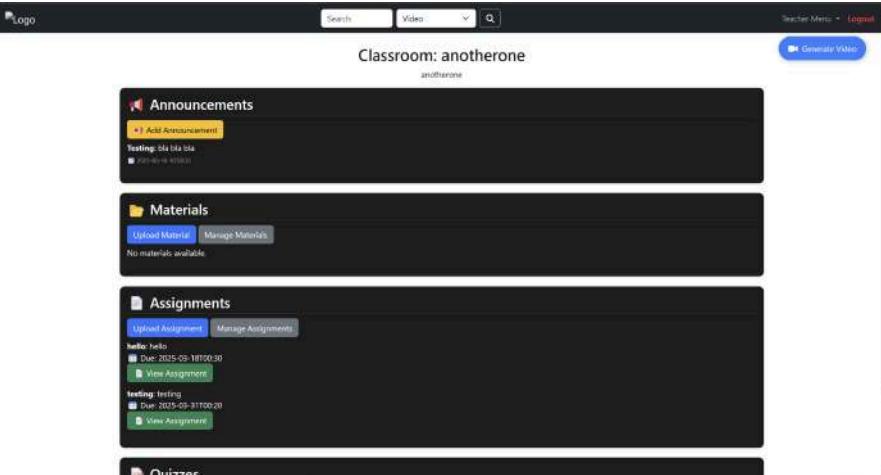
Test Case ID	TESTTEACH-13
Test Scenario	Allow a teacher to enroll a student to their classroom
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “manage students in this classroom” button. 5. The teacher clicks “enroll” button to a student in the list 6. The student is successfully enrolled to the classroom.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in before enrolling a student 2. There must be at least one unenrolled student 3. The teacher must be inside the classroom management page.
Expected Results	The teacher can enroll a student to their classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao
Screenshots	<p><u>Manage classrooms from the teacher menu dropdown:</u></p>  <p><u>After “manage classrooms” button is clicked:</u></p> 

	<p>After manage students in this classroom button is clicked:</p> 
<p>After “enroll” button is clicked</p> 	

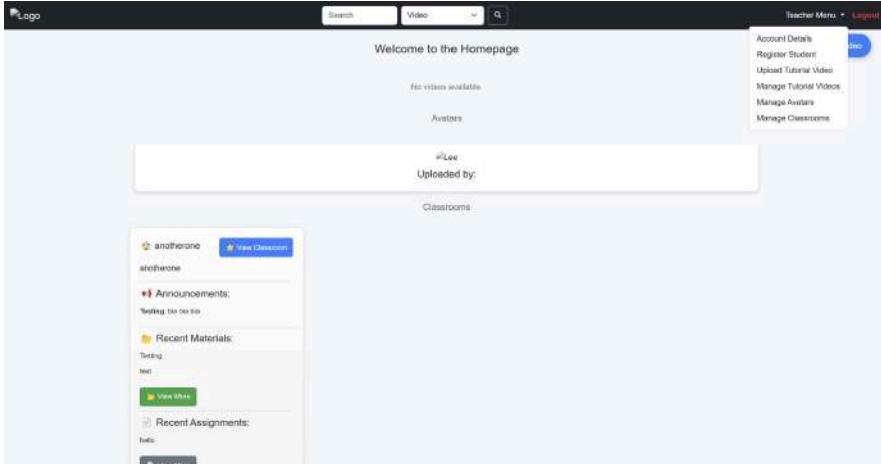
Test Case ID	TESTTEACH-14
Test Scenario	Allow a teacher to unenroll a student to their classroom
Test Procedure	<ol style="list-style-type: none"> The teacher clicks on the “Teacher Menu” dropdown menu. The teacher clicks on the “Manage Classrooms” menu. The teacher clicks the “View classroom” button in the classroom management page The teacher clicks “manage students in this classroom” button. The teacher clicks “remove from classroom” button to a student in the list The student is successfully unenrolled to the classroom.
Prerequisites	<ol style="list-style-type: none"> The teacher must be logged in before enrolling a student There must be at least one enrolled student The teacher must be inside the classroom management page.
Expected Results	The teacher can un-enroll a student from their classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao,Zongze
Screenshots	<p><u>Manage classrooms from the teacher menu dropdown:</u></p>  <p><u>After “manage classrooms” button is clicked:</u></p> 

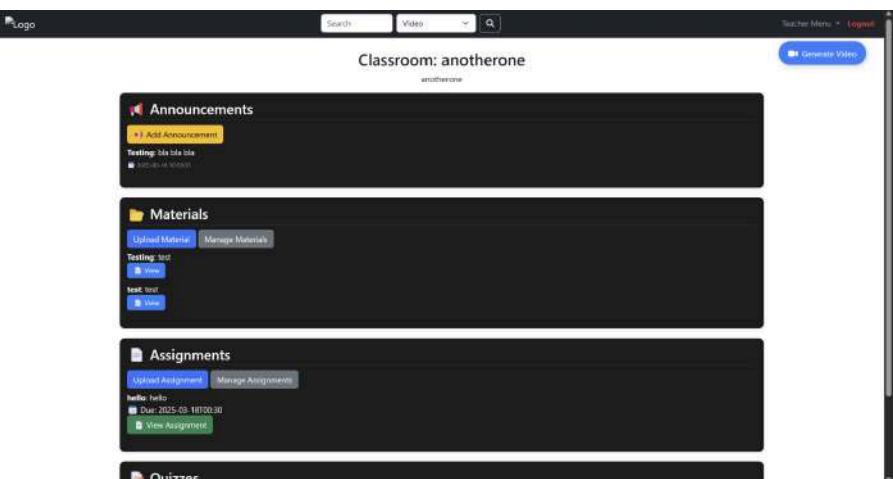
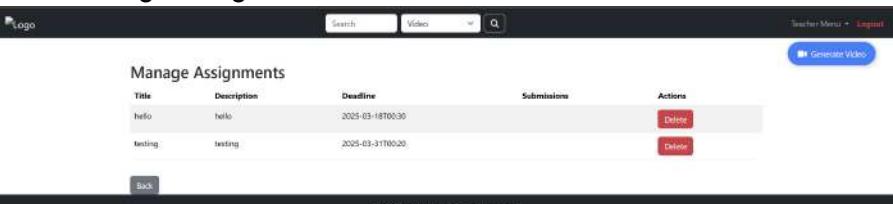
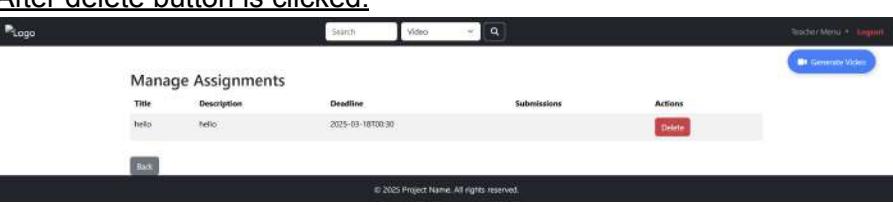
	<p>After manage students in this classroom button is clicked:</p>  <p>Student student1 has been unsuspended.</p>
<p>After “remove from classroom” button is clicked</p>  <p>Successfully removed student1.</p>	

Test Case ID	TESTTEACH-15
Test Scenario	Allow a teacher to upload new assignment to classroom
Test Procedure	<ol style="list-style-type: none"> The teacher clicks on the “Teacher Menu” dropdown menu. The teacher clicks on the “Manage Classrooms” menu. The teacher clicks the “View classroom” button in the classroom management page The teacher clicks “Upload assignment” The teacher fills in the assignment details, such as title, deadline and description. The assignment is finally uploaded by the teacher.
Prerequisites	<ol style="list-style-type: none"> The teacher must be logged in before uploading an assignment. There must be at least one classroom The teacher must be inside the classroom management page.
Expected Results	The teacher can upload an assignment file to the classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao,Zongze
Screenshots	<p><u>Manage classrooms from the teacher menu dropdown:</u></p>  <p>After “manage classrooms” button is clicked:</p> 

	 <p>After upload assignment button is clicked:</p>  <p>© 2005 Project Name. All rights reserved.</p> 
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Test Case ID	TESTTEACH-16
Test Scenario	Allow a teacher to upload new assignment to classroom
Test Procedure	<ol style="list-style-type: none"> 7. The teacher clicks on the “Teacher Menu” dropdown menu. 8. The teacher clicks on the “Manage Classrooms” menu. 9. The teacher clicks the “View classroom” button in the classroom management page 10. The teacher clicks “Upload assignment” 11. The teacher fills in the assignment details, such as title, deadline and description. 12. The assignment is finally uploaded by the teacher.
Prerequisites	<ol style="list-style-type: none"> 4. The teacher must be logged in before uploading an assignment. 5. There must be at least one classroom 6. The teacher must be inside the classroom management page.
Expected Results	The teacher can upload an assignment file to the classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao,Zongze
Screenshots	<p><u>Manage classrooms from the teacher menu dropdown:</u></p> <p><u>After “manage classrooms” button is clicked:</u></p> <p><u>After upload assignment button is clicked:</u></p>

Test Case ID	TESTTEACH-19
Test Scenario	Allow a teacher to delete old assignment from classroom
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Classrooms” menu. 3. The teacher clicks the “View classroom” button in the classroom management page 4. The teacher clicks “Manage assignment” 5. The teacher clicks “delete” button to one of the assignments. 6. The assignment is finally deleted by the teacher
Prerequisites	<ol style="list-style-type: none"> 7. The teacher must be logged in before uploading an assignment. 8. There must be at least one classroom 9. The teacher must be inside the classroom management page.
Expected Results	The teacher can upload an assignment file to the classroom.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao,Zongze
Screenshots	<p><u>Manage classrooms from the teacher menu dropdown:</u></p>  <p><u>After “manage classrooms” button is clicked:</u></p>

	 <p>Manage Classrooms</p> <p>Classroom Name: anotherone Classroom Description: anotherone Classroom Capacity: 200 Number of Students Enrolled: 2</p> <p>View Classroom Update Classroom Details Delete Classroom</p> <p>© 2005 Project Name. All rights reserved.</p>  <p>Classroom: anotherone</p> <p>Announcements</p> <p>Add Announcement</p> <p>Testing: file file file file file file</p> <p>Materials</p> <p>Upload Material Manage Materials</p> <p>Testing: test file file test test file file</p> <p>Assignments</p> <p>Upload Assignment Manage Assignments</p> <p>Hello: hello Due: 2025-03-10T00:00 View Assignment</p> <p>Quizzes</p>																									
<p>After manage assignments button is clicked:</p>  <p>Manage Assignments</p> <table border="1"> <thead> <tr> <th>Title</th> <th>Description</th> <th>Deadline</th> <th>Submissions</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>hello</td> <td>hello</td> <td>2025-03-18T00:30</td> <td></td> <td>Delete</td> </tr> <tr> <td>testing</td> <td>testing</td> <td>2025-03-31T00:20</td> <td></td> <td>Delete</td> </tr> </tbody> </table> <p>Back</p> <p>© 2005 Project Name. All rights reserved.</p> <p>After delete button is clicked:</p>  <p>Manage Assignments</p> <table border="1"> <thead> <tr> <th>Title</th> <th>Description</th> <th>Deadline</th> <th>Submissions</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>hello</td> <td>hello</td> <td>2025-03-18T00:30</td> <td></td> <td>Delete</td> </tr> </tbody> </table> <p>Back</p> <p>© 2005 Project Name. All rights reserved.</p>		Title	Description	Deadline	Submissions	Actions	hello	hello	2025-03-18T00:30		Delete	testing	testing	2025-03-31T00:20		Delete	Title	Description	Deadline	Submissions	Actions	hello	hello	2025-03-18T00:30		Delete
Title	Description	Deadline	Submissions	Actions																						
hello	hello	2025-03-18T00:30		Delete																						
testing	testing	2025-03-31T00:20		Delete																						
Title	Description	Deadline	Submissions	Actions																						
hello	hello	2025-03-18T00:30		Delete																						



Taiga Screenshots

Sprint 2 FYP-25-S1-09 26 Feb 2025 to 05 Mar 2025

100% ✓ 52 total points 52 completed points 0 open tasks 17 closed tasks 0 inactive doses

All Filters subject or reference: Q

ZOOM: EXPANDED

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
#111 As an Student, I want to reset my password so that when I forgot my password I can set it and log into the system.	6 pts. DONE			#116 Allow students to reset their password by entering their email and username.	#117 Allows students to reset password.
#110 As an Teacher I want to reset my password so that when I forgot my password I can set it and log into the system.	6 pts. IN PROGRESS			#118 Allow teachers to reset their password by entering their email and username.	#119 Allow teachers to reset password.
#119 As a student, I want to log in to the learning management system so that I can access the resources.	8 pts. DONE			#120 Allow users to login into their account as a student.	#121 Allow students to login.
#120 As a student, I want to log out from the learning				#122 Student log out.	#123 Teacher log out.

Sprint 2 FYP-25-S1-09 26 Feb 2025 to 05 Mar 2025

100% ✓ 52 total points 52 completed points 0 open tasks 17 closed tasks 0 inactive doses

All Filters subject or reference: Q

ZOOM: EXPANDED

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
#37 As a student, I want to view a list of all my submitted assignments so that I can confirm what has been sent to my teacher.	4 pts. DONE			#131 View uploaded videos.	
#38 As a student, I want to check the submission status of my assignment (e.g., submitted, graded, or pending) so that I know its progress.	4 pts. IN PROGRESS				
#40 As a student, I want to add comments or notes with my assignment submission so that I can clarify my work for the teacher.	4 pts. IN PROGRESS				
#39 As a Teacher, I want to log in to the learning management system so that I can manage my courses and content.	4 pts. IN PROGRESS			#132 Allow teachers to login.	
#60 As a Teacher, I want to log out of the learning management system so that I can secure my account.	4 pts. IN PROGRESS			#124 Teacher log out.	

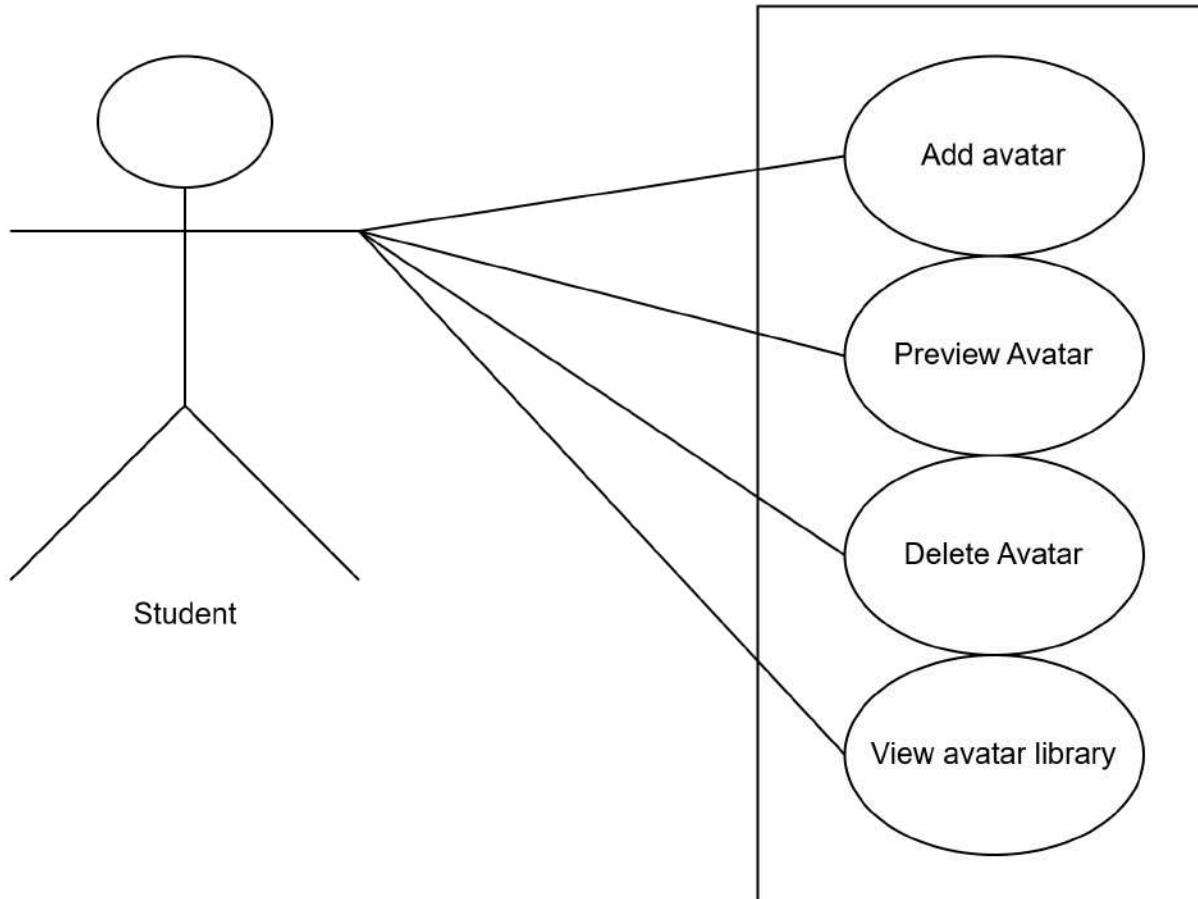
Sprint 3

List of User Stories Worked on this Sprint

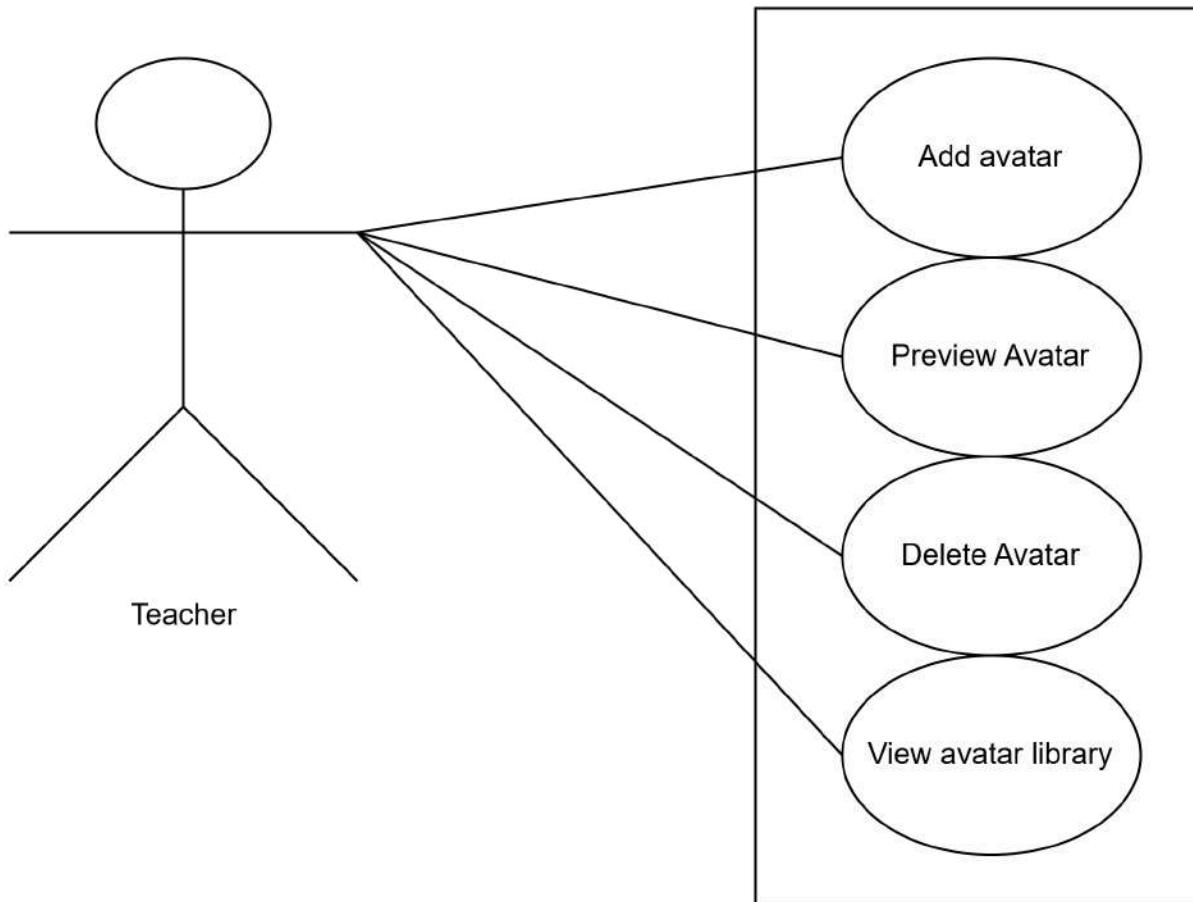
User Story ID	User Story	Test Case ID
STU11	As a student, I want to add a image to an avatar so that I can start animating it.	TESTSTU-17
STU12	As a student, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	TESTSTU-18
STU13	As a student, I want to delete an avatar I no longer use so that I can keep my library organized.	TESTSTU-19
STU14	As a student, I want to view my avatar library so that I can easily find and select an avatar for my projects.	TESTSTU-20
TEACH15	As a Teacher, I want to add a image of a avatar so that I can start animating it.	TESTTEACH-32
TEACH16	As a Teacher, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	TESTTEACH-33
TEACH17	As a Teacher, I want to delete an avatar I no longer use so that I can keep my library organized.	TESTTEACH-34
TEACH18	As a Teacher, I want to view my avatar library so that I can easily find and select an avatar for my projects.	TESTTEACH-35

Use Case Diagrams

Student Use Case Diagram



Teacher Use Case Diagram



Use Case Descriptions

Name	STU11 (Student - Create an avatar)	Taiga ID : #30
Stakeholder and Goal	Student can create an avatar to animate using their voice or text-to-speech.	
Description	As a student, I want to create my avatar so that I can start animating avatars using my voice or text-to-speech.	
Actor	Student	
Trigger	The student clicks the “Create Avatar” button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to create an avatar. 3. Avatar Creation Page Access - The student must be on the avatar creation page. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 3. The student clicks on the “Add new avatar” button. 4. The student is redirected to the Add avatar page. 5. The student uploads their avatar and assigns a name. 6. The student clicks on the “Upload” button. 	
Alternate flow		

Name	STU12 (Student - Preview Avatar Appearance)	Taiga ID : #31
Stakeholder and Goal	Student can preview their avatar's appearance to ensure it is appropriate for their video.	
Description	As a student, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	
Actor	Student	
Trigger	The student clicks the "Preview Avatar" button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to access and preview their avatar. 3. Existing Avatar - The student must have a saved avatar in their account. 4. Avatar Preview Page Access - The student must be on the avatar customization or video creation page. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student clicks on the "Student Menu" dropdown menu. 2. The student clicks on the "Manage Avatars" menu. 3. The student clicks on the "Add new avatar" button. 4. The student is redirected to the Add avatar page. 5. The student uploads their avatar. 6. The student is able to preview their avatar. 	
Alternate flow		

Name	STU13 (Student - Delete an Avatar)	Taiga ID : #32
Stakeholder and Goal	Student can delete an unused avatar to keep their library organized.	
Description	As a student, I want to delete an avatar I no longer use so that I can keep my library organized.	
Actor	Student	
Trigger	The student clicks the “Delete Avatar” button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to manage their avatars. 3. Existing Avatar - The student must have at least one avatar saved in their account. 4. Avatar Management Page Access - The student must be on the avatar management page where they can view and delete avatars. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 3. The student clicks on the “Delete” button. 4. The student is prompted to confirm deletion. 5. The student is refreshed and the avatar is deleted 	
Alternate flow		

Name	STU14 (Student - View Avatar Library)	Taiga ID : #33
Stakeholder and Goal	Student can view their avatar library to easily find and select an avatar for projects.	
Description	As a student, I want to view my avatar library so that I can easily find and select an avatar for my projects.	
Actor	Student	
Trigger	The student clicks the “Avatar Library” or “Manage Avatars” button.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists - The student must have an existing account with the necessary credentials stored in the system. 2. Student Logged In - The student must have an active session to access their avatar library. 3. Existing Avatars - The student must have at least one avatar saved in their account. 4. Avatar Library Page Access - The student must be on the avatar library page where all avatars are displayed. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 	
Alternate flow		

Name	TEACH15 (teacher- Create my Avatar)	Taiga ID: #74
------	-------------------------------------	------------------

Stakeholder and Goal	Teacher-The teacher successfully create an avatar
Description	As a Teacher, I want to create my avatar so that I can start animating avatars using my voice or text-to-speech.
Actor	Teacher
Trigger	The teacher click on Create Avatar button
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out.
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatar” menu. 3. The teacher clicks the “Add New Avatar” button. 4. The teacher selects an image and a name for the avatar. 5. The teacher clicks “upload” button 6. Avatar is successfully created.
Alternate Flow	-

Name	TEACH16 (teacher- preview avatar)	Taiga ID: #74
Stakeholder and Goal	Teacher-The teacher successfully view avatar's details	
Description	As a Teacher, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	
Actor	Teacher	
Trigger	The teacher click on avatar he/she wants to view	
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Avatar Created - The avatar must be created successfully in the system 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatars” menu. 	

	<ol style="list-style-type: none"> 3. The teacher clicks on the “Add new avatar” button. 4. The teacher is redirected to the Add avatar page. 5. The teacher uploads their avatar. 6. The teacher is able to preview their avatar.
Alternate Flow	-

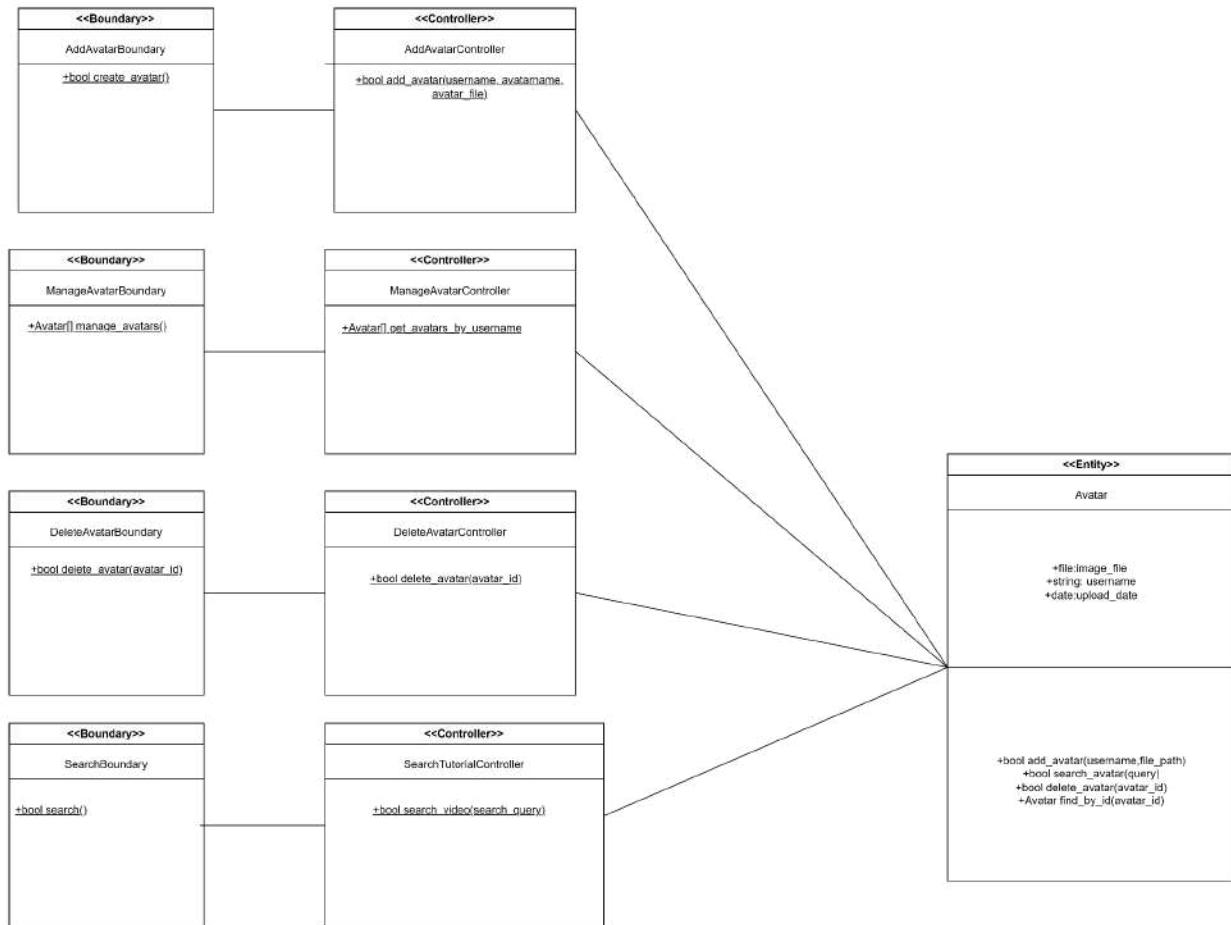
Name	TEACH17 (teacher- Delete My Avatar)	Taiga ID: #76
Stakeholder and Goal	Teacher- Avatar delete successful	
Description	As a Teacher, I want to delete an avatar I no longer use so that I can keep my library organized.	
Actor	Teacher	
Trigger	The teacher click on Delete button	
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Avatar Created - The avatar must be created successfully in the system 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatar” menu. 3. The teacher clicks the “Delete Avatar” button. 4. The teacher confirms deletion. 5. Avatar is deleted 	
Alternate Flow	-	

Name	TEACH18 (teacher- View My Avatar Library)	Taiga ID: #77
Stakeholder and Goal	Teacher- Avatar Library page load successfully	
Description	As a Teacher, I want to view my avatar library so that I can easily find and select an avatar for my projects.	
Actor	Teacher	

Trigger	The teacher click on My Avatars button
Preconditions	<ul style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Avatar Created - The avatar must be created successfully in the system
Basic Flow	<ul style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatar” menu. 3. The teacher can see a list of their avatars.
Alternate Flow	-

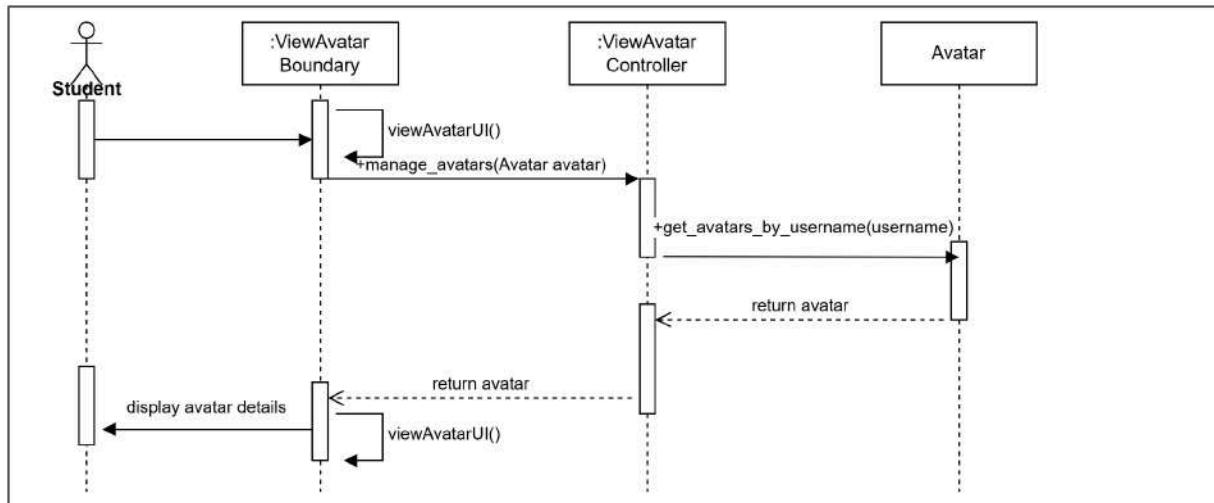
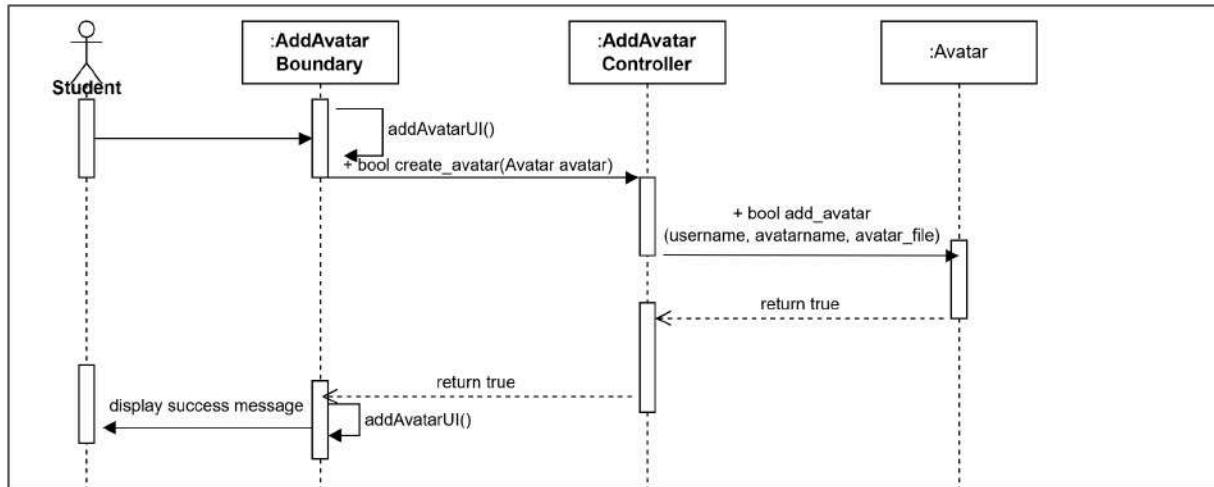
Class Diagrams

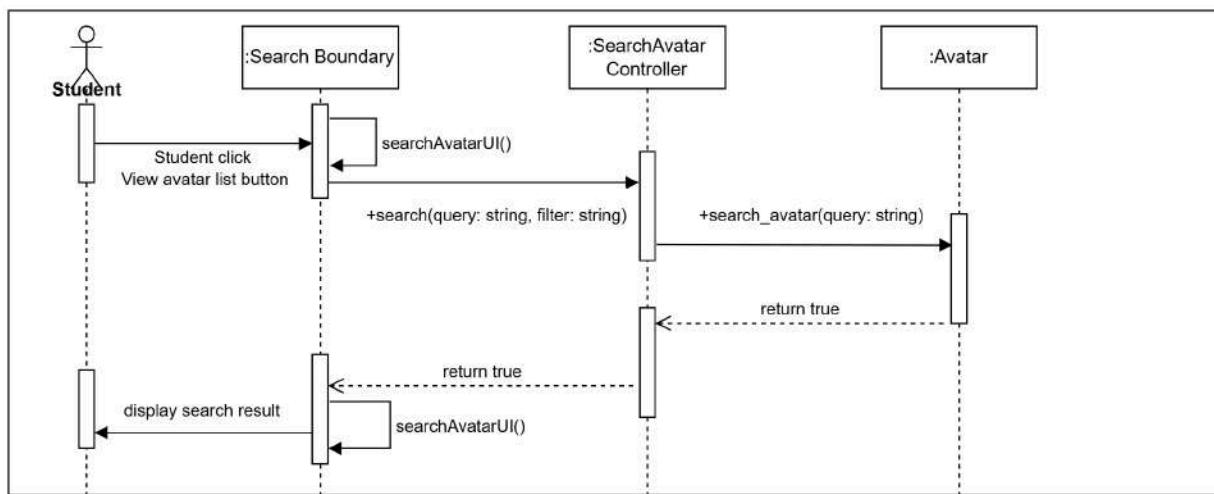
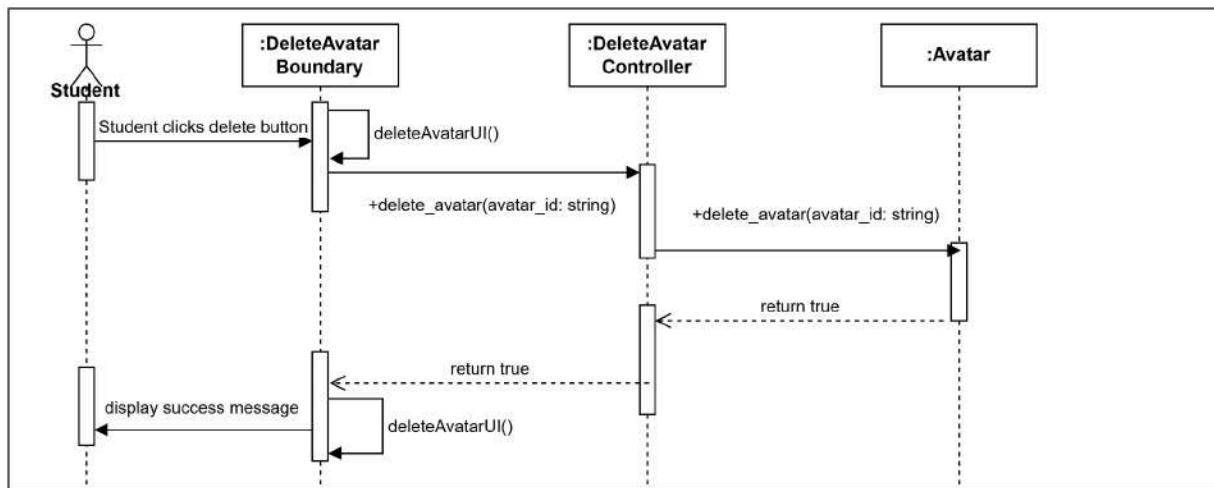
(Student and Teacher Manage Avatars)



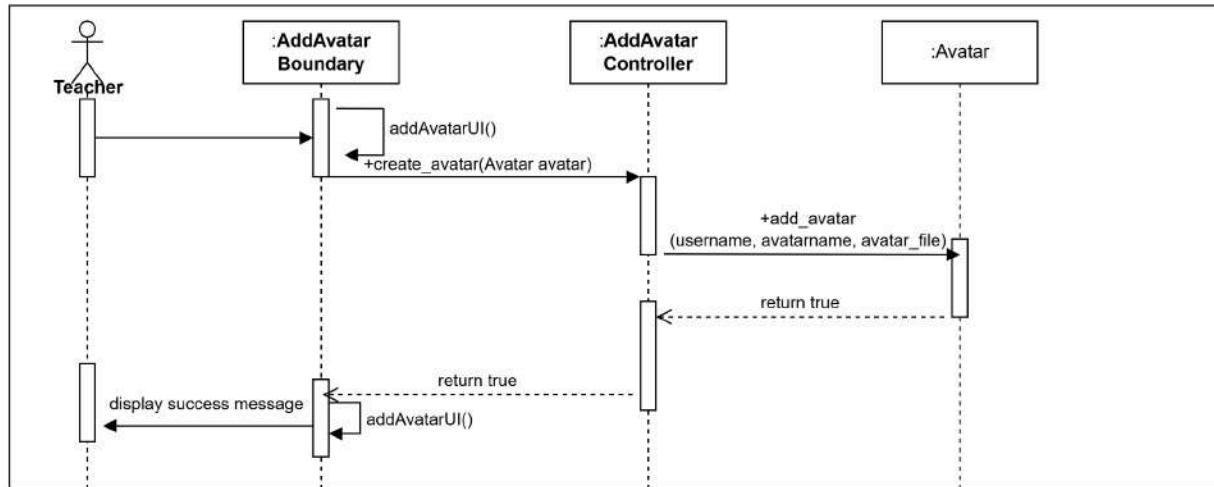
Sequence Diagrams

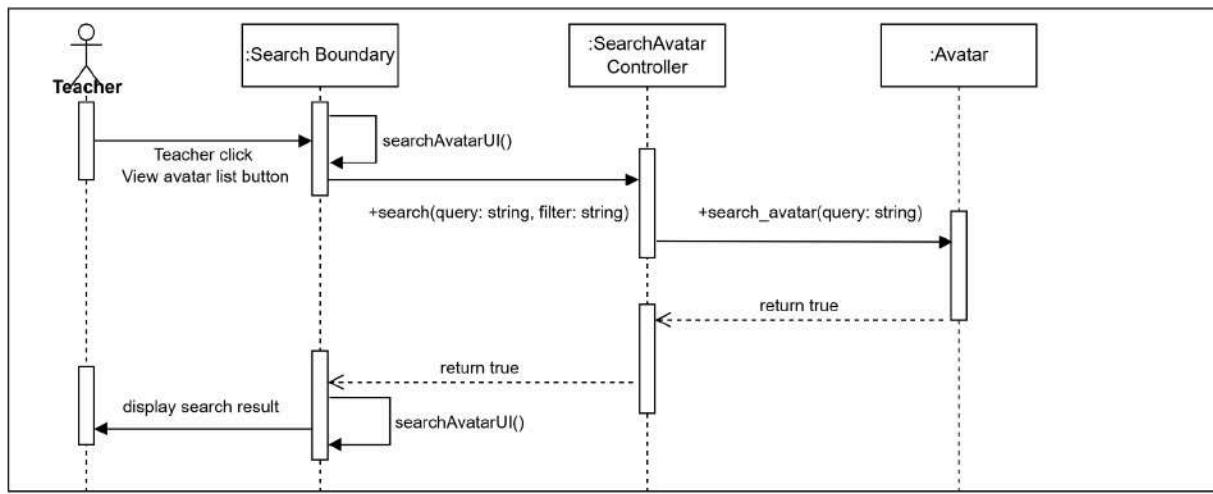
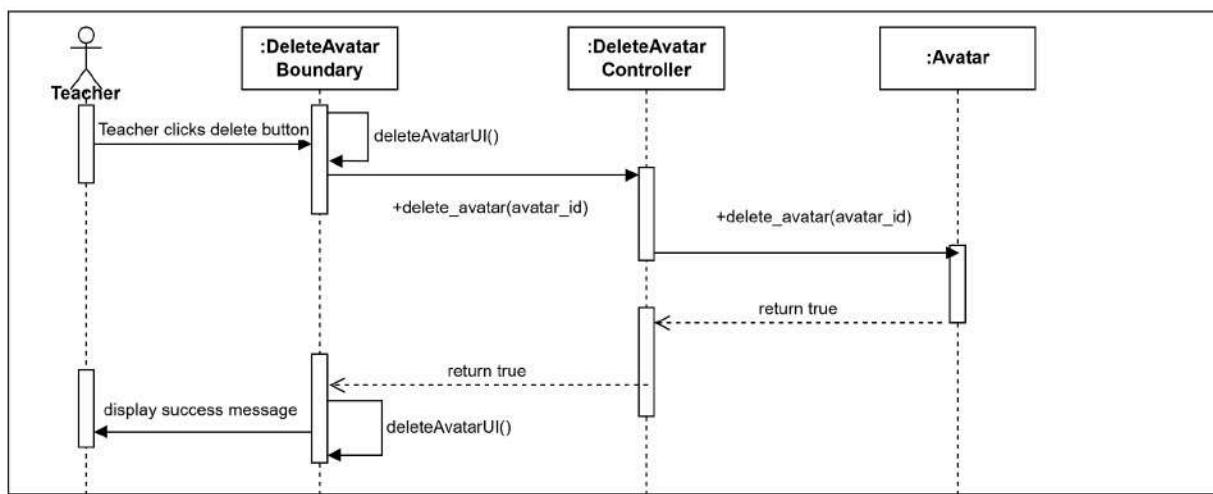
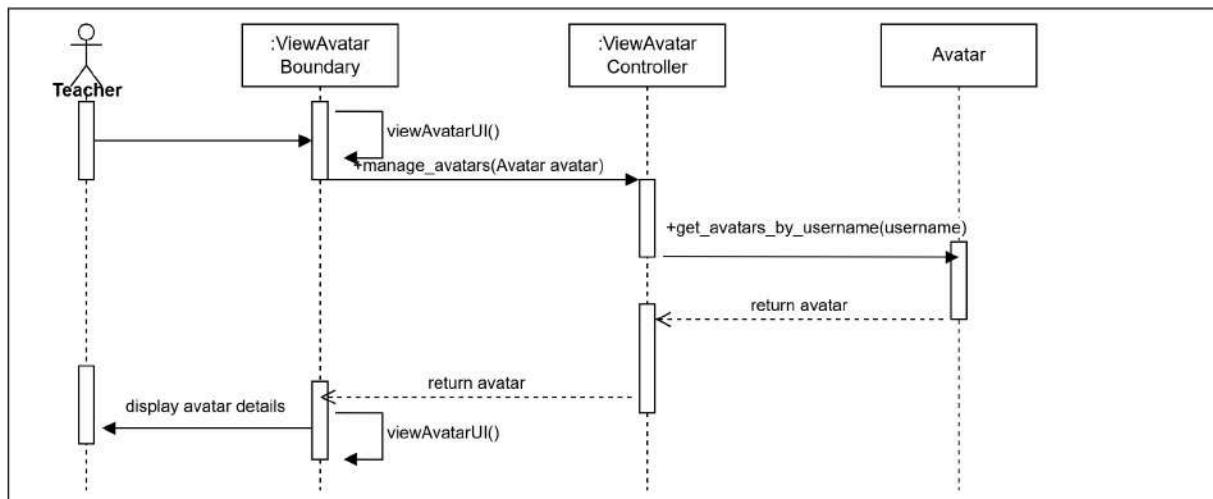
Student



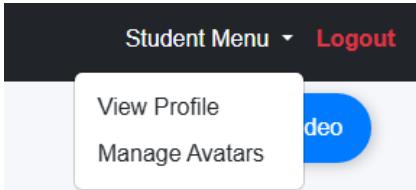
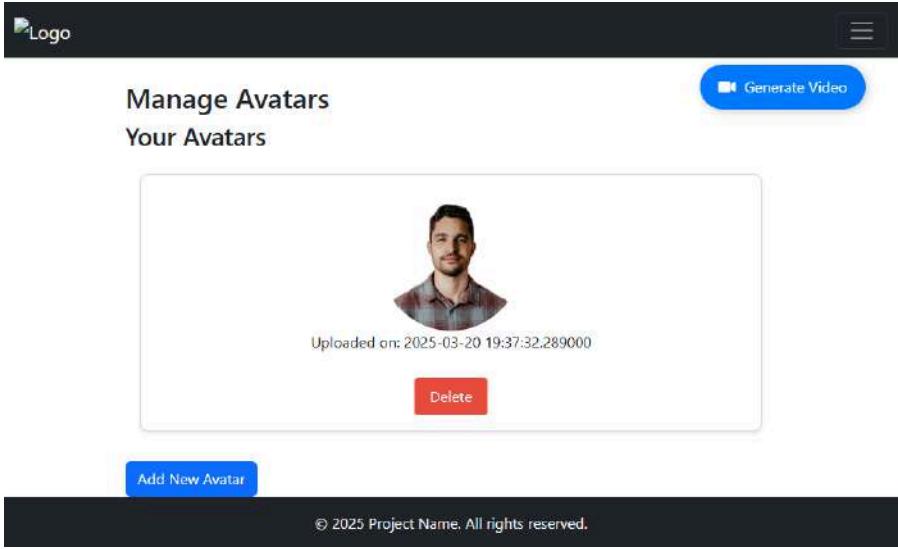


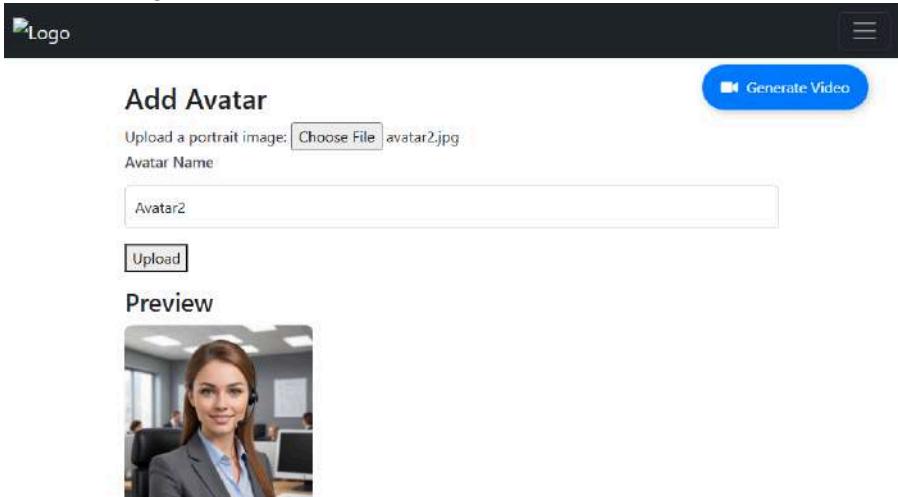
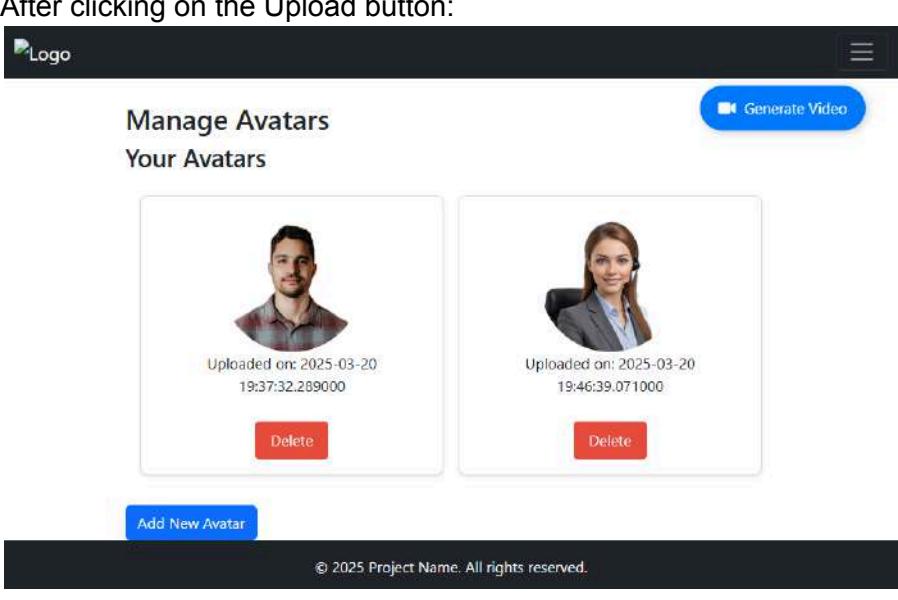
Teacher



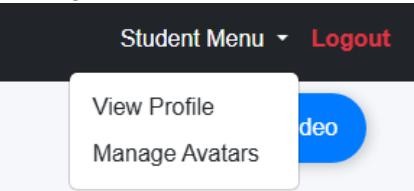
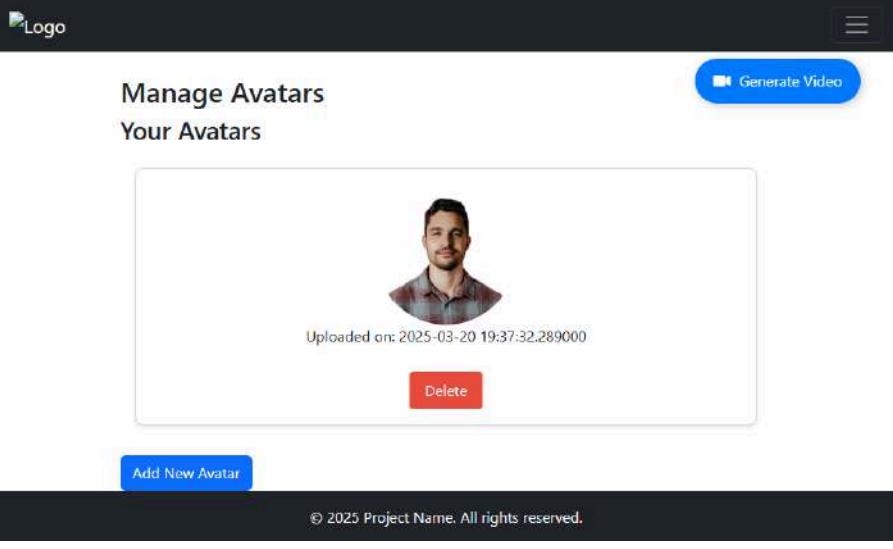


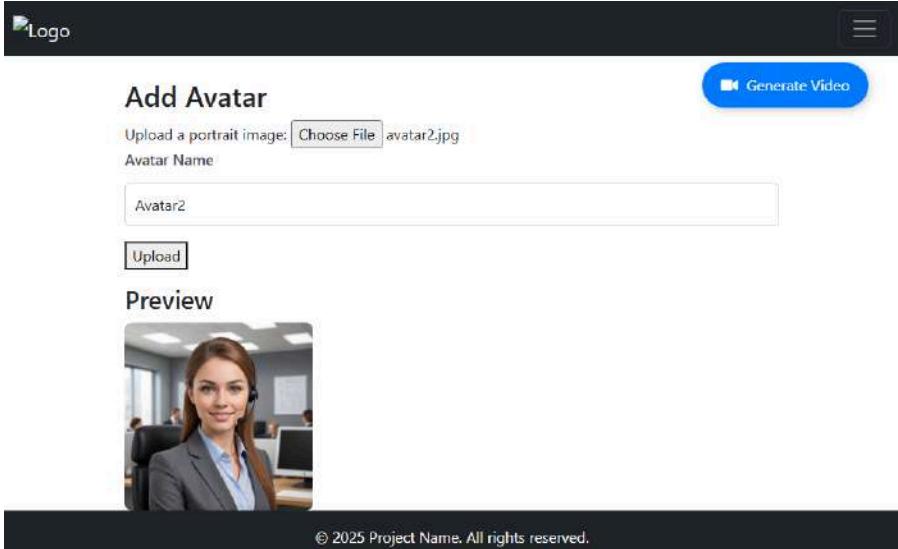
Test Cases

Test Case ID	TESTSTU-17
Test Scenario	As a student, I want to add an image to an avatar so that I can start animating it.
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 3. The student clicks on the “Add new avatar” button. 4. The student is redirected to the Add avatar page. 5. The student uploads their avatar and assigns a name. 6. The student clicks on the “Upload” button.
Prerequisites	The student must be logged in with valid credentials
Expected Results	The student can upload an image to be their avatar The student must have a valid file type
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Jonathan, Gary
Screenshots	<p>Manage Avatars button from dropdown menu:</p>  <p>After clicking on the Manage Avatars button:</p> 

	<p>After clicking on the Add New Avatar button:</p>  <p>© 2025 Project Name. All rights reserved.</p>
	<p>After clicking on the Upload button:</p>  <p>© 2025 Project Name. All rights reserved.</p>

Test Case ID	TESTSTU-18
Test Scenario	As a student, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 3. The student clicks on the “Add new avatar” button. 4. The student is redirected to the Add avatar page. 5. The student uploads their avatar.

	6. The student is able to preview their avatar.
Prerequisites	1. The student must be logged in with valid credentials 2. The student must have a avatar with a valid file type
Expected Results	The student can preview their avatar's appearance
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Jonathan, Gary
Screenshots	<p>Manage Avatars button from dropdown menu:</p>  <p>After clicking on the Manage Avatars button:</p>  <p>The student is able to preview their avatar:</p>



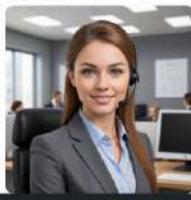
Logo

Add Avatar

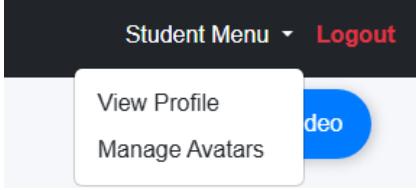
Upload a portrait image: **Choose File** avatar2.jpg

Avatar Name:

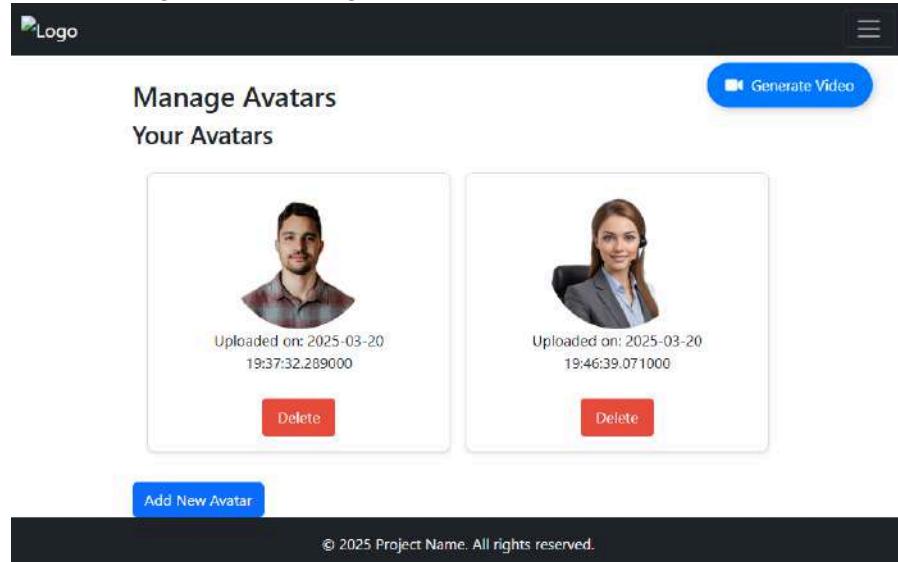
Preview



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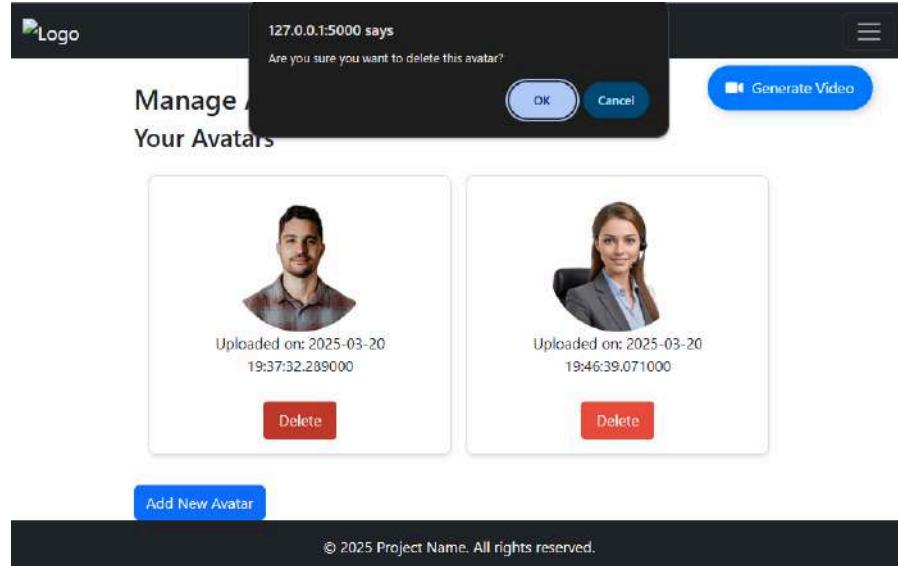
Test Case ID	TESTSTU-19
Test Scenario	As a student, I want to delete an avatar I no longer use so that I can keep my library organized.
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu. 3. The student clicks on the “Delete” button. 4. The student is prompted to confirm deletion. 5. The student refreshes and the avatar is deleted
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in with valid credentials 2. There must be a valid avatar already uploaded
Expected Results	The student can delete an avatar
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Jonathan, Gary
Screenshots	<p>Manage Avatars button from dropdown menu:</p>  <p>Student Menu ▾ Logout</p> <p>View Profile deo</p> <p>Manage Avatars</p>

After clicking on the Manage Avatars button:



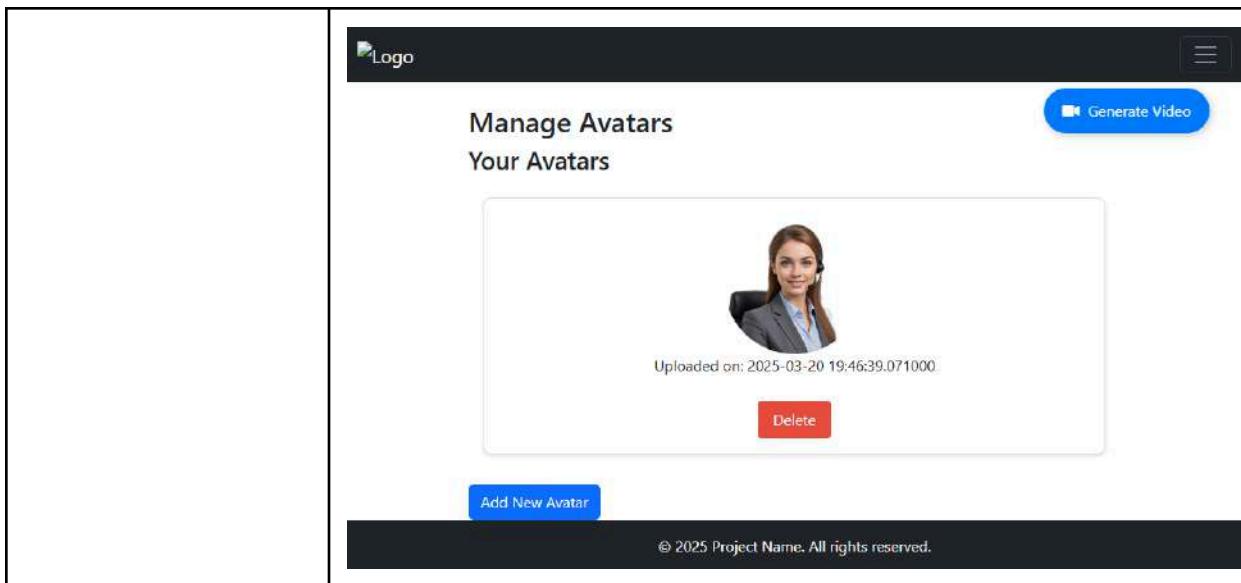
The screenshot shows a user interface titled "Manage Avatars" with a sub-section "Your Avatars". It displays two uploaded avatars: a man and a woman, each with a timestamp and a "Delete" button below it. A "Generate Video" button is in the top right corner. At the bottom, there's a blue "Add New Avatar" button and a copyright notice: "© 2025 Project Name. All rights reserved."

The student is prompted to confirm:

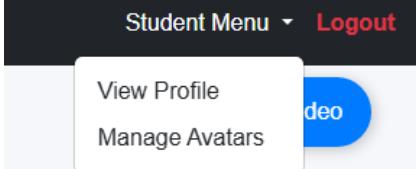


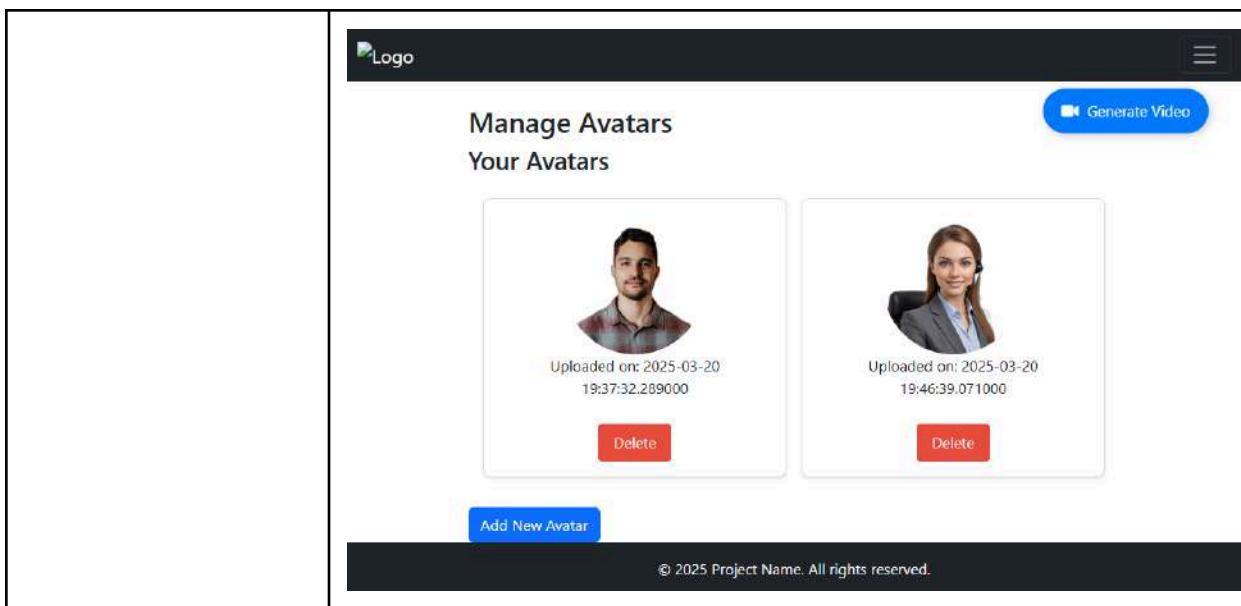
The screenshot shows the same "Manage Avatars" interface. A confirmation dialog box is overlaid, asking "Are you sure you want to delete this avatar?". It has "OK" and "Cancel" buttons. The rest of the page content, including the two avatars and the "Add New Avatar" button, is visible.

After clicking on the delete button:



The screenshot shows a user interface titled "Manage Avatars" with a sub-section "Your Avatars". A single avatar of a woman in a business suit is displayed with the timestamp "Uploaded on: 2025-03-20 19:46:39.071000". Below the image is a red "Delete" button. At the bottom left is a blue "Add New Avatar" button, and at the bottom right is a copyright notice "© 2025 Project Name. All rights reserved."

Test Case ID	TESTSTU-20
Test Scenario	As a student, I want to view my avatar library so that I can easily find and select an avatar for my projects.
Test Procedure	<ol style="list-style-type: none"> 1. The student clicks on the “Student Menu” dropdown menu. 2. The student clicks on the “Manage Avatars” menu.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in with valid credentials 2. There must be a valid avatar already uploaded
Expected Results	The student view the avatar library
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Jonathan, Gary
Screenshots	<p>Manage Avatars button from dropdown menu:</p>  <p>After clicking on the Manage Avatars button:</p>



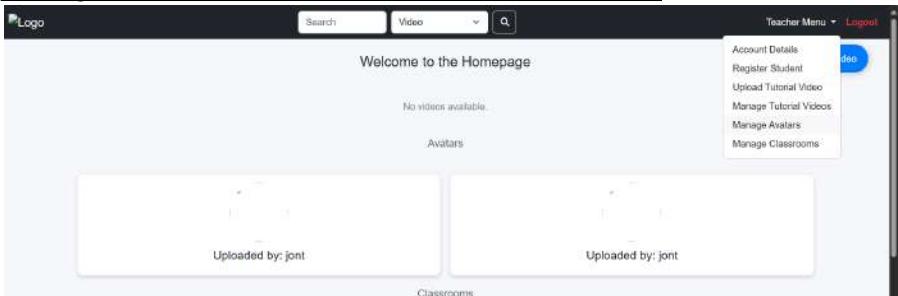
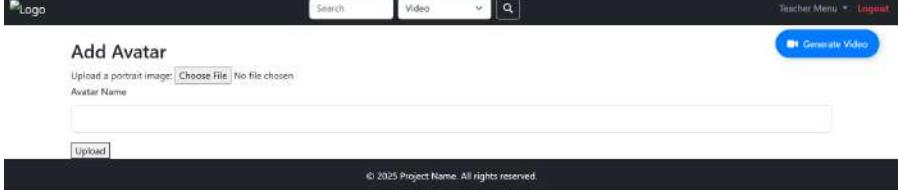
The screenshot shows a user interface for managing avatars. At the top, there's a navigation bar with a logo icon, a menu icon, and a 'Generate Video' button. The main title is 'Manage Avatars' followed by 'Your Avatars'. Below this, there are two cards, each containing a user profile picture, the upload date and time, and a 'Delete' button.

	Uploaded on: 2025-03-20 19:37:32.289000	Delete
	Uploaded on: 2025-03-20 19:46:39.071000	Delete

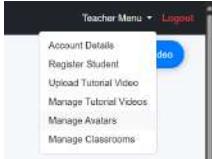
Add New Avatar

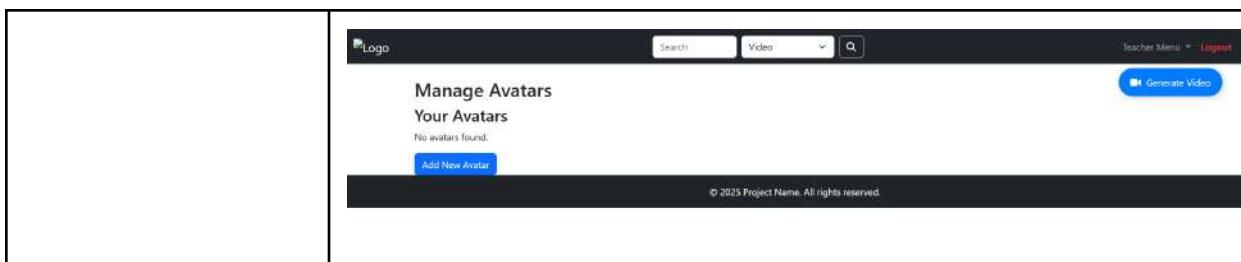
© 2025 Project Name. All rights reserved.

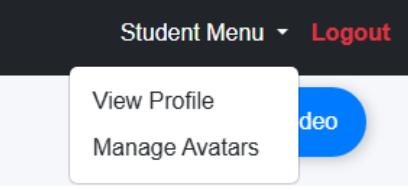
Test Case ID	TESTTEACH-32
Test Scenario	Allow a teacher to add an avatar
Test Procedure	<p>The teacher clicks on the “Teacher Menu” dropdown menu.</p> <p>The teacher clicks on the “Manage Avatar” menu.</p> <p>The teacher clicks the “Add New Avatar” button.</p> <p>The teacher selects an image and a name for the avatar.</p> <p>The teacher clicks “upload” button</p> <p>Avatar is successfully created.</p>
Prerequisites	1. The teacher must be logged in.

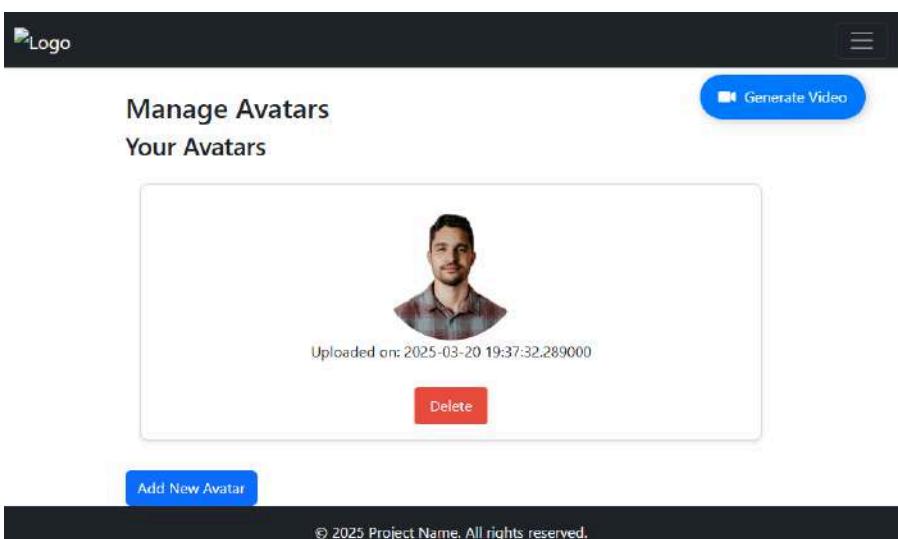
	2. The teacher must be inside the avatar management page
Expected Results	The teacher can create a new avatar.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao, Gary
Screenshots	<p><u>Manage Avatars from the teacher menu dropdown:</u></p>  <p>After “manage Avatars” button is clicked:</p>  <p>After Add New Avatar button is clicked:</p>  <p>After choosing avatar and name:</p>

	 <p>The screenshot shows the 'Add Avatar' interface. At the top, there's a logo, search, video, and logout buttons. Below that, it says 'Add Avatar' and asks for a portrait image, which has been chosen as 'woman1.jpg'. There's a text input for 'Avatar Name' with 'Teacher' typed into it, and a 'Upload' button. A preview window shows a woman's face. At the bottom, a copyright notice reads '© 2025 Project Name. All rights reserved.'</p>
	<p><u>After clicking the upload button:</u></p>  <p>This screenshot shows the same 'Add Avatar' page after the upload button was clicked. The 'Choose File' button now displays 'No file chosen'. The 'Avatar Name' field and 'Upload' button remain the same. The preview window is still visible. The copyright notice at the bottom is present.</p>

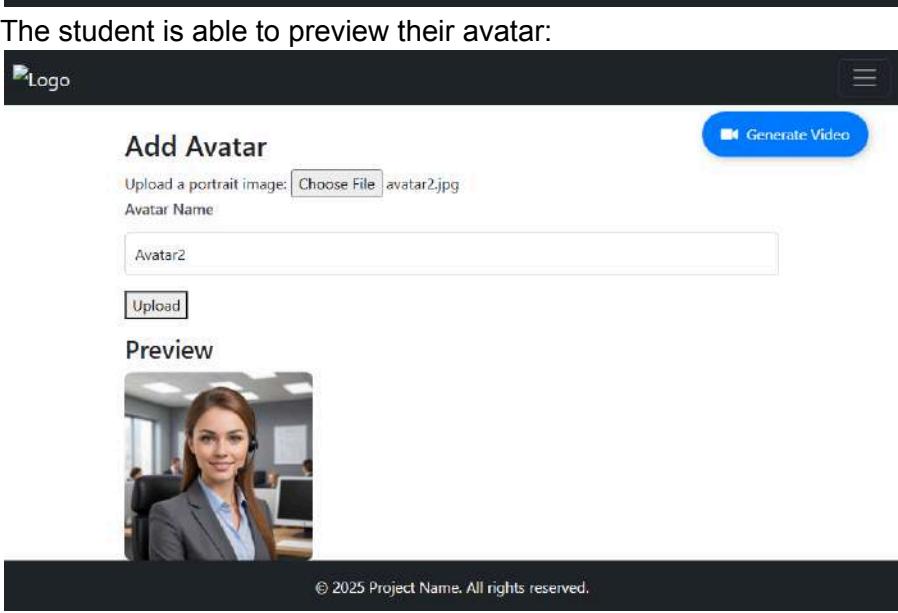
Test Case ID	TESTTEACH-34
Test Scenario	Allow a teacher to delete an avatar
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatar” menu. 3. The teacher clicks the “Delete Avatar” button. 4. The teacher confirms deletion. 5. Avatar is deleted
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in. 2. The teacher must be inside the avatar management page 3. The teacher must have an existing avatar.
Expected Results	The teacher can delete an avatar.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao, Gary
Screenshots	<p><u>Manage Avatars from the teacher menu dropdown:</u></p>  <p><u>After “manage Avatars” button is clicked:</u></p>  <p><u>After Delete button is clicked:</u></p>  <p><u>After confirming to delete:</u></p> 



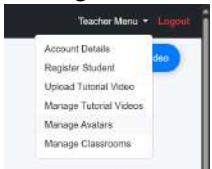
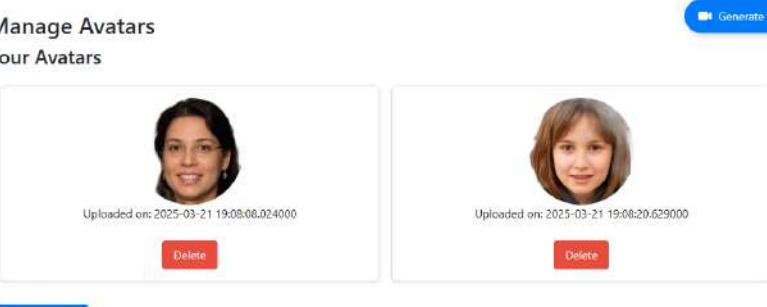
Test Case ID	TESTTEACH-33
Test Scenario	As a teacher, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.
Test Procedure	<ol style="list-style-type: none"> 1. The teacher clicks on the “Teacher Menu” dropdown menu. 2. The teacher clicks on the “Manage Avatars” menu. 3. The teacher clicks on the “Add new avatar” button. 4. The teacher is redirected to the Add avatar page. 5. The teacher uploads their avatar. 6. The teacher is able to preview their avatar.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in with valid credentials 2. The teacher must have a avatar with a valid file type
Expected Results	The teacher can preview their avatar's appearance
Actual Results	Pass
Created by	Zhihao
Verified by	Edbert, Jonathan, Gary
Screenshots	<p>Manage Avatars button from dropdown menu:</p>  <p>After clicking on the Manage Avatars button:</p>



The student is able to preview their avatar:

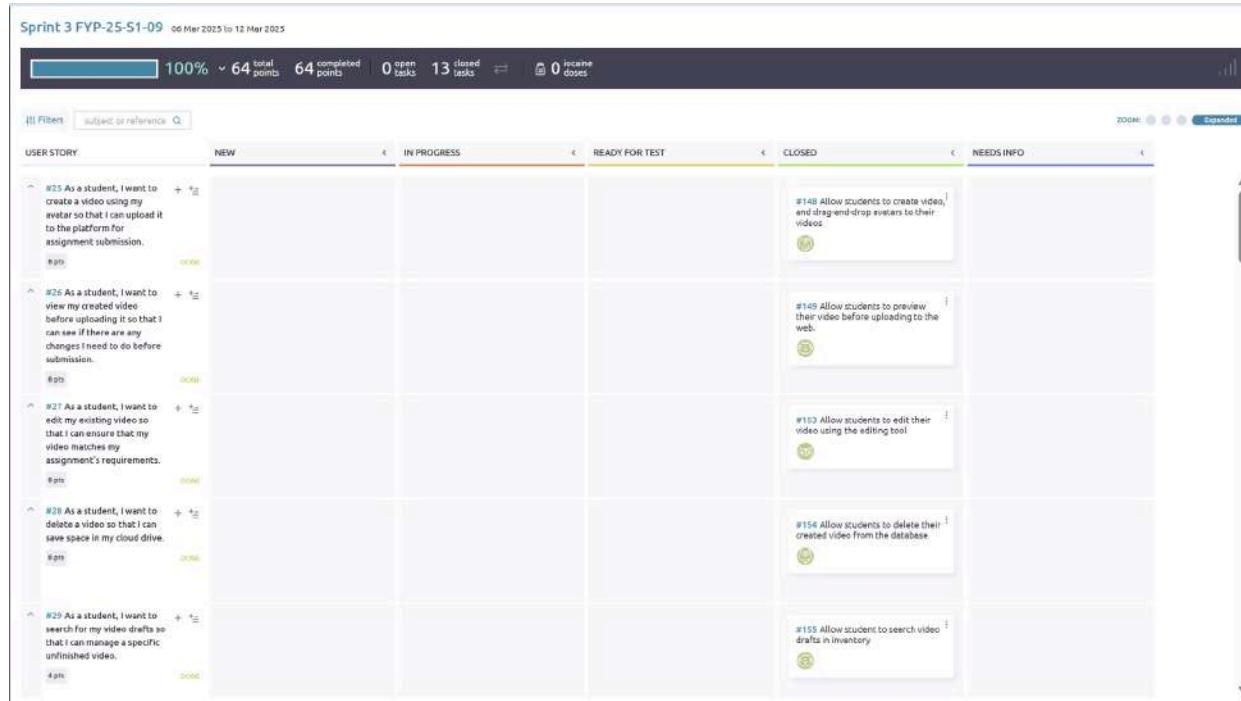


Test Case ID	TESTTEACH-35
Test Scenario	Allow a teacher to view their avatar library.
Test Procedure	<p>The teacher clicks on the “Teacher Menu” dropdown menu. The teacher clicks on the “Manage Avatar” menu. The teacher can see a list of their avatars.</p>
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in. 2. The teacher must be inside the avatar management page 3. The teacher must have an existing avatar(s).
Expected Results	The teacher can see their avatars.

Actual Results	Pass
Created by	Edbert
Verified by	Jonathan, Zhihao, Gary
Screenshots	<p><u>Manage Avatars from the teacher menu dropdown:</u></p>  <p><u>After “manage Avatars” button is clicked:</u></p>  <p>The screenshot shows the 'Manage Avatars' page. It has a header with 'Manage Avatars' and 'Your Avatars'. Below that, there are two cards, each containing a circular profile picture, the upload date ('Uploaded on: 2025-03-21 19:08:08,024000' and 'Uploaded on: 2025-03-21 19:08:20,629000'), and a red 'Delete' button. At the bottom left is a blue 'Add New Avatar' button, and at the top right is a blue 'Generate Video' button.</p>

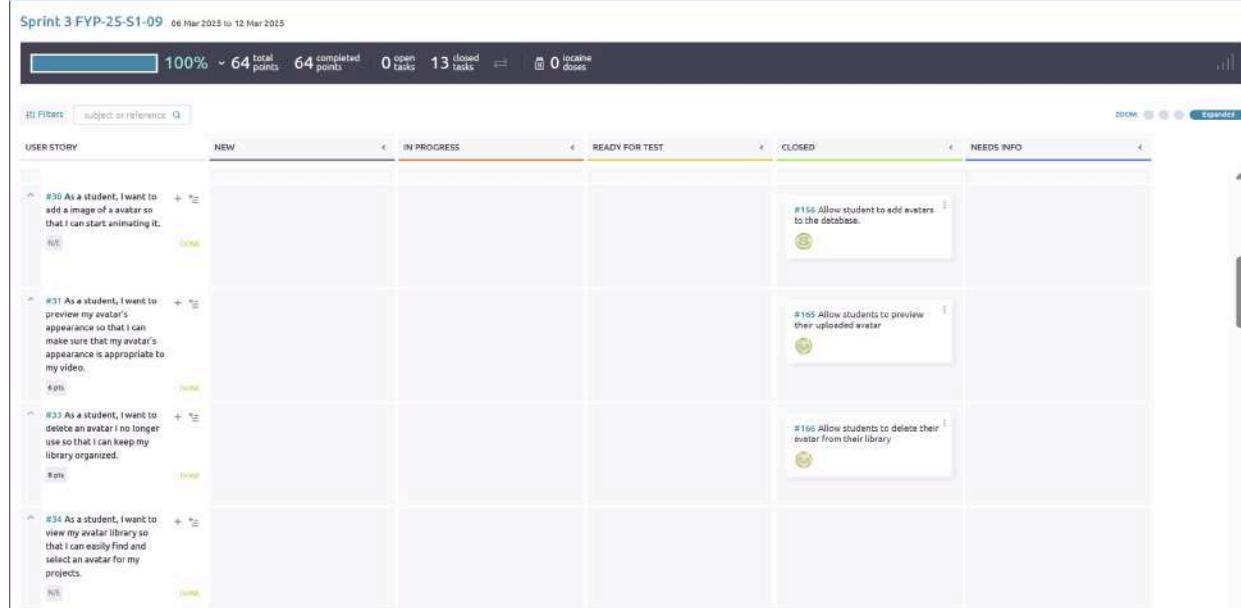
Taiga Screenshots

Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025



USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
#25 As a student, I want to create a video using my avatar so that I can upload it to the platform for assignment submission.	8 pts 0 done			#148 Allow students to create video, and drag-and-drop avatars to their video.	
#26 As a student, I want to view my created video before uploading it so that I can see if there are any changes I need to do before submission.	8 pts 0 done			#149 Allow students to preview their video before uploading to the web.	
#27 As a student, I want to edit my existing video so that I can ensure that my video matches my assignment's requirements.	8 pts 0 done			#150 Allow students to edit their video using the editing tool.	
#28 As a student, I want to delete a video so that I can save space in my cloud drive.	8 pts 0 done			#154 Allow students to delete their created video from the database.	
#29 As a student, I want to search for my video drafts so that I can manage a specific unfinished video.	4 pts 0 done			#155 Allow student to search video drafts in inventory.	

Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025



USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
#30 As a student, I want to add a image of a avatar so that I can start animating it.	8 pts 0 done			#156 Allow student to add avatars to the database.	
#31 As a student, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video.	8 pts 0 done			#163 Allow students to preview their uploaded avatar.	
#33 As a student, I want to delete an avatar I no longer use so that I can keep my library organized.	8 pts 0 done			#166 Allow students to delete their avatar from their library.	
#34 As a student, I want to view my avatar library so that I can easily find and select an avatar for my projects.	8 pts 0 done				



Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025

Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025					
100% 64 total points 64 completed points 0 open tasks 13 closed tasks 0 cocaine doses					
<input type="checkbox"/> Filters <input type="text"/> subject or reference					
NEW IN PROGRESS READY FOR TEST CLOSED NEEDS INFO					
#66 As a Teacher, I want to create a video using my avatar so that I can upload it for students to view. 					
#67 As a Teacher, I want to view the videos uploaded by the students so that I can give marks to their creations. 					
#68 As a Teacher, I want to edit my uploaded videos so that I can make changes to my videos. 					
#69 As a Teacher, I want to hide my uploaded videos so that I can select which videos people can view. 					
#70 As a Teacher, I want to delete my uploaded videos so that I can manage creations. 					

Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025

Sprint 3 FYP-25-S1-09 06 Mar 2025 to 12 Mar 2025					
100% 64 total points 64 completed points 0 open tasks 13 closed tasks 0 cocaine doses					
<input type="checkbox"/> Filters <input type="text"/> subject or reference					
NEW IN PROGRESS READY FOR TEST CLOSED NEEDS INFO					
#71 As a Teacher, I want to search for videos so that I can better find what I want to watch. 					
#72 As a Teacher, I want to unpublish videos uploaded by students so that I can remove unnecessary creations. 					
#73 As a teacher, I want to add a image to an avatar so that I can start animating it. 					#75 Allow teachers to upload portrait to start animating an avatar.
#74 As a Teacher, I want to preview my avatar's appearance so that I can make sure that my avatar's appearance is appropriate to my video. 					
#76 As a Teacher, I want to delete an avatar I no longer use so that I can keep my library organized. 					

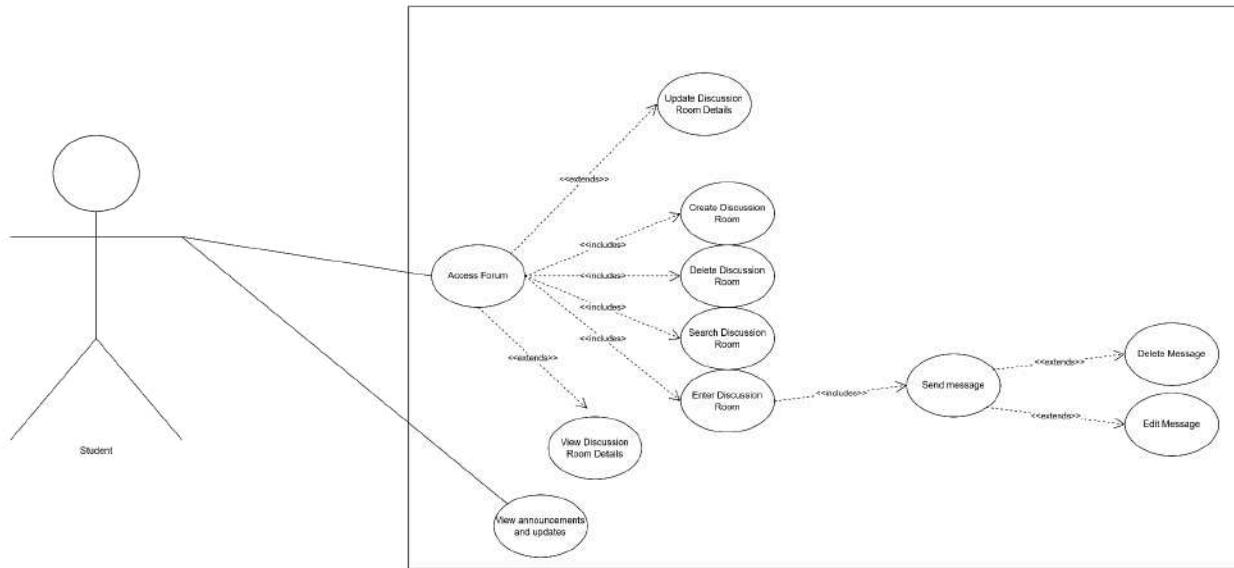
Sprint 4

List of User Stories Worked On this Sprint

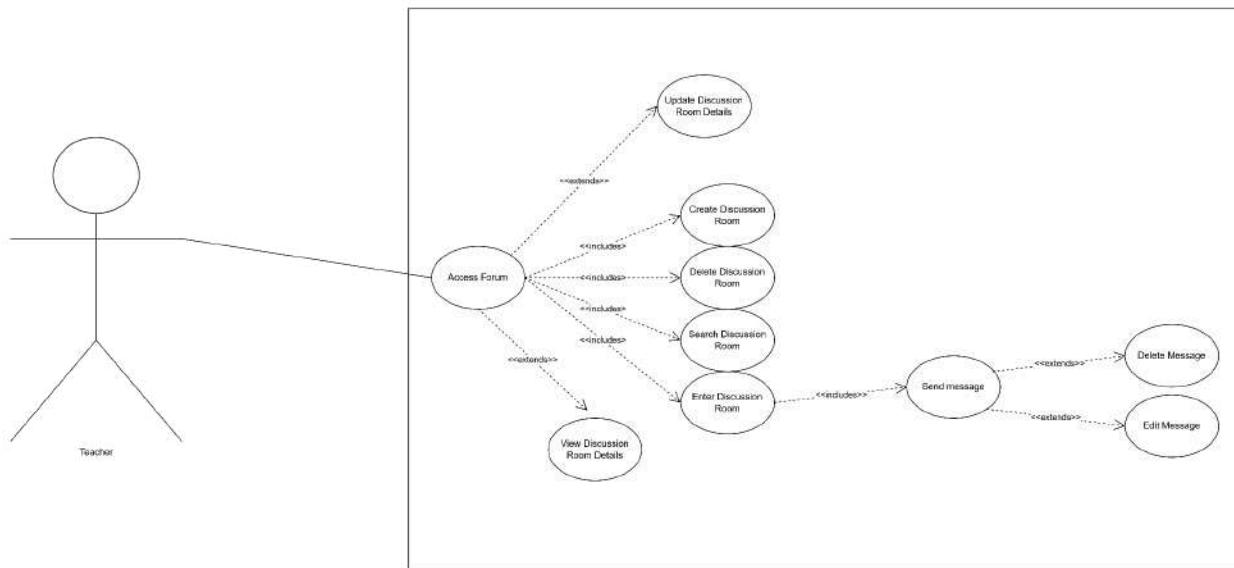
U.Story ID	User Story	Test Case ID
STU25	As a student, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	TESTSTU-22
STU27	As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	TESTSTU-24
STU28	As a student, I want to access a discussion room so that I can start communicating with other people online.	TESTSTU-25
STU29	As a student, I want to delete a discussion room so that I can manage my rooms better.	TESTSTU-26
STU30	As a student, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	TESTSTU-27
STU31	As a student, I want to send a message so that others can see my message and reply to me.	TESTSTU-28
STU32	As a student, I want to edit a message so that I can enhance the clarity of my message to others.	TESTSTU-29
STU33	As a student, I want to unsend a message so that I can prevent miscommunication in chat.	TESTSTU-30
STU35	As a student, I want to access the forum so that I can see what discussion rooms are there.	TESTSTU-32
STU22	As a student, I want to view announcements or updates from my teacher so that I stay informed about class activities.	TESTSTU-34
TEACH29	As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	TESTTEACH-36
TEACH31	As a teacher, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	TESTTEACH-38
TEACH32	As a teacher, I want to access a discussion room so that I can start communicating with other people online.	TESTTEACH-39
TEACH33	As a teacher, I want to delete a discussion room so that I can manage my rooms better.	TESTTEACH-40
TEACH34	As a teacher, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	TESTTEACH-41
TEACH35	As a teacher, I want to send a message so that others can see my message and reply to me.	TESTTEACH-42
TEACH36	As a teacher, I want to edit a message so that I can enhance the clarity of my message to others.	TESTTEACH-43
TEACH37	As a teacher, I want to unsend a message so that I can prevent miscommunication in chat.	TESTTEACH-44
TEACH39	As a teacher, I want to access the forum so that I can see what discussion rooms are there.	TESTTEACH-46

Use Case Diagrams

Student Use Case Diagram



Teacher Use Case Diagram



Use Case Descriptions

Name	STU22 (Student - View Announcements)	Taiga ID :#45
Stakeholder and Goal	Student can stay informed about class activities.	
Description	As a student, I want to view announcements or updates from my teacher so that I stay informed about class activities.	
Actor	Student	
Trigger	The student clicks 'View Announcement' button	
Preconditions	1. Student Account Exists – The student must be registered. 2. Student Logged In – The student must be logged in. 3. Announcements Exist – There must be at least one announcement posted. 4. Announcement Page Access – The student must be able to access the announcements section.	
Basic Flow	1. The student navigates to the "Announcements" section. 2. The system displays a list of recent announcements.	
Alternate flow		

Name	STU25 (Student - Create a Discussion Room)	Taiga ID :#50
Stakeholder and Goal	Student can collaborate with peers and teachers.	
Description	As a student, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	
Actor	Student	
Trigger	The student clicks 'Create Room' button	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Discussion Feature Enabled – The system must allow students to create discussion rooms. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student fills in the information of the discussion room 2. The student types the room topic and description 3. The student submits the details. 4. The system creates the discussion room and confirms its creation. 	
Alternate Flow		

Name	STU27 (Student - Update Discussion Room Details)	Taiga ID :#52
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Stakeholder and Goal	Student can modify discussion room details.
Description	As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room.
Actor	Student
Trigger	The student clicks "Edit Discussion Room" button
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Discussion Room Exists – The discussion room must already exist. 4. Student Has Edit Rights – The student must have permissions to modify the discussion room details.
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room they created. 3. The student clicks "Edit Discussion Room." 4. The system prompts the student to update the discussion topic or description. 5. The student submits the changes. 6. The system updates the discussion room and confirms the update.
Alternate Flow	

Name	STU28 (Student - Access a Discussion Room)	Taiga ID:#53
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Stakeholder and Goal	Student can join discussions with peers.
Description	As a student, I want to access a discussion room so that I can start communicating with other people online.
Actor	Student
Trigger	The student clicks a discussion room.
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Existing Discussion Rooms – The student must have access to at least one discussion room.
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room. 3. The system grants access and displays the messages.
Alternate Flow	

Name	STU29 (Student - Delete a Discussion Room)	Taiga ID :#54
Stakeholder and Goal	Students can manage their discussion rooms effectively.	
Description	As a student, I want to delete a discussion room so that I can manage my rooms better.	
Actor	Student	
Trigger	The student clicks "Delete Discussion Room" button	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Discussion Room Exists – The discussion room must already exist. 4. Student Has Delete Rights – The student must have permissions to delete the discussion room. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room they created. 3. The student clicks "Delete Discussion Room." 4. The system deletes the discussion room and confirms the deletion. 	
Alternate Flow		

Name	STU30 (Student - Search for Discussion Rooms)	Taiga ID :#55
Stakeholder and Goal	Students can easily find the discussion rooms they want to participate in.	
Description	As a student, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	
Actor	Student	
Trigger	The student enters a keyword or topic into the search bar.	
Preconditions	1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in.	
Basic Flow	1. The student navigates to the "Discussion Rooms" page. 2. The student enters a keyword or topic into the search bar. 3. The system filters and displays matching discussion rooms. 4. The student selects a discussion room from the search results.	
Alternate Flow		

Name	STU31 (Student - Send a Message)	Taiga ID :#56
Stakeholder and Goal	Students can communicate with others in discussion rooms.	
Description	As a student, I want to send a message so that others can see my message and reply to me.	
Actor	Student	
Trigger	The student types a message and clicks "Send" button	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Discussion Room Exists – The student must be in a discussion room. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to a discussion room. 2. The student types their message in the chat input box. 3. The student clicks "Send." 4. The system sends the message and updates the chat. 	
Alternate Flow		

Name	STU32 (Student - Edit a Message)	Taiga ID :#57
Stakeholder and Goal	Students can correct or clarify their messages.	
Description	As a student, I want to edit a message so that I can enhance the clarity of my message to others.	
Actor	Student	
Trigger	The student selects the "Edit" button on their previous message.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Message Exists – The message must exist and belong to the student. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to the discussion room. 2. The student selects a message they previously sent. 3. The student clicks "Edit." 4. The student edits the message. 5. The student clicks "Save" to update the message. 6. The system updates the message in the chat. 	
Alternate Flow		

Name	STU33 (Student - Unsend a Message)	Taiga ID :#58
Stakeholder and Goal	Students can retract sent messages to avoid miscommunication.	
Description	As a student, I want to unsend a message so that I can prevent miscommunication in chat.	
Actor	Student	
Trigger	The student selects the "Unsend" button on a sent message.	
Preconditions	<ol style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Message Exists – The message must exist and belong to the student. 	
Basic Flow	<ol style="list-style-type: none"> 1. The student navigates to the discussion room. 2. The student selects a message they previously sent. 3. The student clicks "Unsend." 4. The system removes the message from the chat and confirms the action. 	
Alternate Flow		

Name	STU35 (Student - Access Forum)	Taiga ID :#101
Stakeholder and Goal	Students can view the forum to create or view existing discussion rooms	
Description	As a student, I want to access the forum so that I can see what discussion rooms are there.	
Actor	Student	
Trigger	The student selects the "View Forum" button in the classroom page.	
Preconditions	<ul style="list-style-type: none"> 1. Student Account Exists – The student must have an account. 2. Student Logged In – The student must be logged in. 3. Classroom Exists – A classroom must exist to view its forum 	
Basic Flow	<ol style="list-style-type: none"> 1. The student clicks “View Classroom” button in the homepage 2. The student clicks “View Forum” button in the classroom page 	
Alternate Flow		

Name	TEACH29 (teacher-Create Discussion Room)	Taiga ID: #90
Stakeholder and Goal	Teacher - Discussion room created successfully	
Description	As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	
Actor	Teacher	
Trigger	The teacher click on Create Discussion Room button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system.	

Name	TEACH29 (teacher-CREATE Discussion Room)	Taiga ID: #90
Stakeholder and Goal	Teacher - Discussion room created successfully	
	2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Teacher is in forum page - The teacher must be inside the forum page before creating a new room	
Basic Flow	1. Teacher click Create Discussion Room button 2. Teacher key in discussion room details 3. Teacher click on Save button 4. Discussion room created	
Alternate Flow	-	

Name	TEACH31 (teacher- UPDATE Discussion Room Detail)	Taiga ID: #92
Stakeholder and Goal	Teacher - Teacher edit discussion room details successfully	
Description	As a teacher, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	
Actor	Teacher	
Trigger	The teacher click on Edit button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Teacher is in forum page - The teacher must be inside the forum page before editing info. 4. There must exist at least one discussion room - To make the updating details process possible, at least one discussion room created by the teacher should be there.	
Basic Flow	1. Teacher click on My Discussion Room button 2. Teacher select the discussion room he want to view	

Name	TEACH31 (teacher- Update Discussion Room Detail)	Taiga ID: #92
Stakeholder and Goal	Teacher - Teacher edit discussion room details successfully	
	3. Teach click on View Room Details button 4. Discussion room details appear 5. Teacher click on Edit button 6. Teacher change discussion room details 7. Teacher click on Save button 8. Discussion room detail edit successfully message appear	
Alternate Flow	-	

Name	TEACH32 (teacher- Access Discussion Room)	Taiga ID: #93
Stakeholder and Goal	Teacher - Teacher successfully join discussion room	
Description	As a teacher, I want to access a discussion room so that I can start communicating with other people online.	
Actor	Teacher	
Trigger	The teacher click on Join Discussion Room button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Teacher is in forum page - The teacher must be inside the forum page before accessing the room 4. There must exist at least one discussion room - To ensure users to be able to access the room, there must be at least one room available.	
Basic Flow	1. Teacher select the discussion room he want to join 2. Teacher click on Join button 3. Teacher successfully join the discussion room	

Name	TEACH32 (teacher- Access Discussion Room)	Taiga ID: #93
Stakeholder and Goal	Teacher - Teacher successfully join discussion room	
Alternate Flow	-	

Name	TEACH33 (teacher- Delete Discussion Room)	Taiga ID: #94
Stakeholder and Goal	Teacher - Teacher successfully delete discussion room	
Description	As a teacher, I want to delete a discussion room so that I can manage my rooms better.	
Actor	Teacher	
Trigger	The teacher click on Delete button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Teacher is in forum page - The teacher must be inside the forum page before performing deletion. 4. There must exist at least one discussion room - To make deletion is possible, at least one discussion room created by the teacher should be there.	
Basic Flow	1. The teacher enters the forum platform. 2. The teacher clicks “delete” button to one of the discussion rooms. 3. The discussion room is successfully deleted.	
Alternate Flow	-	

Name	TEACH34 (teacher- Search Discussion Room)	Taiga ID: #95
Stakeholder and Goal	Teacher - Teacher successfully searched the discussion room	
Description	As a teacher, I want to search for discussion rooms so that I can select the correct discussion room for discussing a topic.	
Actor	Teacher	
Trigger	The teacher click on Search button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Discussion Room Created - Teacher successfully created the discussion room	
Basic Flow	1. The teacher enters the forum platform. 2. The teacher enters the name/topic of the discussion room 3. The teacher clicks "search" button 4. The search results will be displayed to the teacher.	
Alternate Flow	-	

Name	TEACH35 (teacher- Send Message)	Taiga ID: #96
Stakeholder and Goal	Teacher - Teacher successfully send message	
Description	As a teacher, I want to send a message so that others can see my message and reply to me.	
Actor	Teacher	
Trigger	The teacher click on Send Message button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Activated Account - The account must be activated in order to receive message	

Name	TEACH35 (teacher- Send Message)	Taiga ID: #96
Stakeholder and Goal	Teacher - Teacher successfully send message	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher enters the forum platform. 2. The teacher enters a discussion room by clicking "access" button. 3. The teacher types a message inside the discussion room. 4. The message is successfully sent. 	
Alternate Flow	-	

Name	TEACH36 (teacher- Edit Message)	Taiga ID: #97
Stakeholder and Goal	Teacher - Teacher successfully edit message	
Description	As a teacher, I want to edit a message so that I can enhance the clarity of my message to others.	
Actor	Teacher	
Trigger	The teacher click on Edit button	
Preconditions	<ol style="list-style-type: none"> 1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Activated Account - The account must be activated in order to receive message 	
Basic Flow	<ol style="list-style-type: none"> 1. The teacher enters the forum platform. 2. The teacher enters a discussion room by clicking "access" button. 3. The teacher clicks "edit" button to a message that he/she has sent. 4. The teacher types in the new message. 5. The message is successfully edited. 	
Alternate Flow	-	

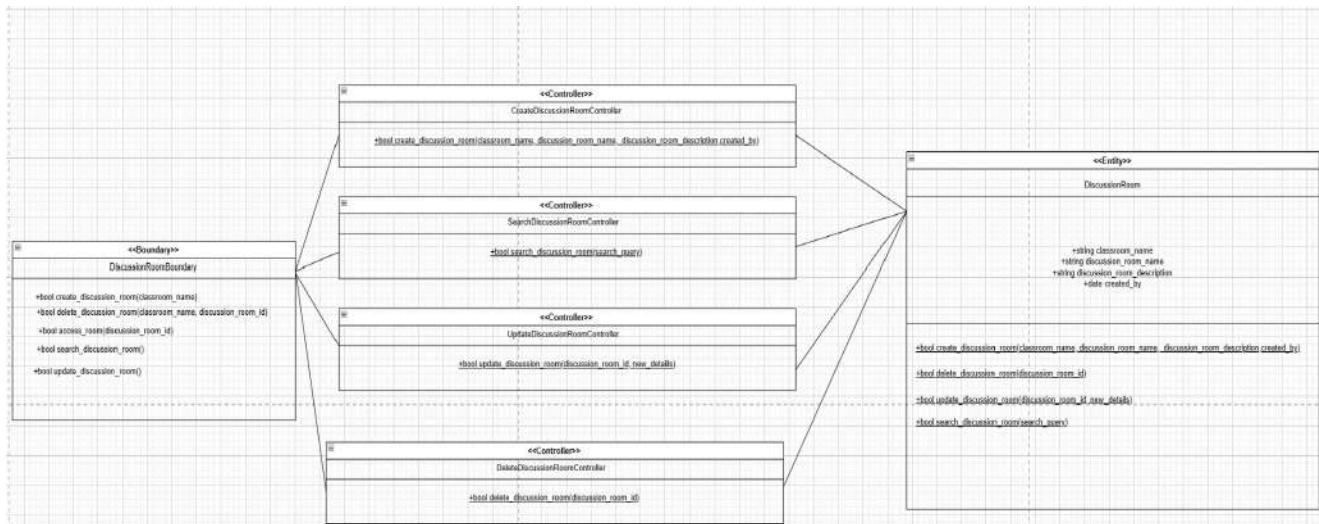
Name	TEACH37 (teacher- Unsend Message)	Taiga ID: #98
Stakeholder and Goal	Teacher - Teacher successfully unsend a message	
Description	As a teacher, I want to unsend a message so that I can prevent miscommunication in chat.	
Actor	Teacher	
Trigger	The teacher click on Unsend Message button	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out. 3. Activated Account - The account must be activated in order to receive message	
Basic Flow	1. The teacher enters the forum platform. 2. The teacher enters a discussion room by clicking "access" button. 3. The teacher clicks "edit" button to a message that he/she has sent. 4. The teacher types in the new message. 5. The message is successfully edited.	
Alternate Flow	-	

Name	TEACH39 (teacher- Access Forum)	Taiga ID: #102
Stakeholder and Goal	Teacher - Teacher successfully access the forum	
Description	As a teacher, I want to access the forum so that I can see what discussion rooms are there.	
Actor	Teacher	
Trigger	The teacher click on Forum button	

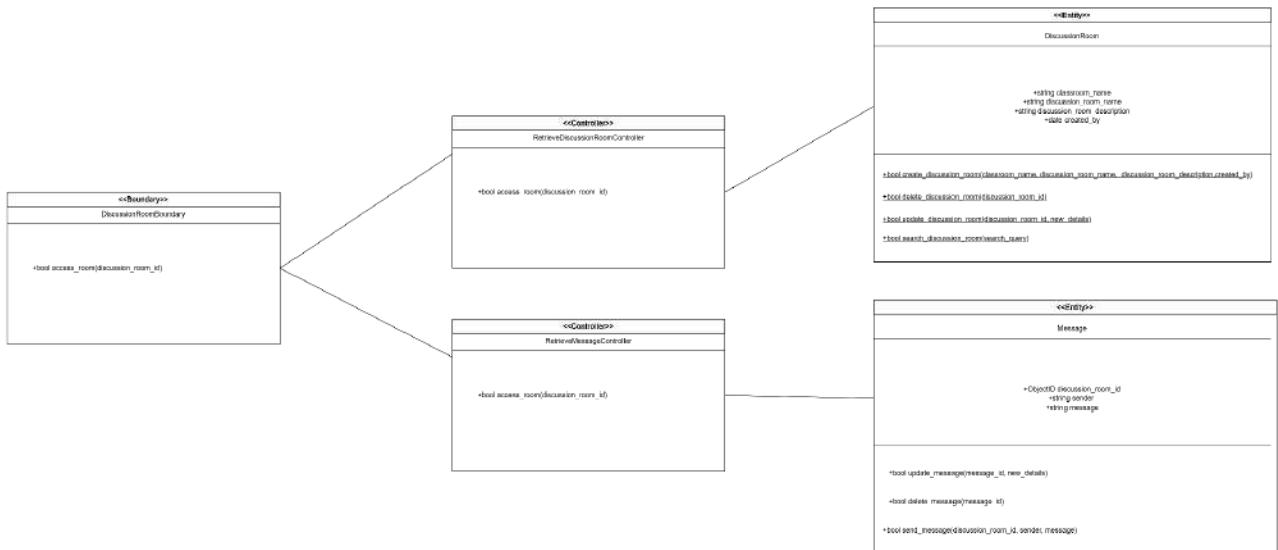
Name	TEACH39 (teacher- Access Forum)	Taiga ID: #102
Stakeholder and Goal	Teacher - Teacher successfully access the forum	
Preconditions	1. Teacher Account Exists - The user teacher must have an existing account with the necessary credentials stored in the system. 2. Teacher Logged in - The user teacher must have an active session before logging out.	
Basic Flow	1. Teacher click on Forum 2. Discussion Room details appear 3. The teacher now can choose what discussion room to access.	
Alternate Flow	-	

Class Diagrams

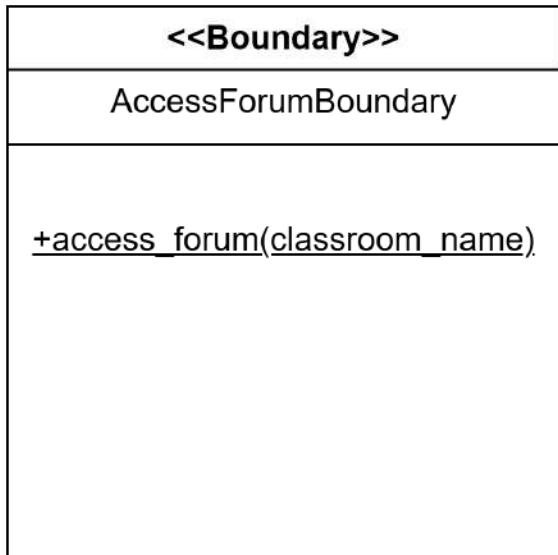
Create, Update,Delete and Search Discussion Room



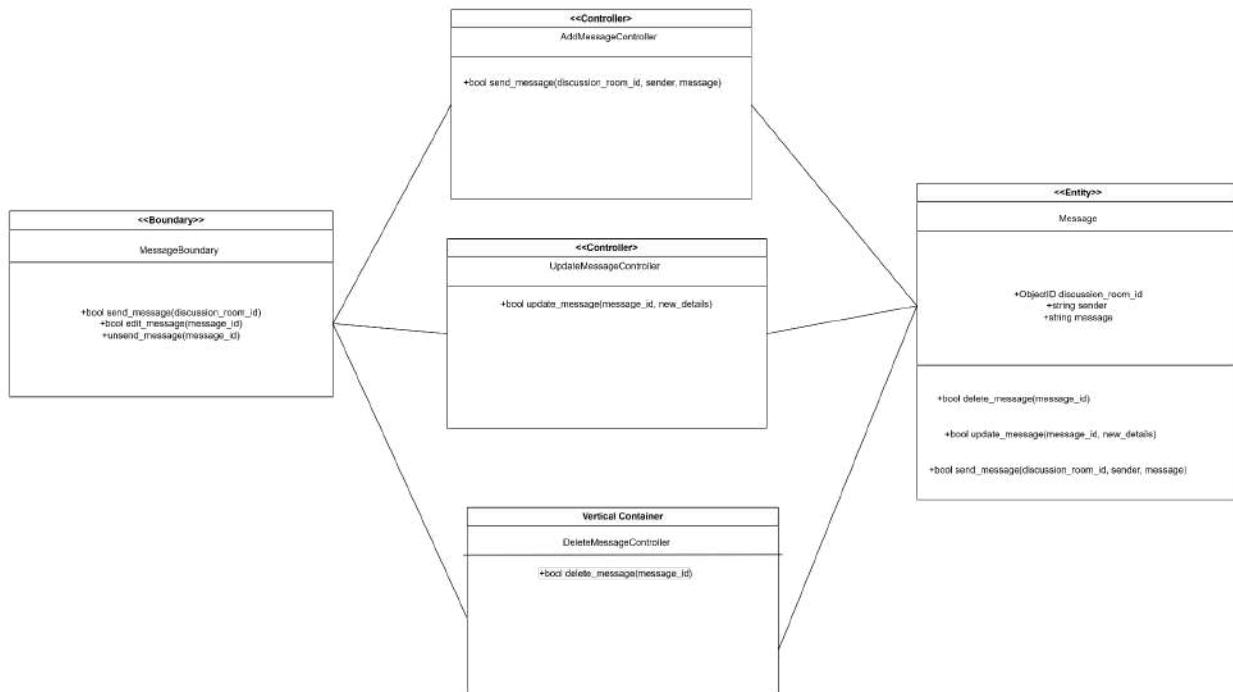
Accessing Discussion Room



Accessing Forum

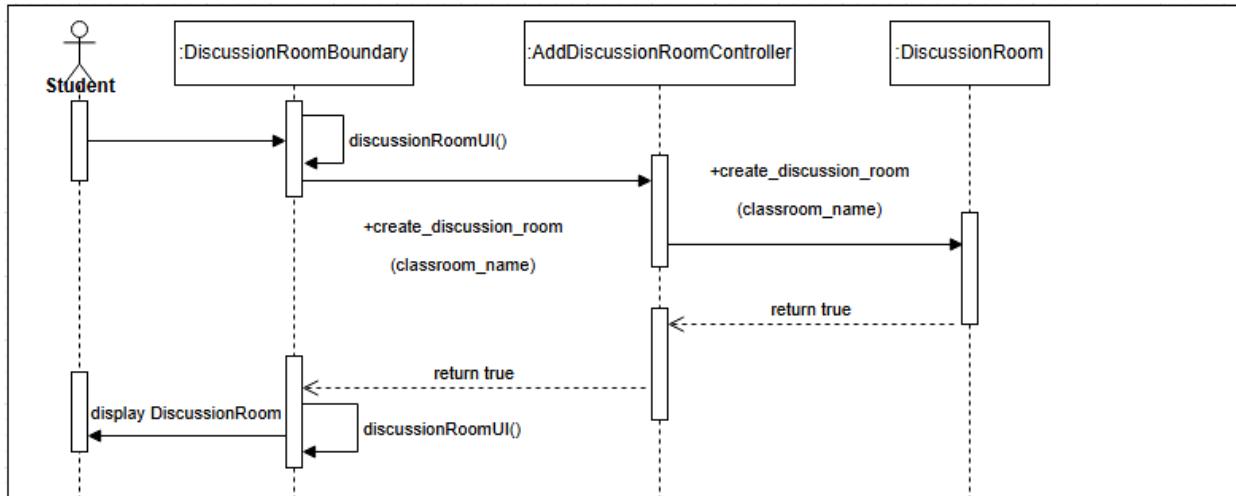


Send,Edit,Delete Message

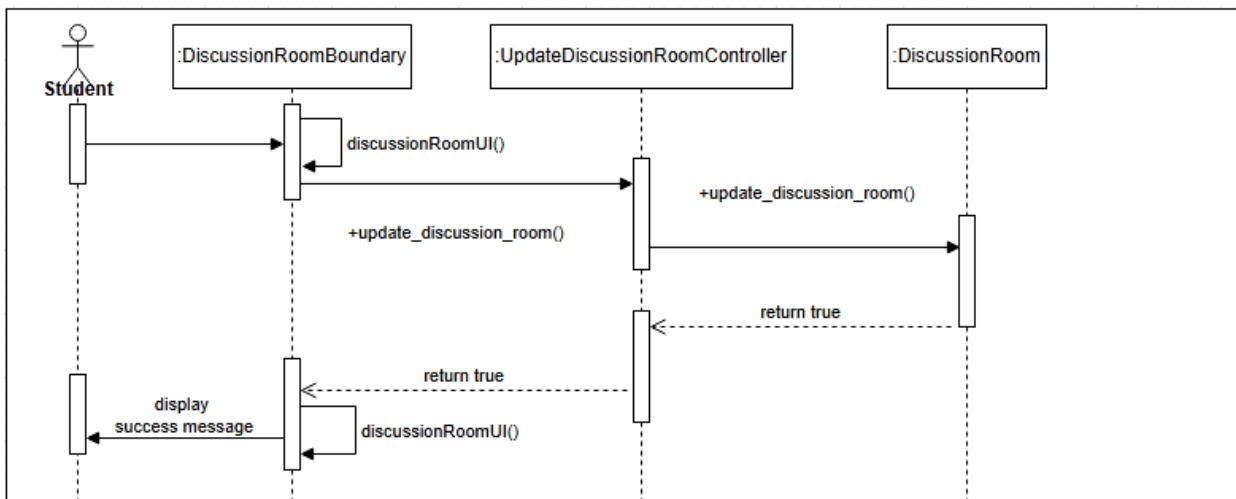


Sequence Diagrams

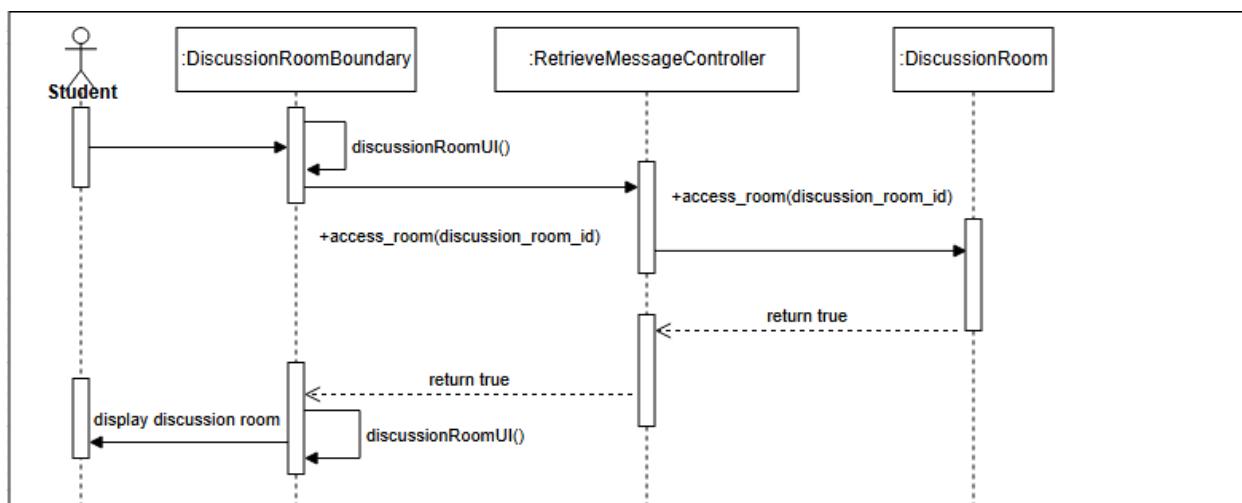
Student
STU25



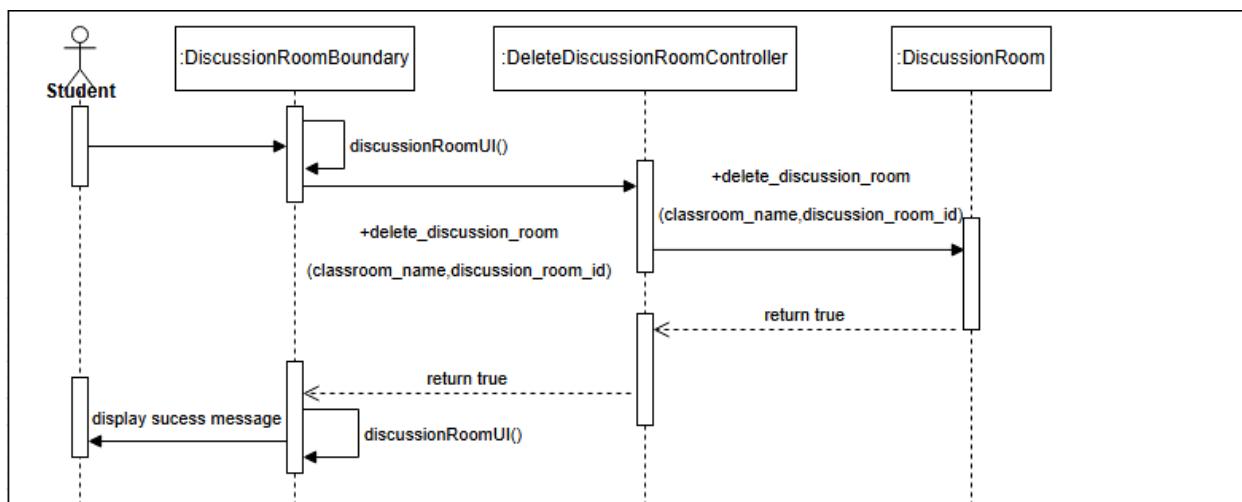
STU27



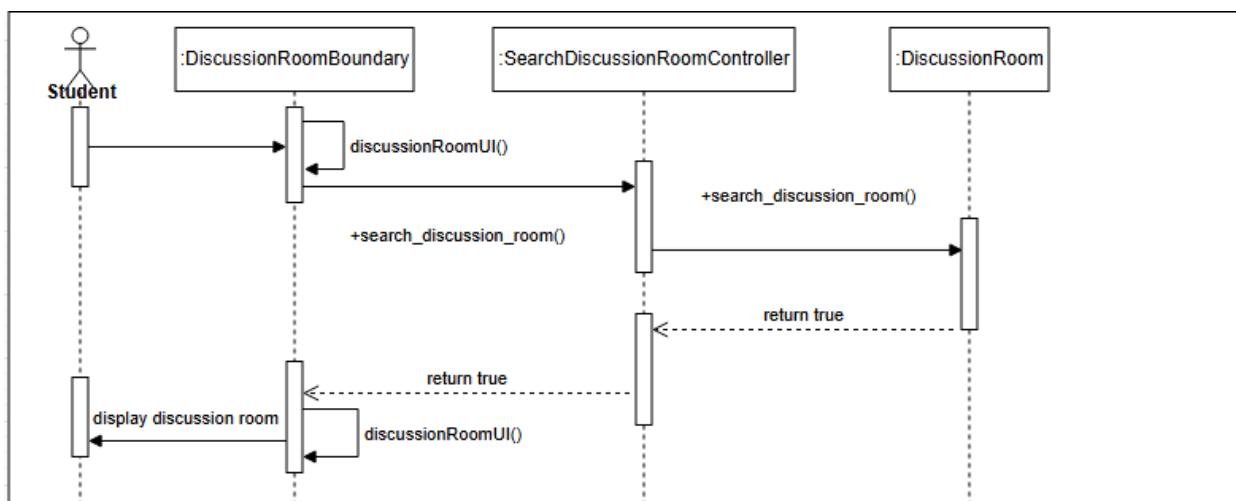
STU28



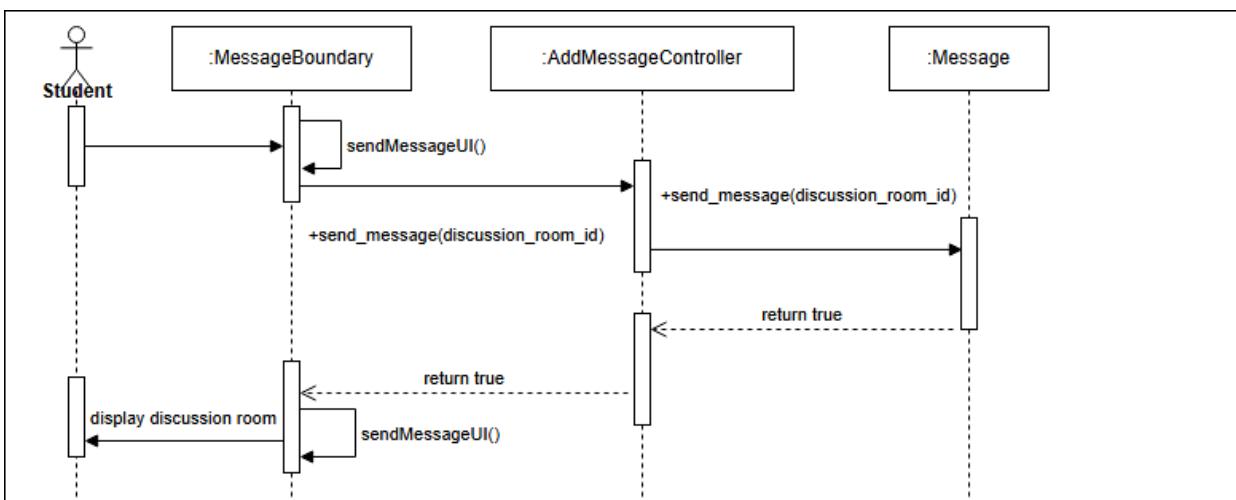
STU29



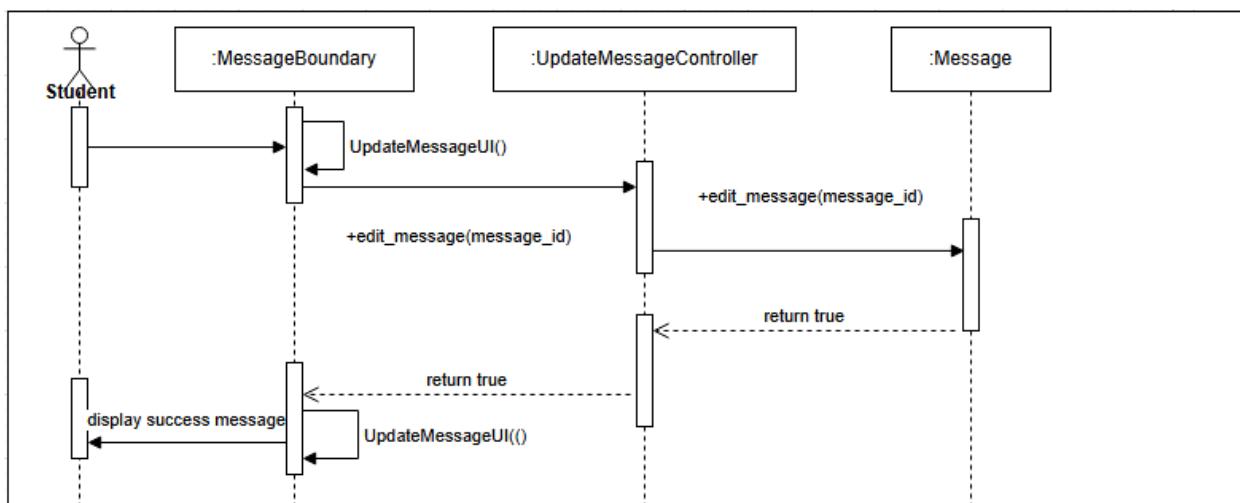
STU30



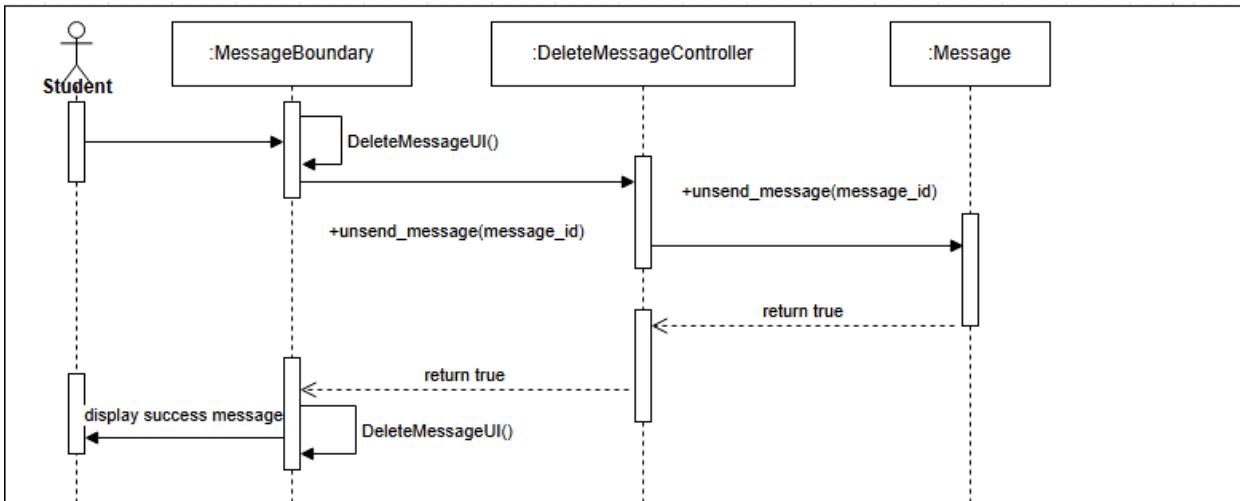
STU31



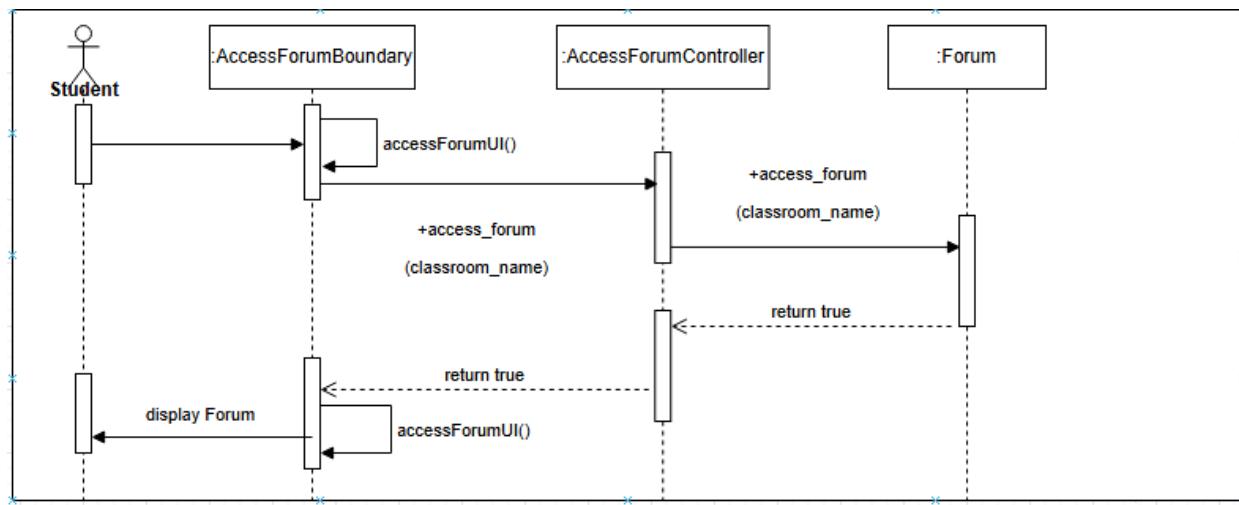
STU32



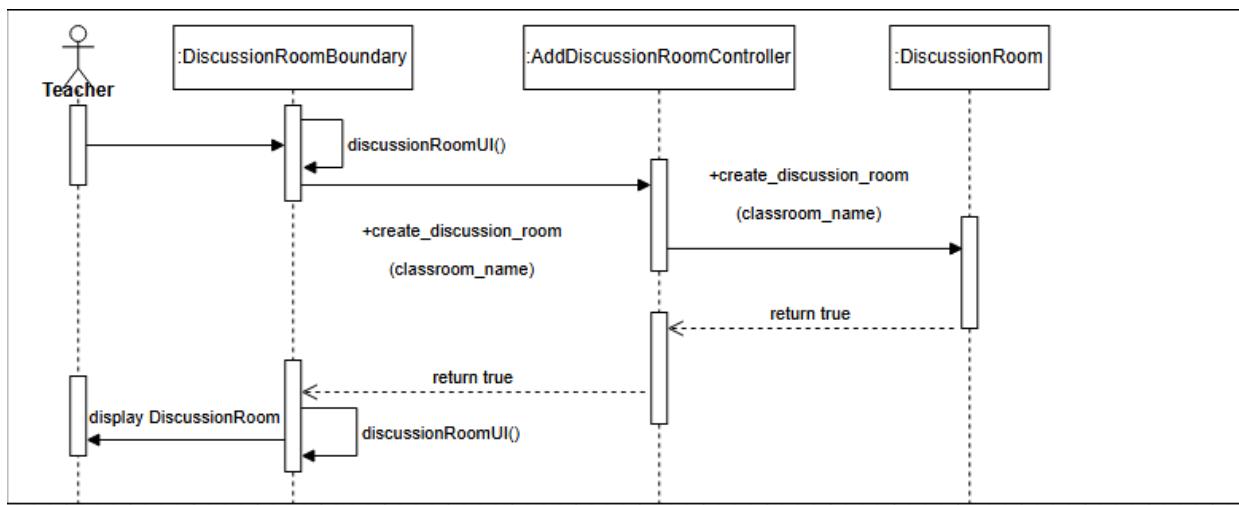
STU33



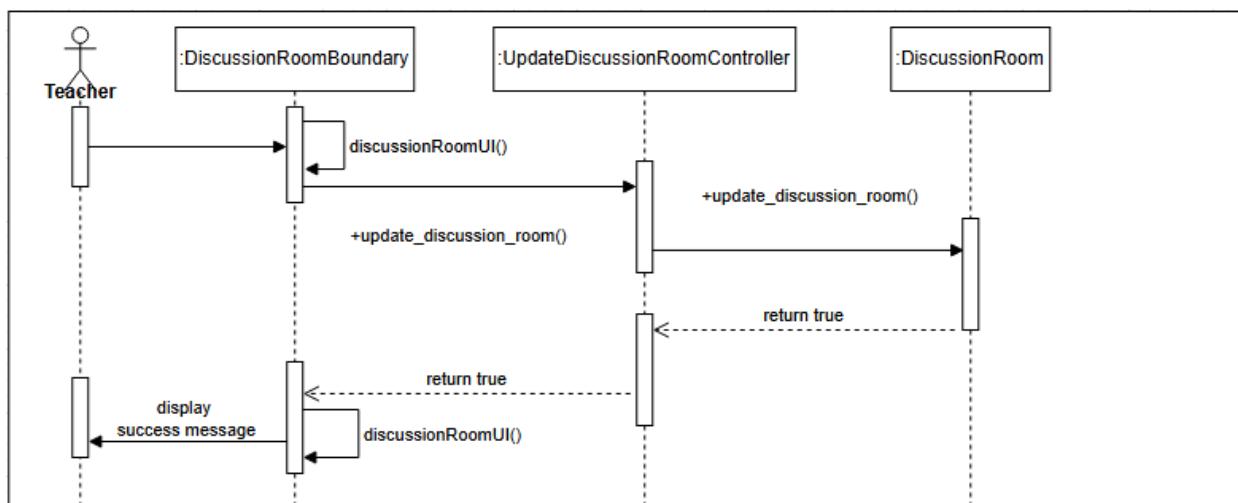
STU35



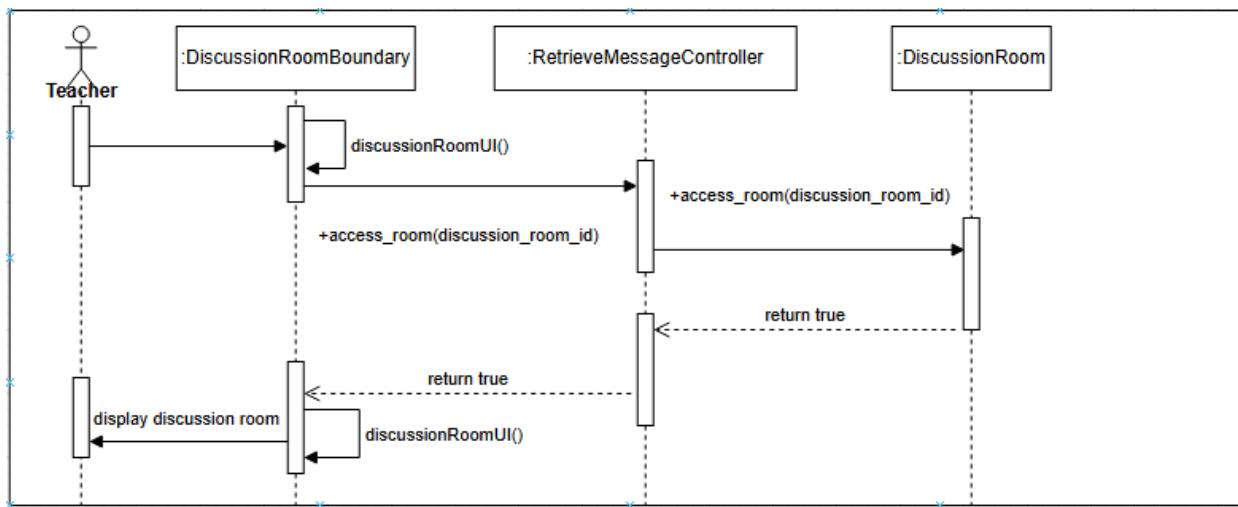
TEACH29



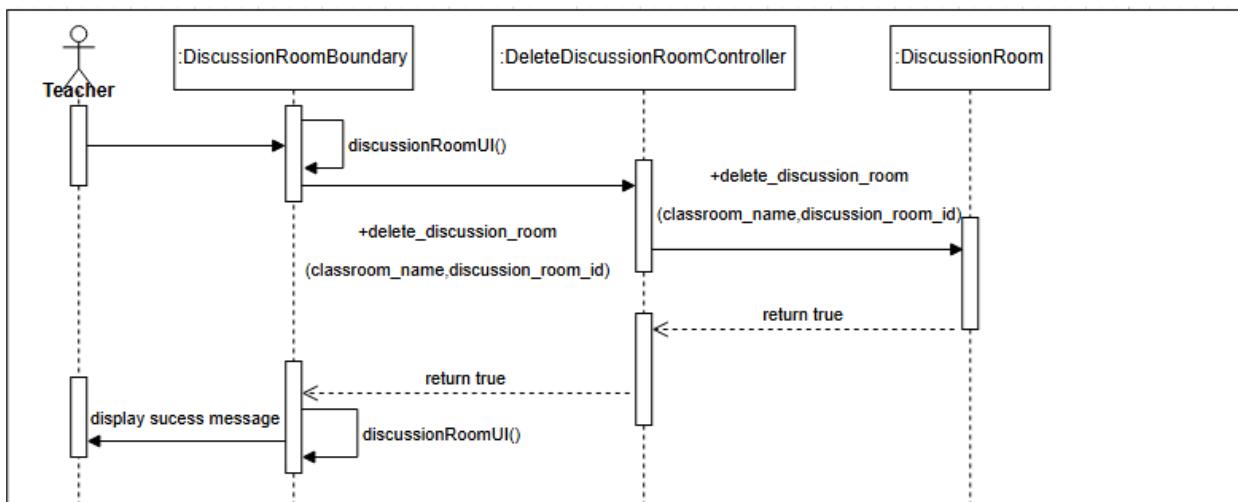
TEACH31



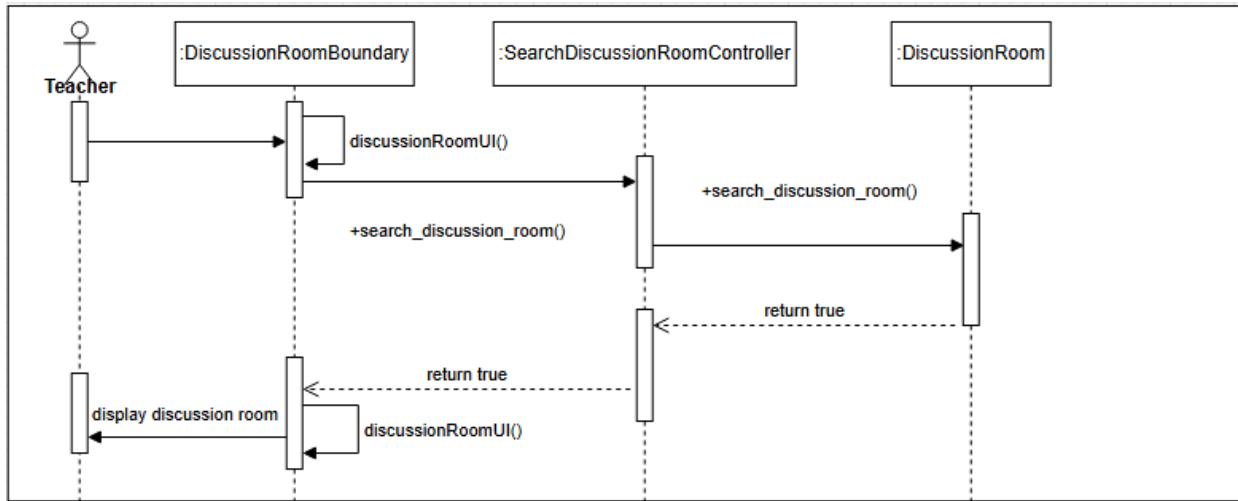
TEACH32



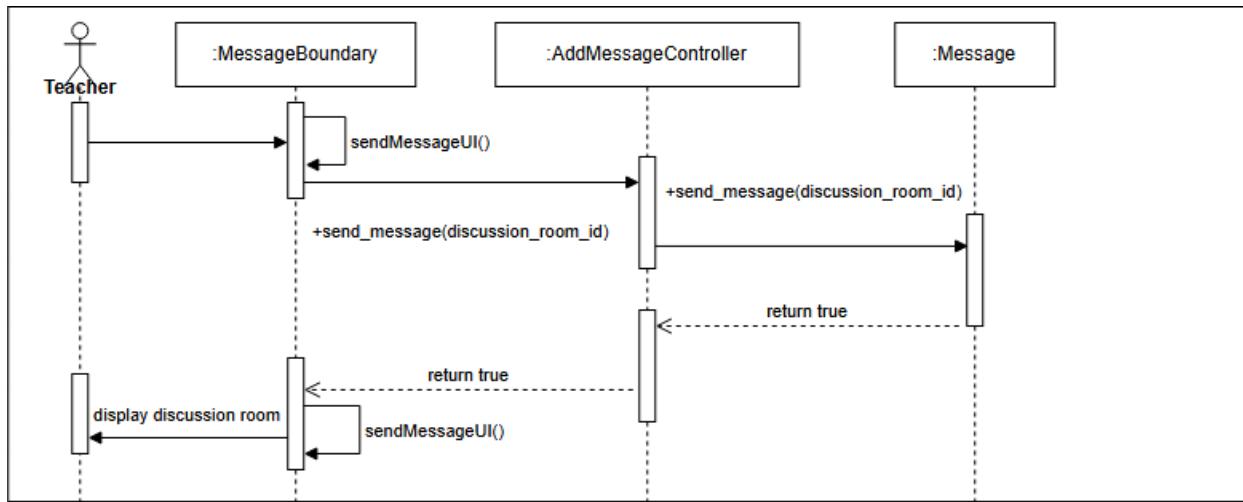
TEACH33



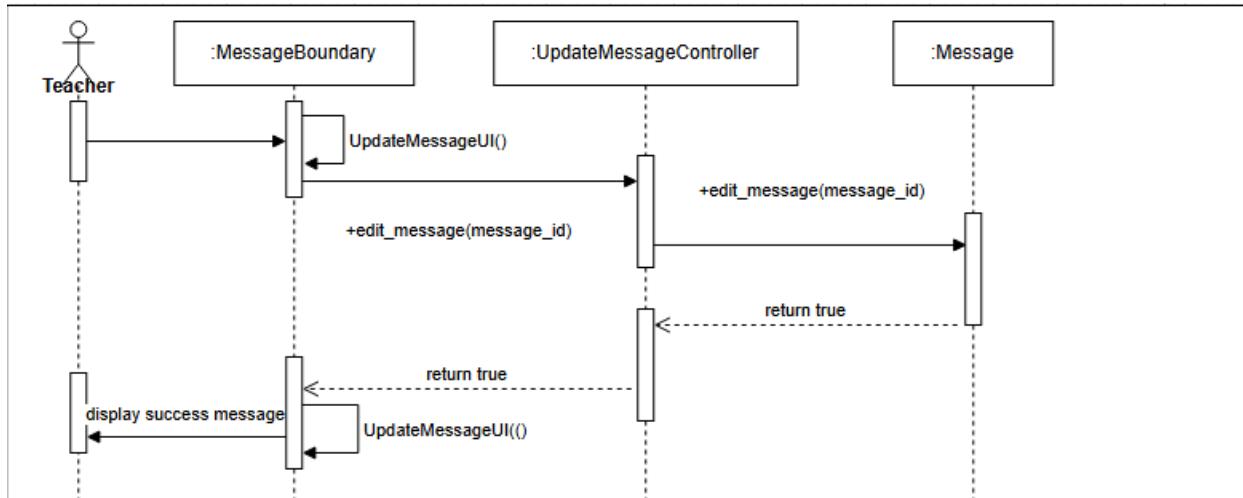
TEACH34



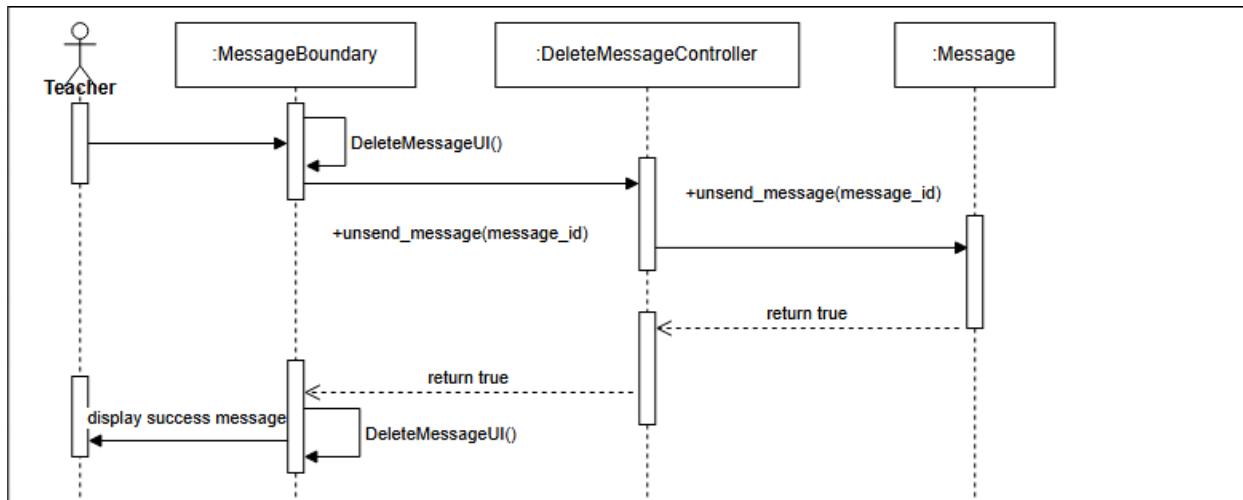
TEACH35



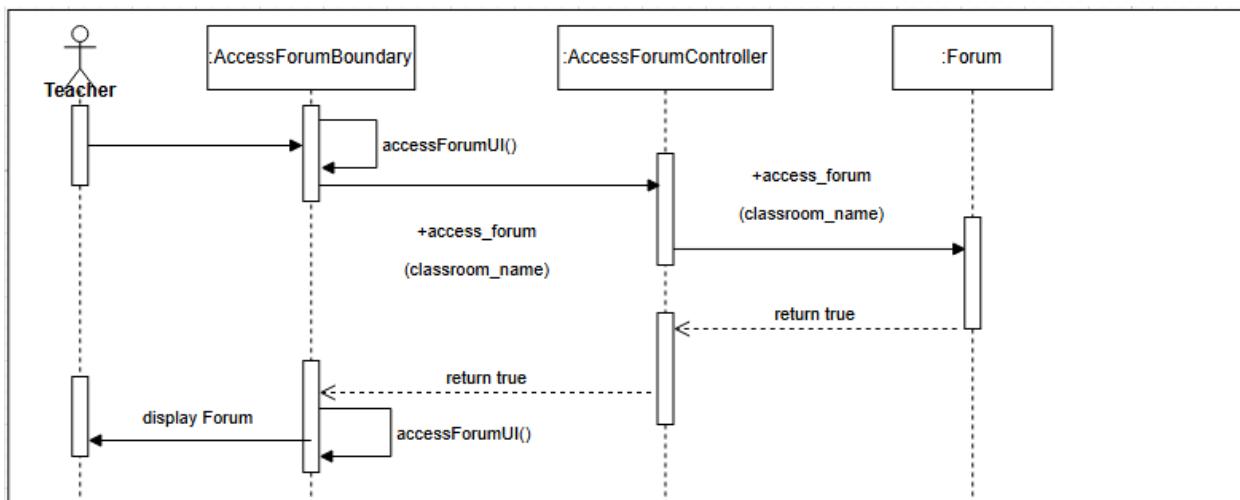
TEACH36



TEACH37



TEACH39

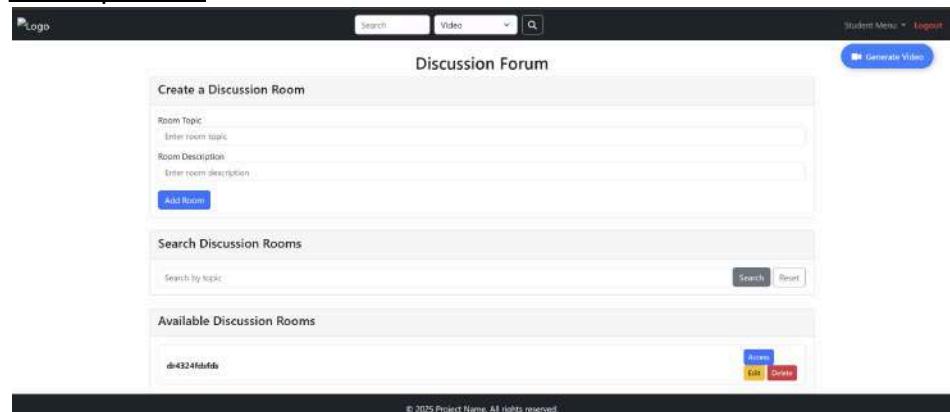


Test Cases

Test Case ID	TESTSTU-22
Test Scenario	Allow students to create discussion rooms in the forum
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to the "Discussion Rooms" section. 2. The student clicks on "Create Discussion Room." 3. The system prompts the student to enter a name and description. 4. The student submits the details. 5. The system creates the discussion room and confirms its creation.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform.
Expected Results	The discussion room is successfully created in the classroom's platform.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao

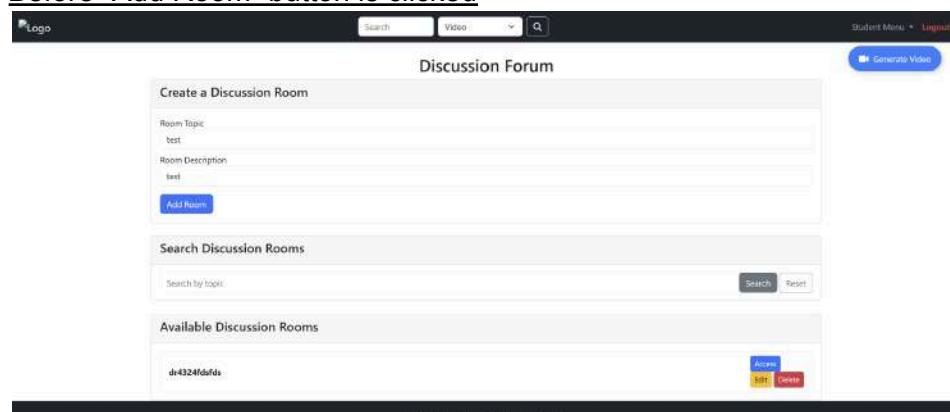
Screenshots

Forum platform



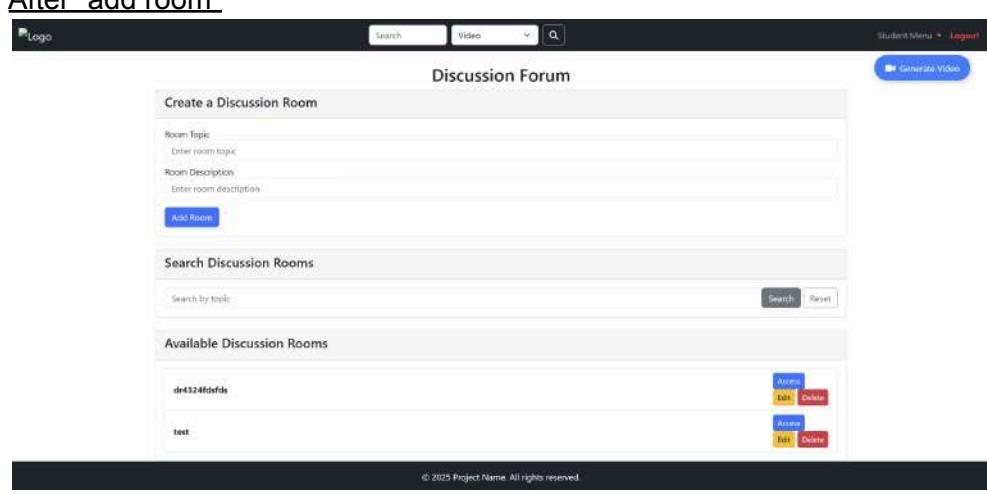
The screenshot shows the 'Discussion Forum' interface. At the top, there are search, video, and user menu options. Below the header, the 'Create a Discussion Room' form is displayed with empty fields for 'Room Topic' and 'Room Description'. A blue 'Add Room' button is visible. Underneath, the 'Search Discussion Rooms' and 'Available Discussion Rooms' sections are shown, both containing empty input fields and search buttons. The footer includes a copyright notice and a 'Generate Video' link.

Before “Add Room” button is clicked



This screenshot is identical to the one above it, showing the 'Discussion Forum' interface with the 'Create a Discussion Room' form and the 'Available Discussion Rooms' section both containing empty fields and search buttons. The only difference is the timestamp in the footer, which has changed from '© 2025 Project Name. All rights reserved.' to '© 2026 Project Name. All rights reserved.'

After “add room”

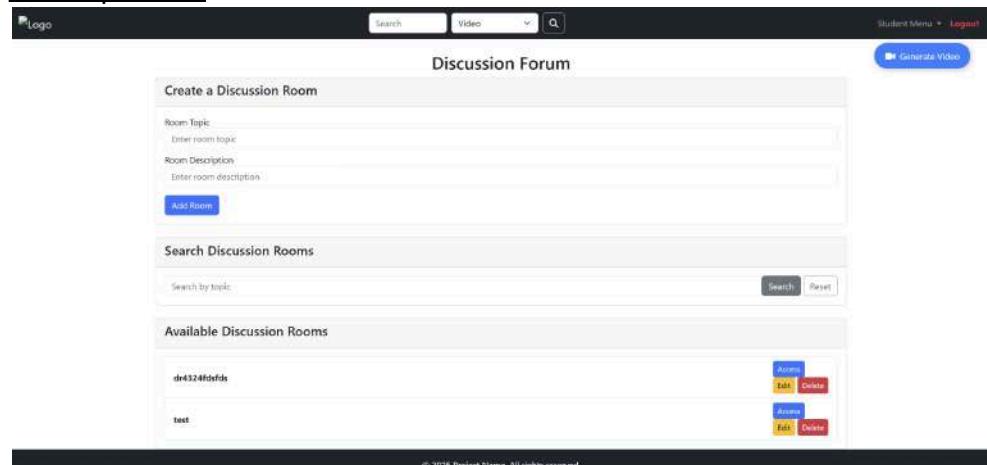


This screenshot shows the same forum interface as the previous ones, but with a new entry in the 'Available Discussion Rooms' list. The room 'dr4324fdfds' is listed, along with its 'test' topic and description. To the right of this room entry are three buttons: 'Access' (blue), 'Edit' (yellow), and 'Delete' (red). The footer again shows the updated copyright year '© 2026 Project Name. All rights reserved.'

Test Case ID	TESTSTU-24
Test Scenario	Allow students to update details of a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room they created. 3. The student clicks "Edit Discussion Room." 4. The system prompts the student to update the discussion topic or description. 5. The student submits the changes. 6. The system updates the discussion room and confirms the update.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room created by the student.
Expected Results	The details of the discussion room are successfully updated.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao

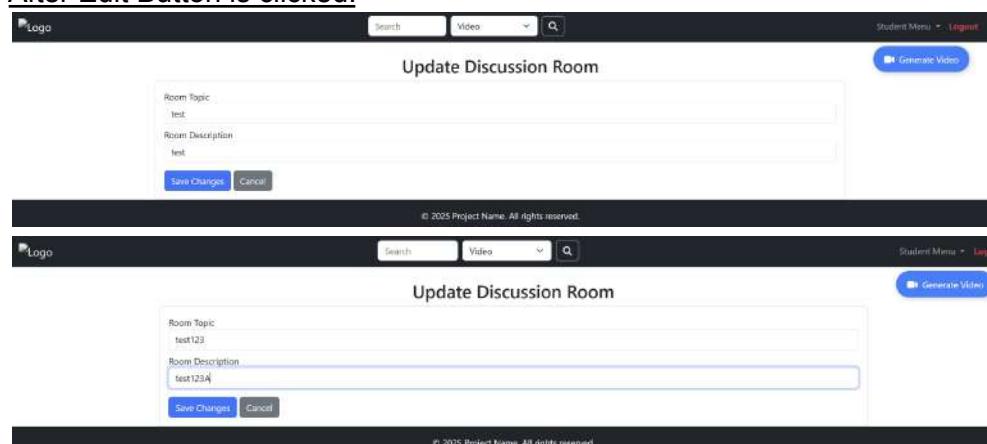
Screenshots

Forum platform



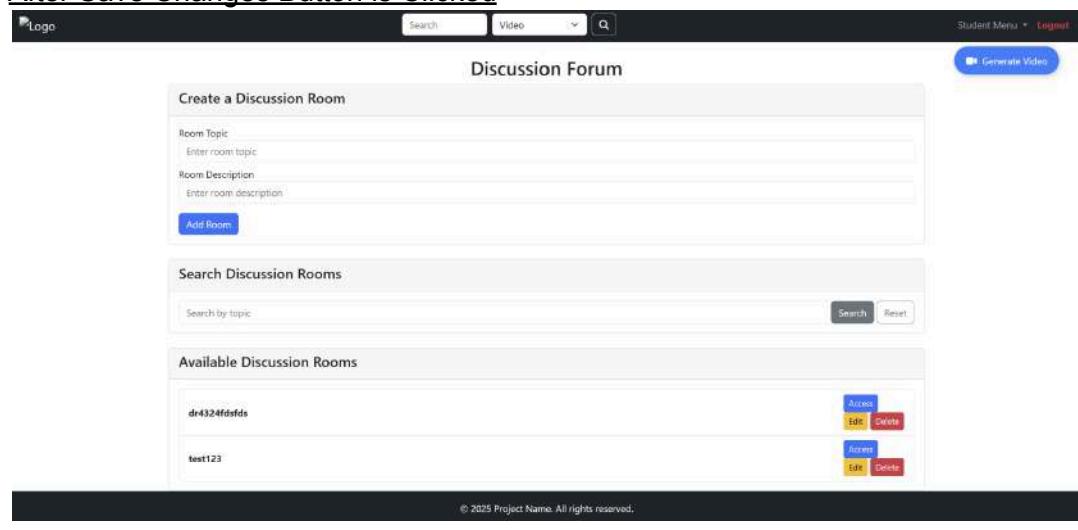
The screenshot shows the 'Discussion Forum' page. At the top, there are fields for 'Room Topic' and 'Room Description', both currently empty. A blue 'Add Room' button is below them. Below this is a search bar with placeholder 'Search by topic'. Underneath is a section titled 'Available Discussion Rooms' containing two entries: 'dr4324ffdsfds' and 'test'. Each entry has three buttons to its right: 'Access' (blue), 'Edit' (yellow), and 'Delete' (red). At the bottom of the page is a dark footer bar with the text '© 2025 Project Name. All rights reserved.'

After Edit Button is clicked:

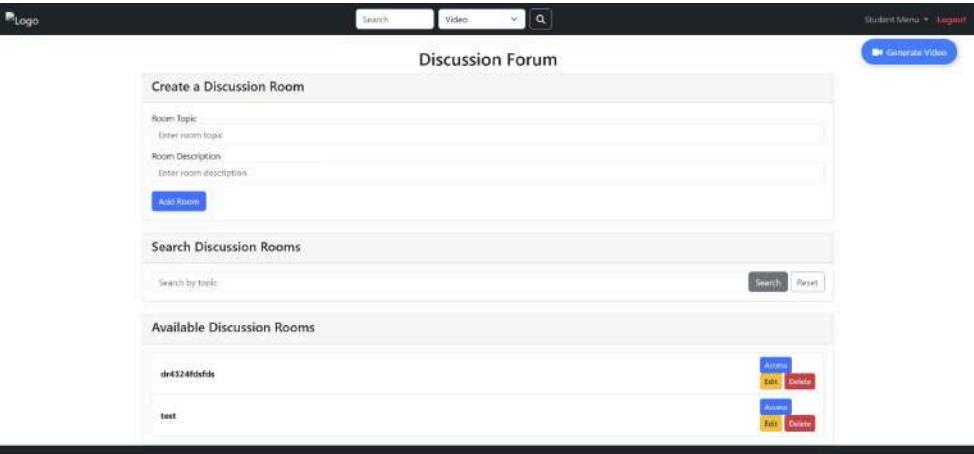
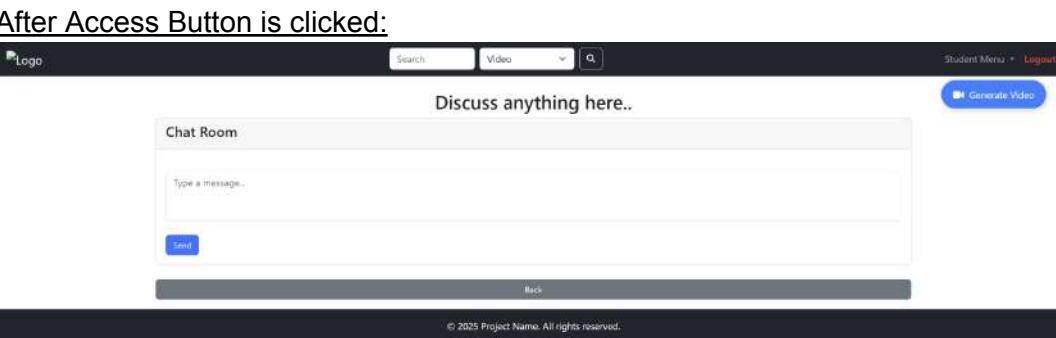


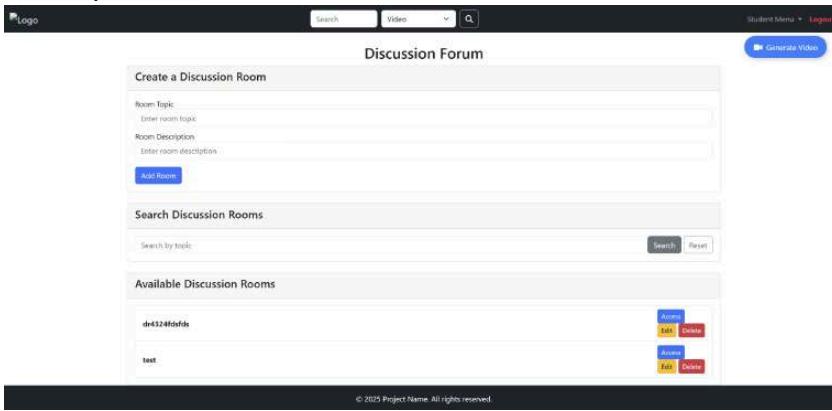
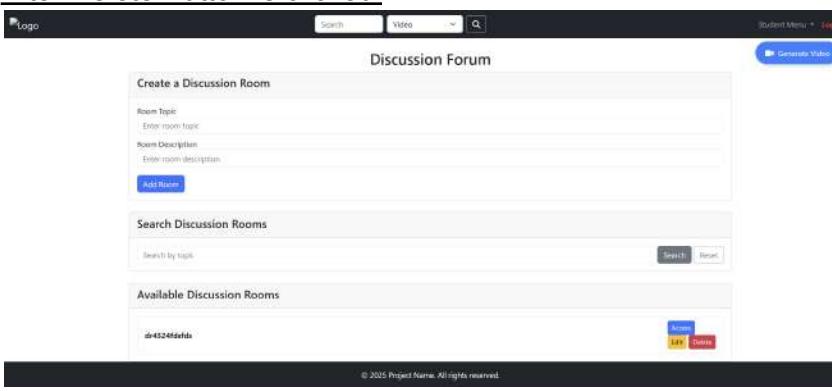
This screenshot shows the 'Update Discussion Room' page for the 'test' room. The 'Room Topic' field contains 'test' and the 'Room Description' field contains 'test'. At the bottom are 'Save Changes' and 'Cancel' buttons. The page has a header with 'Discussion Forum' and a footer with '© 2025 Project Name. All rights reserved.'

After Save Changes Button is Clicked



The screenshot shows the 'Discussion Forum' page again, but now the 'test' room's details have been updated. In the 'Room Topic' field, it now says 'text123', and in the 'Room Description' field, it says 'text123A'. The 'Edit' button is highlighted in yellow. The page includes a header with 'Discussion Forum', a footer with '© 2025 Project Name. All rights reserved.', and a 'Generate Video' button in the top right.

Test Case ID	TESTSTU-25
Test Scenario	Allow students to access a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room. 3. The system grants access and displays the messages.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room created by the student.
Expected Results	The student can access the discussion room.
Actual Results	Pass
Created by	Gary
Verified by	Zhihao
Screenshots	<p><u>Forum platform</u></p>  <p><u>After Access Button is clicked:</u></p> 

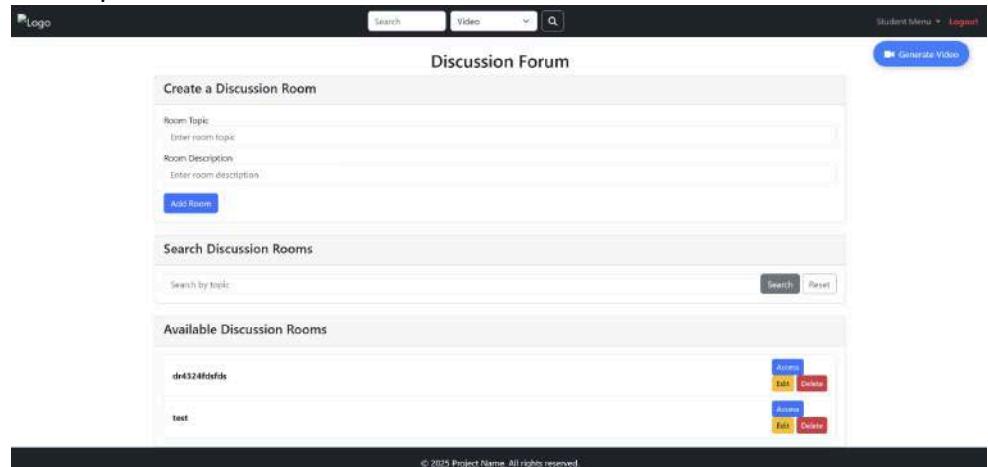
Test Case ID	TESTSTU-26
Test Scenario	Allow students to delete a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to "Discussion Rooms." 2. The student selects a discussion room they created. 3. The student clicks "Delete Discussion Room." 4. The system deletes the discussion room and confirms the deletion.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room created by the student.
Expected Results	The student can delete the discussion room.
Actual Results	Pass
Created by	Edbert
Verified by	Zongze, Gary
Screenshots	<p><u>Forum platform</u></p>  <p>After Delete Button is clicked:</p> 

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Test Case ID	TESTSTU-27
Test Scenario	Allow students to search a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to the "Discussion Rooms" page. 2. The student enters a keyword or topic into the search bar. 3. The system filters and displays matching discussion rooms. 4. The student selects a discussion room from the search results.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room.
Expected Results	The student can search discussion rooms available in the platform
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao

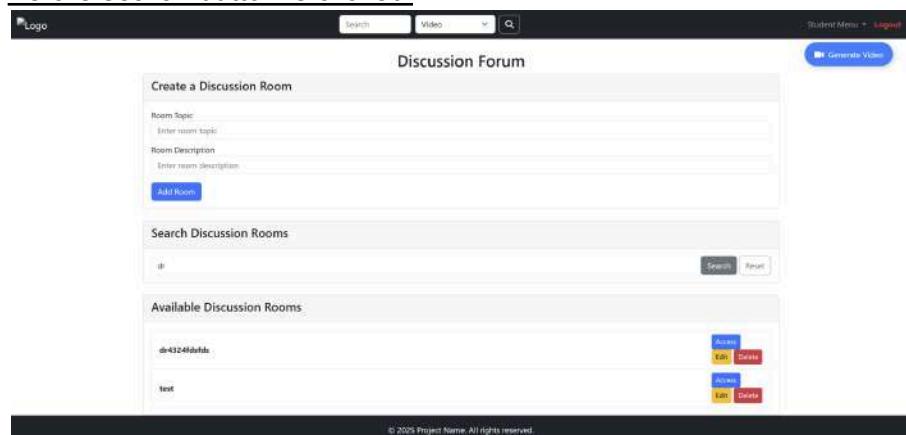
Screenshots

Forum platform



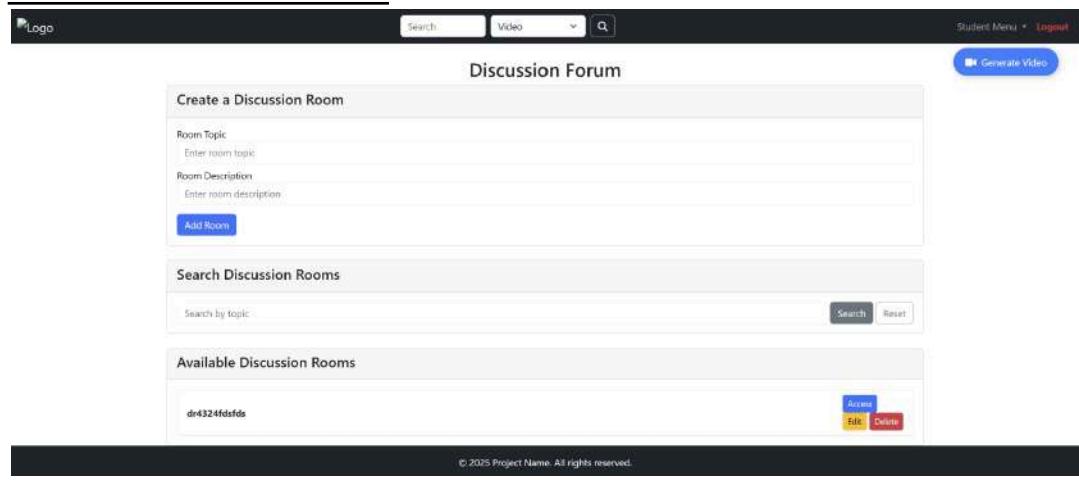
This screenshot shows the 'Discussion Forum' page. At the top, there is a navigation bar with a logo, search, video, and user options (Student Menu, Logout, Generate Video). Below the navigation is a 'Create a Discussion Room' form with fields for Room Topic and Room Description, and a 'Add Room' button. Underneath is a 'Search Discussion Rooms' section with a search input field and a search button. The main area displays a table titled 'Available Discussion Rooms' containing two rows: 'dr4324fdtsdfs' and 'test'. Each row has three buttons on the right: 'Access' (blue), 'Edit' (yellow), and 'Delete' (red).

Before search button is clicked:

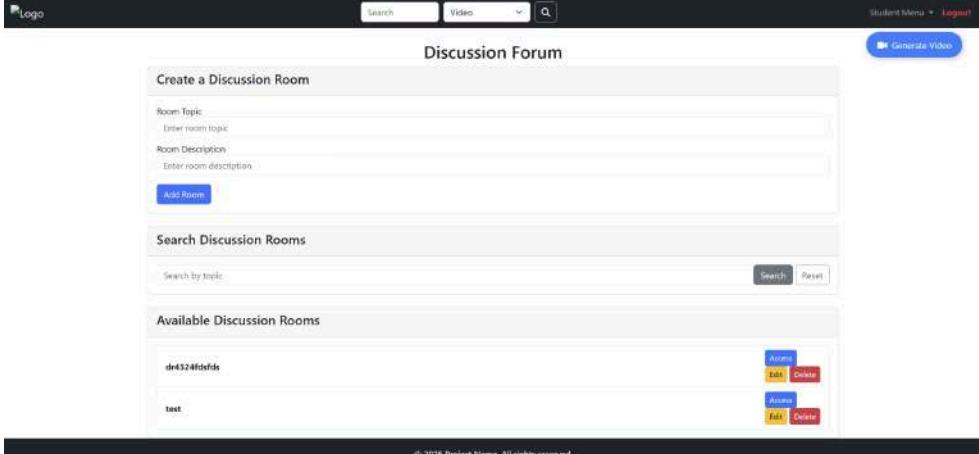
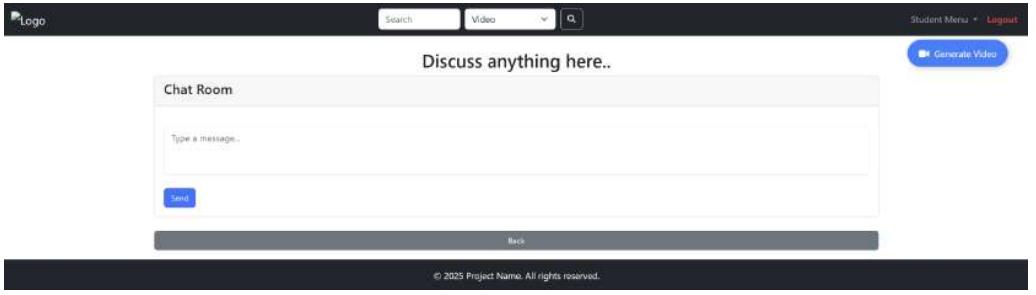


This screenshot shows the same 'Discussion Forum' page after entering the search term 'dr' in the search input field. The search results table now only shows the row 'dr4324fdtsdfs', while the 'test' row is no longer visible.

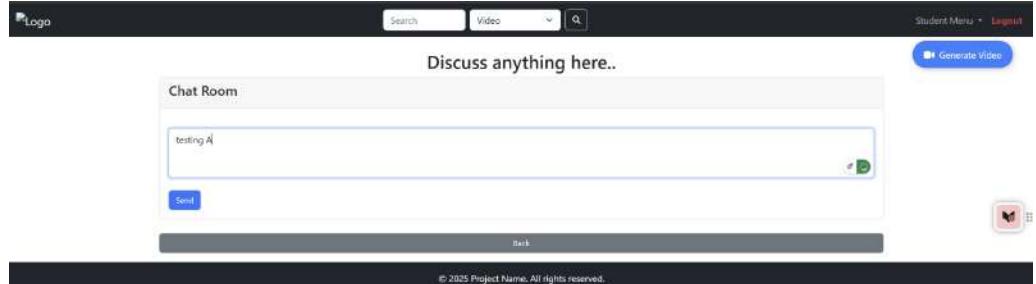
After search button is clicked:



This screenshot shows the search results after clicking the 'Search' button. The search term 'dr' is still present in the input field. The results table now only shows the row 'dr4324fdtsdfs', which is identical to the previous screenshot but represents the state immediately after the search was executed.

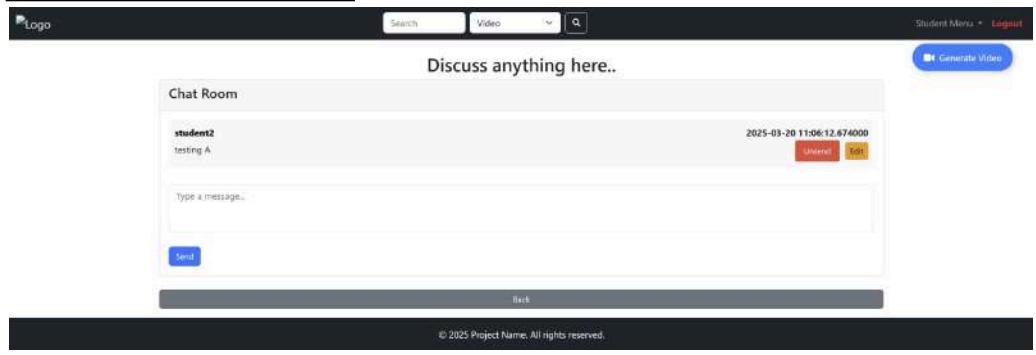
Test Case ID	TESTSTU-28
Test Scenario	Allow students to send a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to a discussion room. 2. The student types their message in the chat input box. 3. The student clicks "Send." 4. The system sends the message and updates the chat.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform.
Expected Results	The student can send a message to the discussion room, and other people can see the message sent by the student.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan
Screenshots	<p><u>Forum platform</u></p>  <p>After Access Button is clicked:</p> 

After a message is entered and before "send" button is clicked

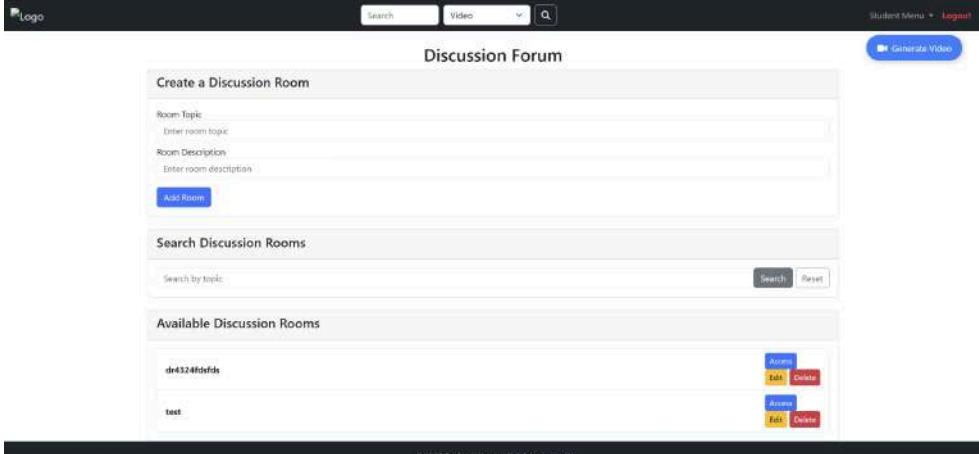


The screenshot shows a "Chat Room" interface. At the top, there are search and video controls, and a "Student Menu" with a "Logout" option. Below that is a text input field containing "testing A". A blue "Send" button is positioned below the input field. The background features a dark banner with the text "Discuss anything here.." and a small "Generate Video" button. The footer contains a copyright notice: "© 2025 Project Name. All rights reserved."

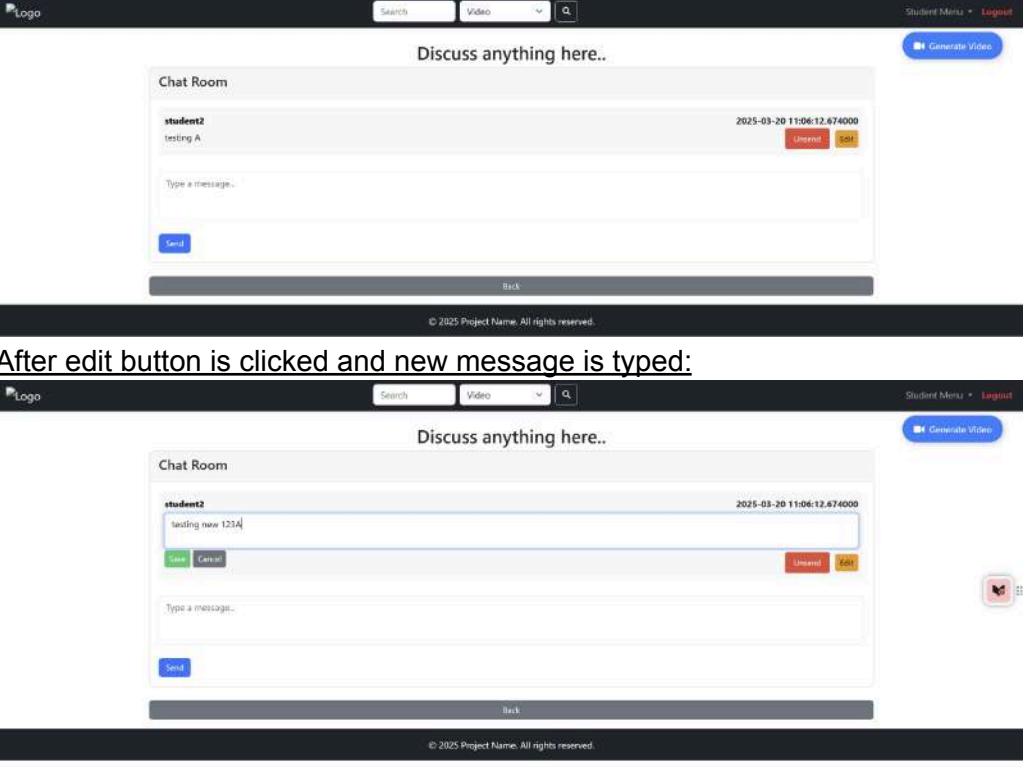
After send button is clicked



The screenshot shows the same "Chat Room" interface after the message was sent. The message "student2 testing A" is now listed in the history. To the right of the message are two buttons: "Delete" (red) and "Edit". The "Send" button is no longer visible. The rest of the interface remains the same, including the "Generate Video" button and the footer copyright notice.

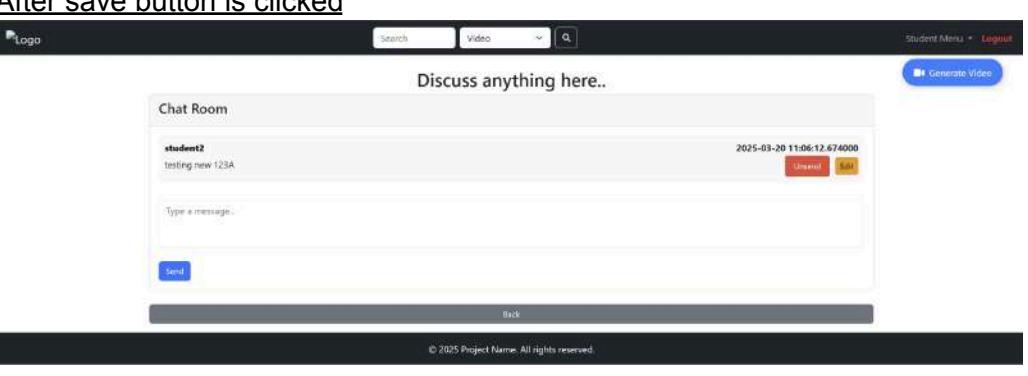
Test Case ID	TESTSTU-29
Test Scenario	Allow students to edit a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to the discussion room. 2. The student selects a message they previously sent. 3. The student clicks "Edit." 4. The student edits the message. 5. The student clicks "Save" to update the message. 6. The system updates the message in the chat.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform. 4. The student must have at least sent one message.
Expected Results	The student can edit a message inside the discussion room, and other people can see the edited message sent by the student.
Actual Results	Pass
Created by	Edbert
Verified by	Zongze
Screenshots	<p><u>Forum platform</u></p>  <p><u>After Access Button is clicked:</u></p>

After edit button is clicked and new message is typed:

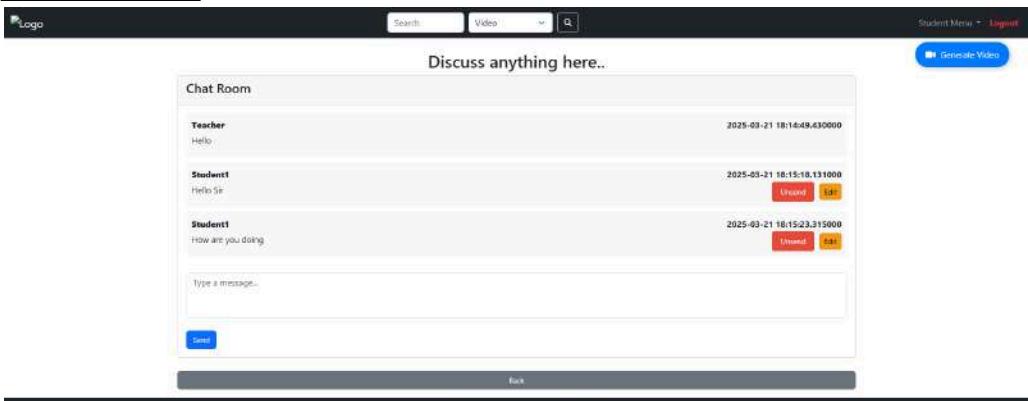


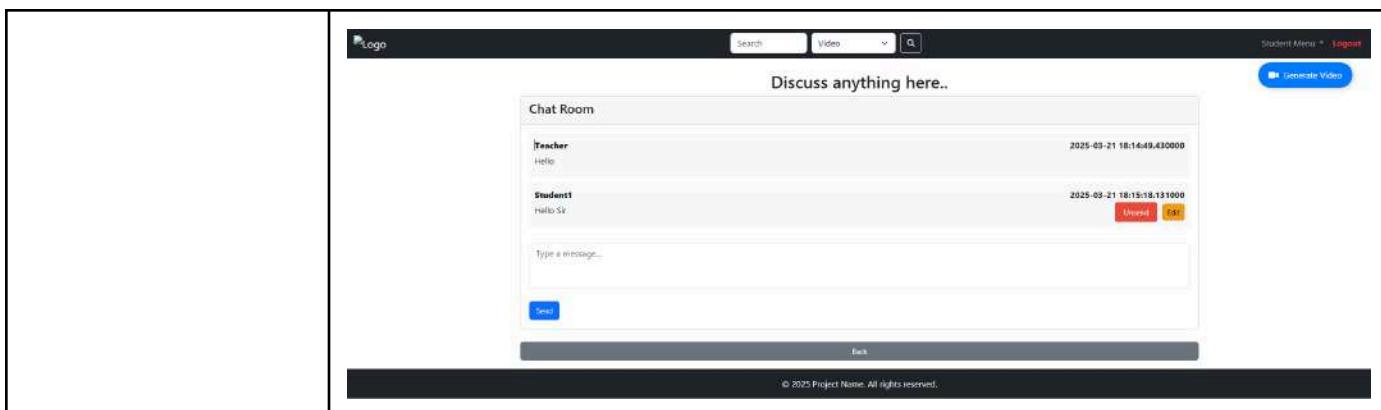
The screenshot shows a chat message from 'student2' with the text 'testing A'. Below the message are two buttons: 'Save' (green) and 'Cancel' (grey). To the right of the message are 'Unread' and 'Edit' buttons. The message has been updated to 'testing new 123A'.

After save button is clicked



The screenshot shows the same chat message after saving. The text now reads 'testing new 123A'. The 'Save' button is no longer visible, and the 'Edit' button is present. The message timestamp is 2025-03-20 11:06:12.674000.

Test Case ID	TESTSTU-30
Test Scenario	Allow students to delete a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 1. The student navigates to the discussion room. 2. The student selects a message they previously sent. 3. The student clicks "Unsend." 4. The system removes the message from the chat and confirms the action.
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in to the platform 2. The student must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform. 4. The student must have at least sent one message.
Expected Results	The student can delete a message from the discussion room.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao,Gary
Screenshots	<p><u>Forum Platform</u></p>  <p><u>After unsending</u></p>

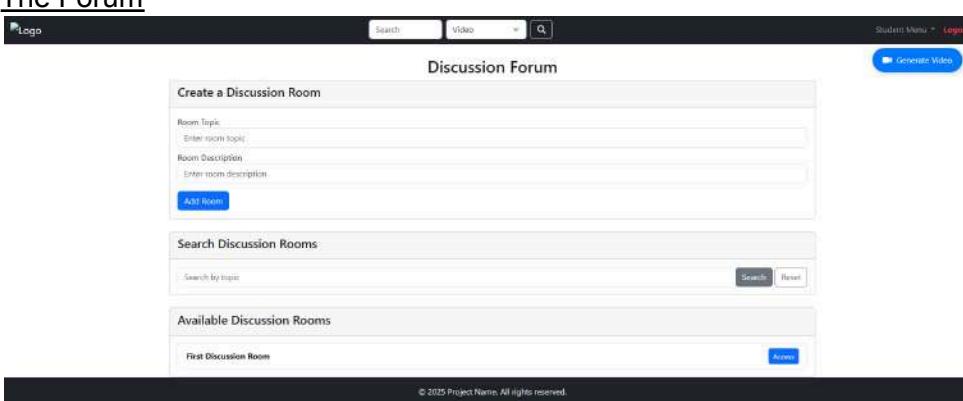


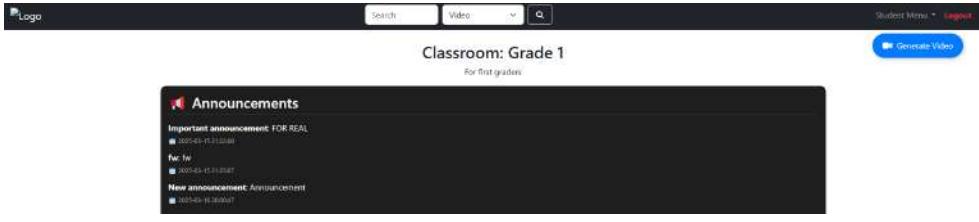
The screenshot shows a video conferencing interface with a "Chat Room" section. At the top, there are search, video, and settings icons. Below that is a header bar with "Discuss anything here.." and a "Generate Video" button. The main area is titled "Chat Room". It contains two messages:

- Teacher**: Hello Sir [timestamp: 2025-03-21 18:16:49.430000]
- Student1**: Hello Sir [timestamp: 2025-03-21 18:15:18.131000] (status: Online)

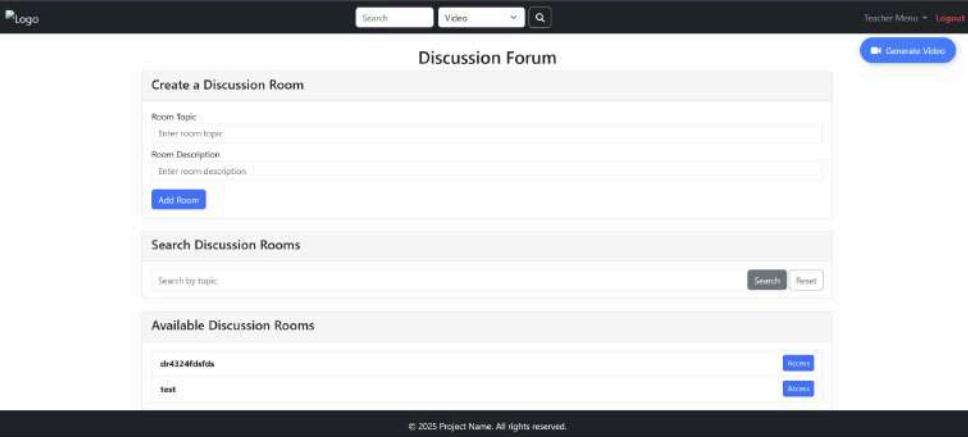
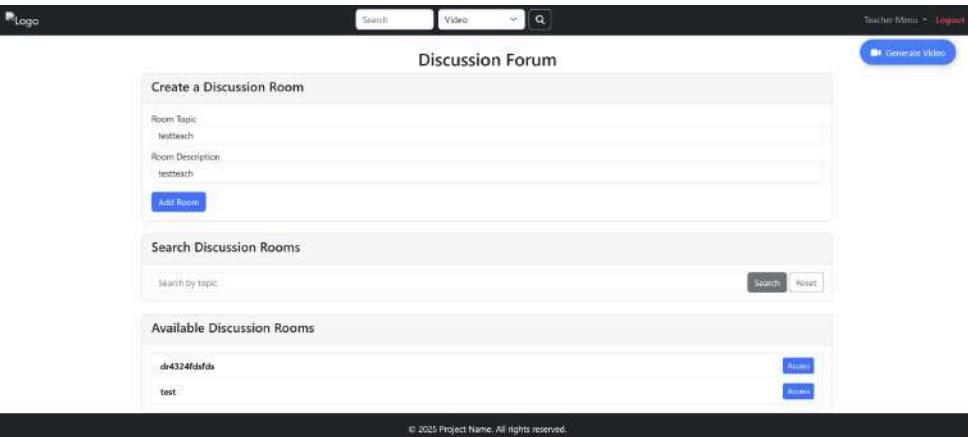
Below the messages is a text input field with placeholder "Type a message..." and a "Send" button. A "Back" button is at the bottom right.

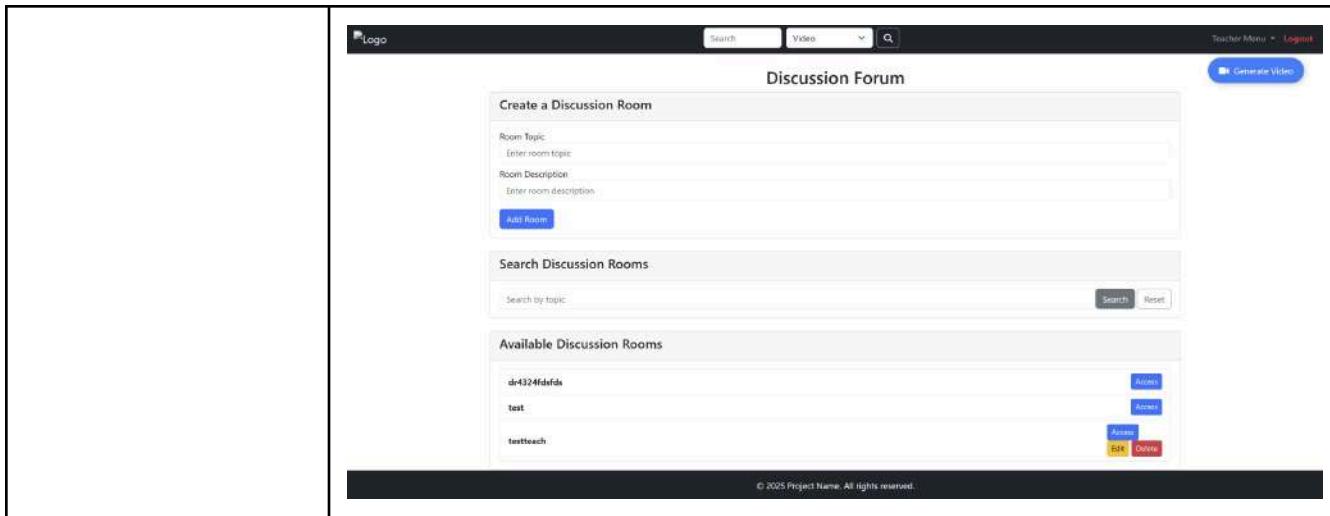
© 2025 Project Name. All rights reserved.

Test Case ID	TESTSTU-32
Test Scenario	As a student, I want to access the forum so that I can see what discussion rooms are there.
Test Procedure	<ol style="list-style-type: none"> 1. Click View Classroom in the homepage 2. Click View Forum in the classroom page
Prerequisites	<ol style="list-style-type: none"> 1. The student must be logged in with valid credentials 2. The student must be part of a classroom
Expected Results	The student is able to access the forum and view the discussion rooms
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary
Screenshots	<p><u>View Classroom button</u></p>  <p><u>View Forum Button</u></p>  <p><u>The Forum</u></p> 

Test Case ID	TESTSTU-34
Test Scenario	As a student, I want to view announcements or updates from my teacher so that I stay informed about class activities.
Test Procedure	<p>The student navigates to the "Announcements" section.</p> <p>The system displays a list of recent announcements.</p>
Prerequisites	<p>The student must be logged in with valid credentials</p> <p>The student must be part of a classroom</p>
Expected Results	The student is able to view the announcement or update
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary
Screenshots	<p><u>View Classroom button</u></p>  <p><u>The Announcement</u></p> 

Test Case ID	TESTTEACH-36
Test Scenario	Allow teachers to create discussion rooms in the forum
Test Procedure	<ol style="list-style-type: none"> 1. Teacher click Create Discussion Room button 2. Teacher key in discussion room details 3. Teacher click on Save button 4. Discussion room created

Prerequisites	The teacher must be logged in to the platform The teacher must be inside the forum platform.
Expected Results	The discussion room is successfully created in the classroom's platform.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao
Screenshots	<p><u>Forum platform</u></p>  <p><u>Before “Add Room” button is clicked</u></p>  <p><u>After “add room” button is clicked.</u></p>



The screenshot shows a user interface for a discussion forum. At the top, there is a navigation bar with a logo, search, video, and user account options (Teacher Home, Logout). Below the navigation bar, the main area is titled "Discussion Forum".

Create a Discussion Room: This section contains fields for "Room Topic" (with placeholder "Enter room topic") and "Room Description" (with placeholder "Enter room description"). A blue "Add Room" button is located at the bottom of this section.

Search Discussion Rooms: This section includes a search input field, a "Search" button, and a "Reset" button.

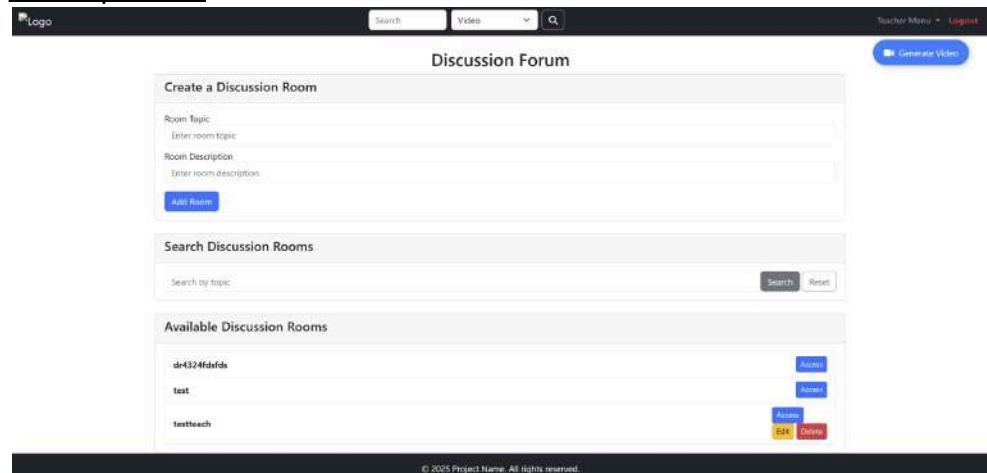
Available Discussion Rooms: This section lists three rooms: "dr4324fdfds", "test", and "textteach". Each room entry has a "Details" button (blue) and a "Delete" button (red). The "textteach" entry also has a "Edit" button (yellow).

At the bottom of the page, a dark footer bar displays the copyright notice: "© 2025 Project Name. All rights reserved."

Test Case ID	TESTTEACH-38
Test Scenario	Allow teachers to update details of a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. Teacher click on My Discussion Room button 2. Teacher select the discussion room he want to view
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room created by the teacher.
Expected Results	The details of the discussion room are successfully updated.
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao

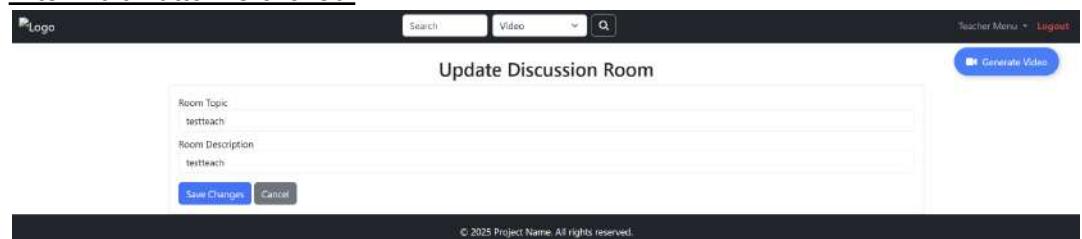
Screenshots

Forum platform



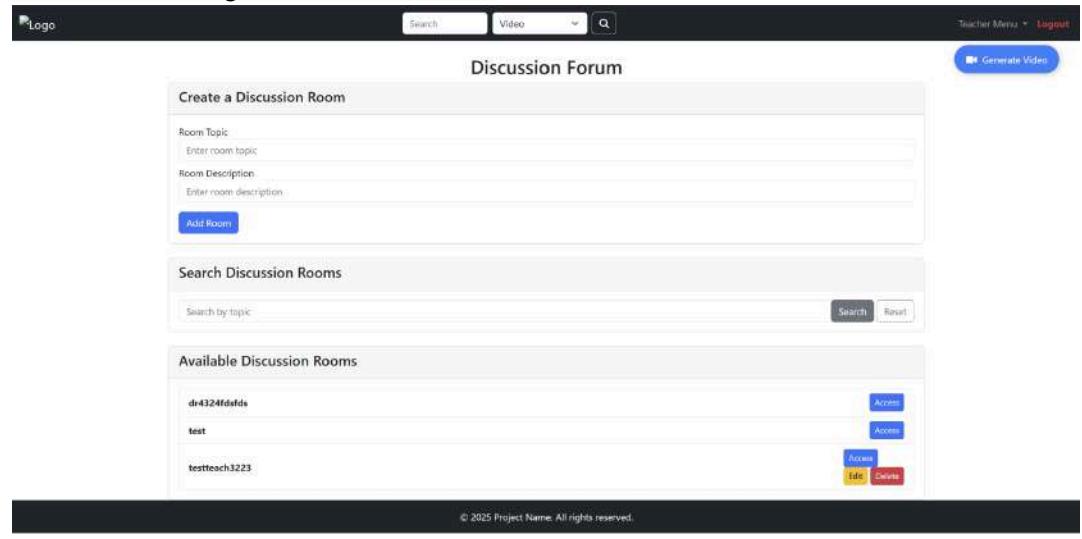
The screenshot shows the 'Discussion Forum' page. At the top, there are search and video filters, and a 'Teacher Menu' with a 'Logout' button. Below the header is a 'Create a Discussion Room' form with fields for 'Room Topic' and 'Room Description', and a 'Add Room' button. Underneath is a 'Search Discussion Rooms' section with a search bar and 'Search' and 'Reset' buttons. The main area is titled 'Available Discussion Rooms' and lists three entries: 'dr4324fdfds', 'test', and 'testteach'. Each entry has a row of buttons: 'Access' (blue), 'Access' (blue), 'Edit' (yellow), and 'Delete' (red). A copyright notice at the bottom reads '© 2025 Project Name. All rights reserved.'

After Edit Button is clicked:

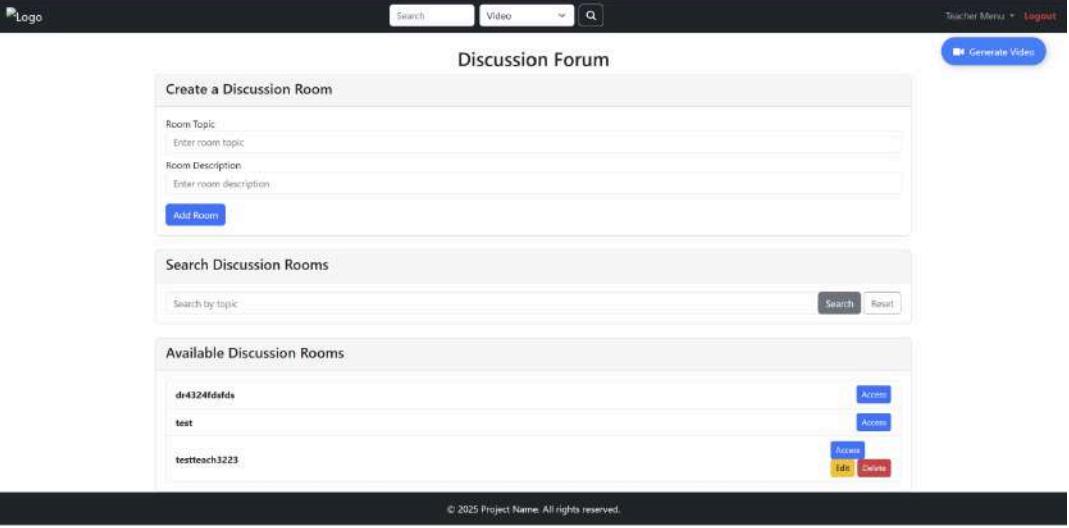
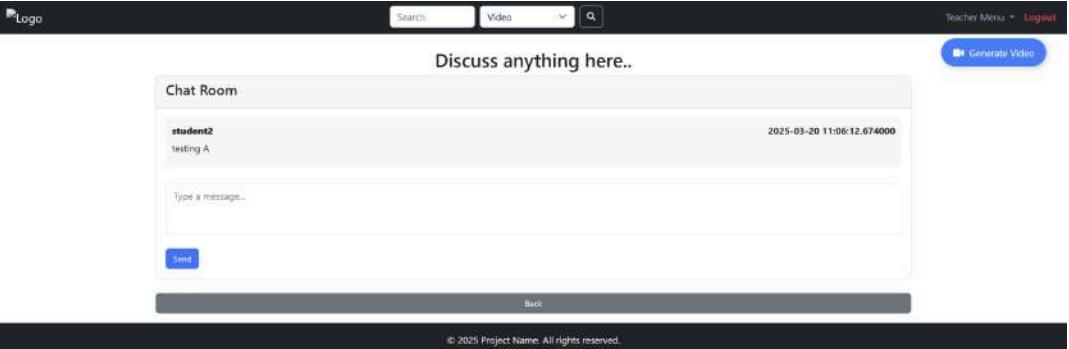


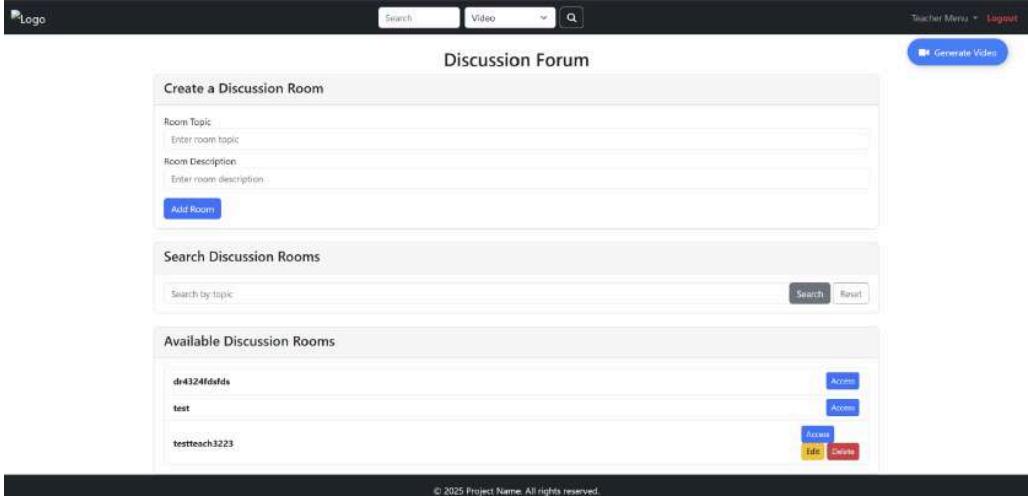
The screenshot shows the 'Update Discussion Room' form. It contains fields for 'Room Topic' (set to 'testteach') and 'Room Description' (set to 'testteach'). At the bottom are 'Save Changes' and 'Cancel' buttons. A copyright notice at the bottom reads '© 2025 Project Name. All rights reserved.'

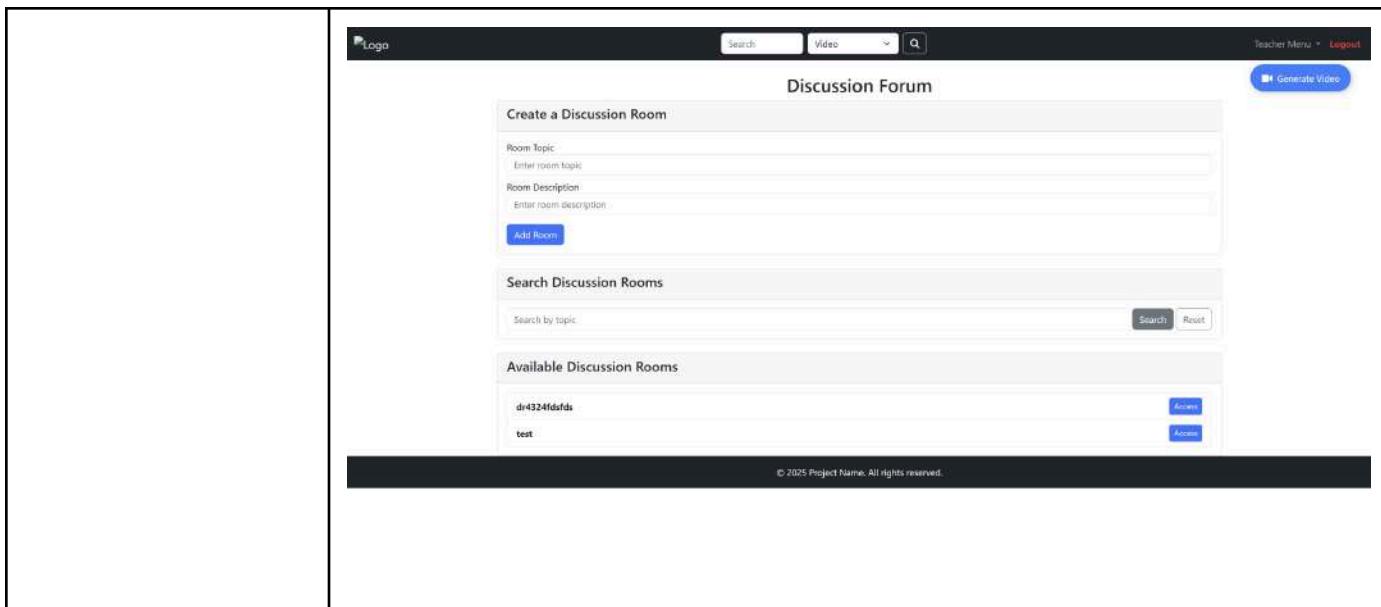
After Save Changes Button is Clicked



The screenshot shows the 'Discussion Forum' page again. The 'Available Discussion Rooms' list now includes a new entry: 'testteach3223'. The 'Edit' and 'Delete' buttons for this new entry are visible. The other two rooms ('dr4324fdfds' and 'test') remain in the list with their original buttons. A copyright notice at the bottom reads '© 2025 Project Name. All rights reserved.'

Test Case ID	TESTTEACH-39
Test Scenario	Allow teachers to access a discussion room.
Test Procedure	<ol style="list-style-type: none"> 1. Teacher select the discussion room he want to join 2. Teacher click on Join button 3. Teacher successfully join the discussion room
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room created by the teacher.
Expected Results	The teacher can access the discussion room.
Actual Results	Pass
Created by	Gary
Verified by	Zhihao
Screenshots	<p><u>Forum platform</u></p>  <p>The screenshot shows the 'Discussion Forum' interface. At the top, there's a search bar, a video camera icon, and a 'Teacher Menu' with a 'Logout' button. Below the header, there are three main sections: 'Create a Discussion Room', 'Search Discussion Rooms', and 'Available Discussion Rooms'. The 'Create a Discussion Room' section has fields for 'Room Topic' and 'Room Description' with a 'Add Room' button. The 'Search Discussion Rooms' section has a search bar and a 'Search' button. The 'Available Discussion Rooms' section lists three rooms: 'dr4324fdafds', 'test', and 'testteach3223'. Each room entry has an 'Access' button (blue) and a 'Delete' button (red). A copyright notice at the bottom reads '© 2025 Project Name. All rights reserved.'</p> <p><u>After Access Button is clicked:</u></p>  <p>The screenshot shows the 'Chat Room' interface. At the top, there's a search bar, a video camera icon, and a 'Teacher Menu' with a 'Logout' button. Below the header, there's a text input field with placeholder 'Discuss anything here..'. The main area shows a conversation between 'student2' and 'testing A'. The messages are timestamped: 'student2' sent 'testing A' at 2025-03-20 11:06:12.674000. Below the messages, there's a 'Send' button and a 'Back' button. A copyright notice at the bottom reads '© 2025 Project Name. All rights reserved.'</p>

Test Case ID	TESTTEACH-40
Test Scenario	Allow teachers to delete a discussion room.
Test Procedure	<ol style="list-style-type: none"> 4. The teacher enters the forum platform. 5. The teacher clicks “delete” button to one of the discussion rooms. 6. The discussion room is successfully deleted..
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room created by the teacher.
Expected Results	The teacher can delete the discussion room.
Actual Results	Pass
Created by	Edbert
Verified by	Zongze, Gary
Screenshots	<p><u>Forum platform</u></p>  <p>After Delete Button is clicked:</p>

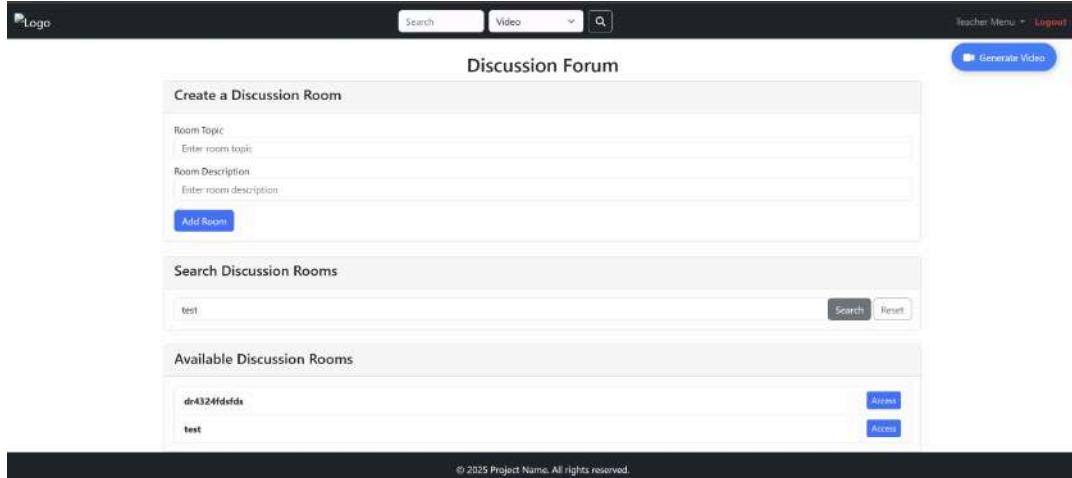


The screenshot shows a user interface for a discussion forum. At the top, there is a navigation bar with a logo, search, video, and user menu options. Below the navigation bar, the main area is titled "Discussion Forum". It has two main sections: "Create a Discussion Room" and "Search Discussion Rooms". The "Create a Discussion Room" section contains fields for "Room Topic" and "Room Description", both with placeholder text "Enter room topic" and "Enter room description". There is also a "Add Room" button. The "Search Discussion Rooms" section contains a search input field "Search by topic" with a "Search" button and a "Reset" button. The "Available Discussion Rooms" section lists two rooms: "dr4324fdsfds" and "test", each with a "Delete" button.

Test Case ID	TESTTEACH-41
Test Scenario	Allow teachers to search a discussion room.
Test Procedure	<ol style="list-style-type: none"> 5. The teacher enters the forum platform. 6. The teacher enters the name/topic of the discussion room 7. The teacher clicks “search” button 8. The search results will be displayed to the teacher.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room.
Expected Results	The teacher can search discussion rooms available in the platform
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary

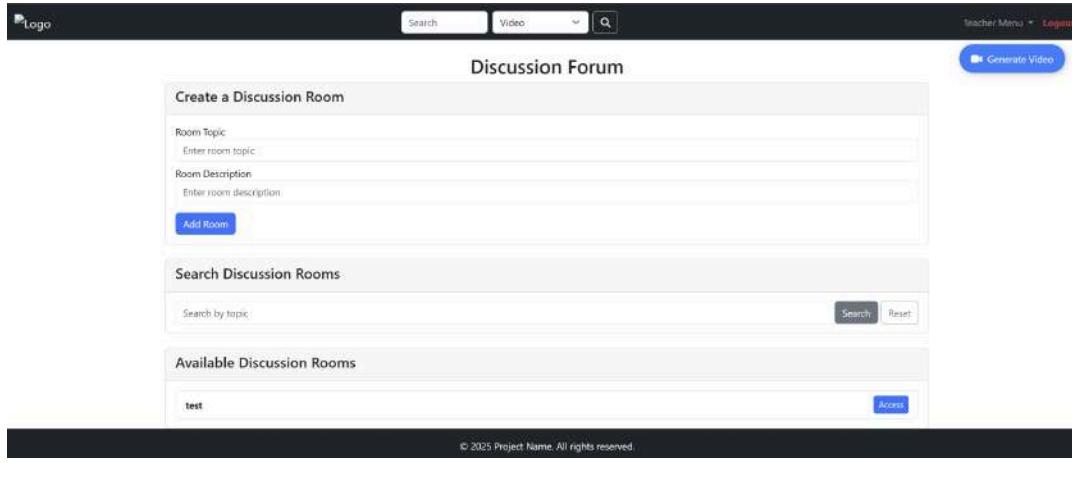
Screenshots

Before search button is clicked:

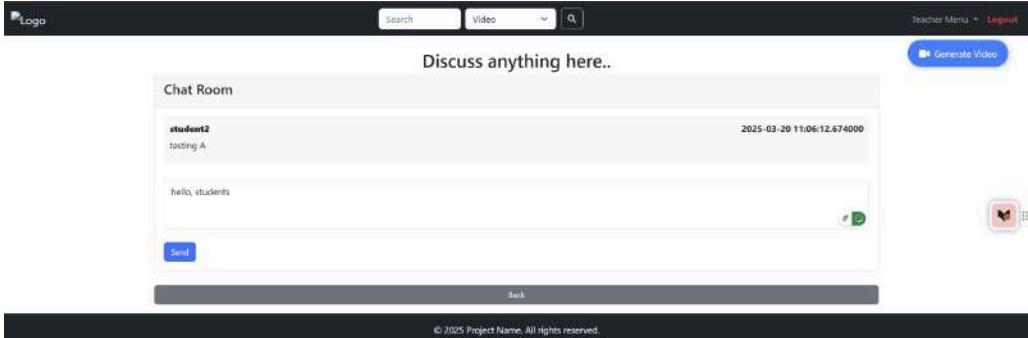
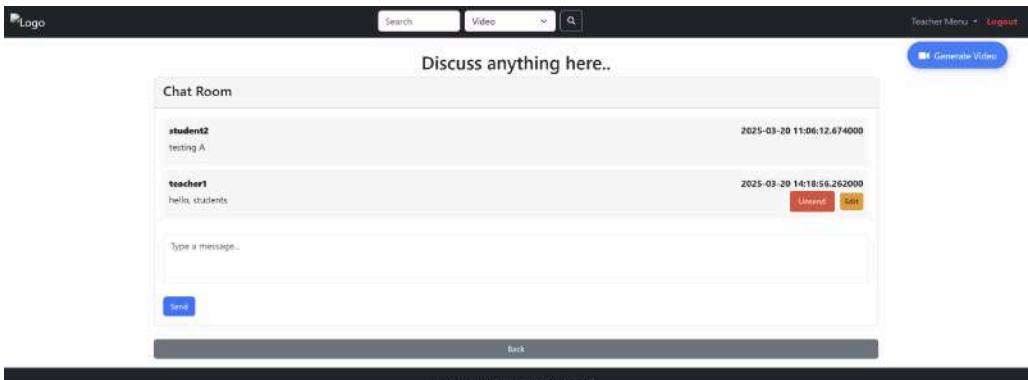


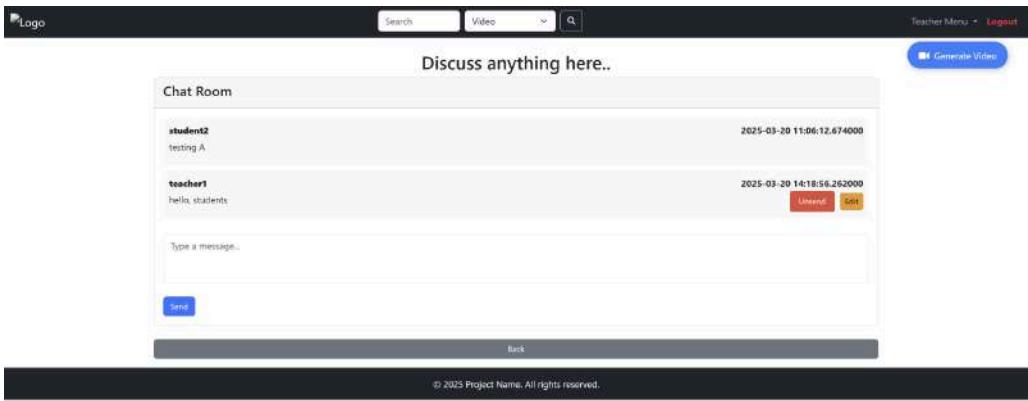
The screenshot shows the 'Discussion Forum' interface. At the top, there is a navigation bar with a logo, search, video, and user menu options. Below the navigation bar, there are two main sections: 'Create a Discussion Room' and 'Search Discussion Rooms'. The 'Create a Discussion Room' section contains fields for 'Room Topic' and 'Room Description', with a blue 'Add Room' button. The 'Search Discussion Rooms' section has a search input field containing 'test' and a search button. Below these sections is a 'Available Discussion Rooms' list, which currently displays two items: 'dr4324fdefds' and 'test', each with a blue 'Access' button. A copyright notice at the bottom states '© 2025 Project Name. All rights reserved.'

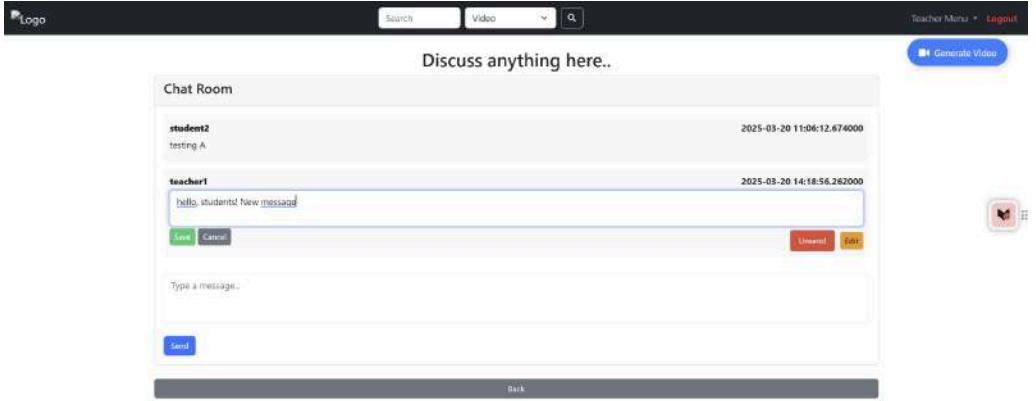
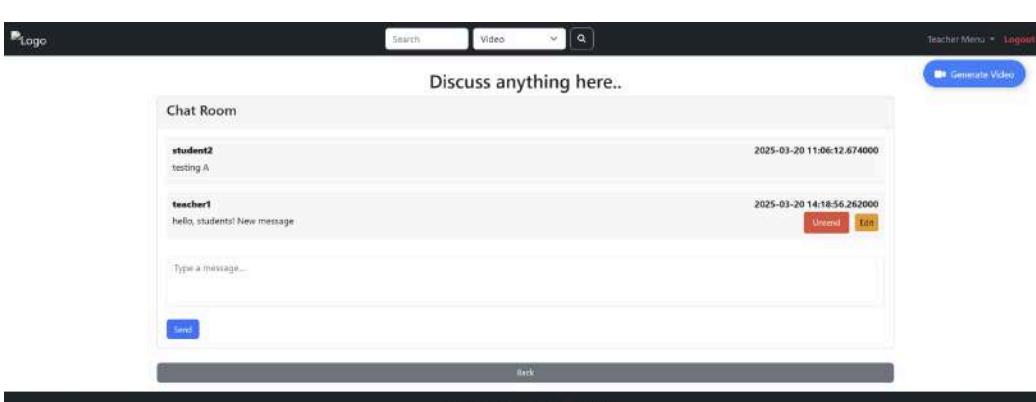
After search button is clicked:

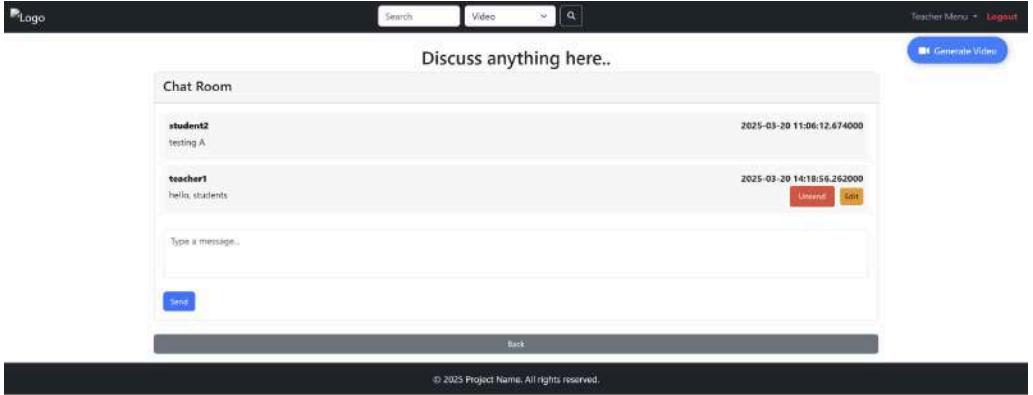
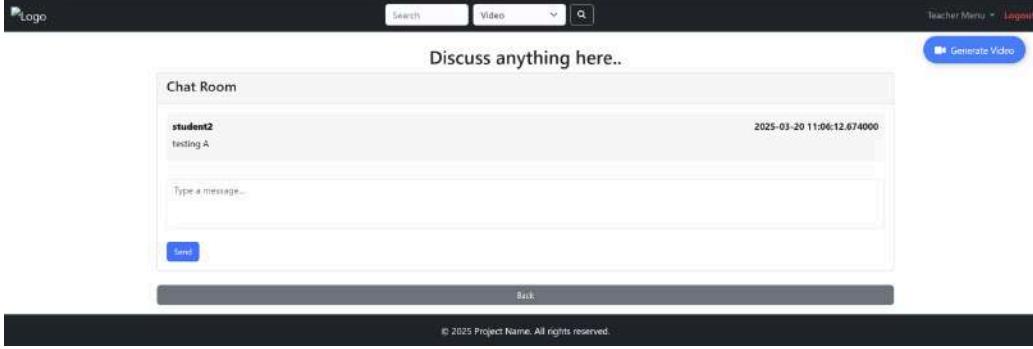


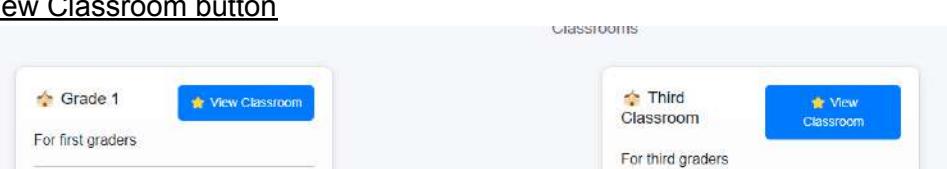
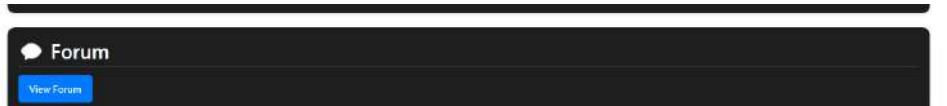
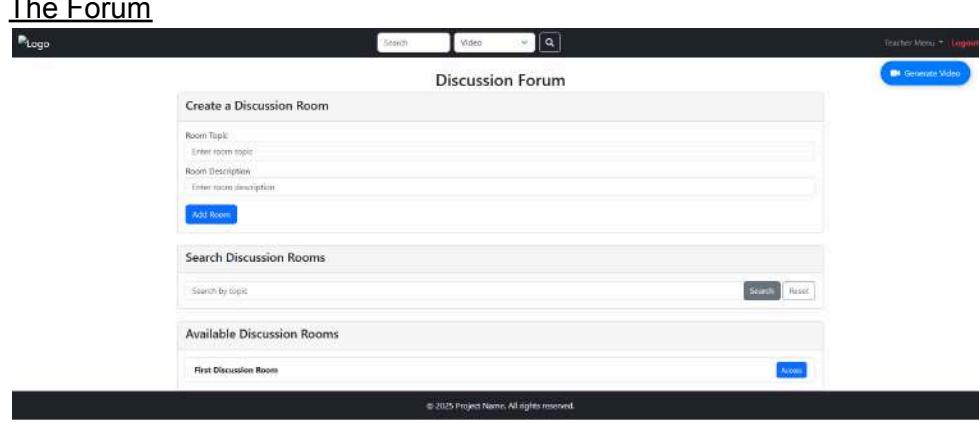
This screenshot shows the same 'Discussion Forum' interface after the search button was clicked. The 'Search Discussion Rooms' section now has a search input field containing 'Search by topic' and a search button. The 'Available Discussion Rooms' list still shows 'dr4324fdefds' and 'test', but only the item 'test' now has a blue 'Access' button next to it. The other item, 'dr4324fdefds', no longer has an 'Access' button. The copyright notice at the bottom remains the same.

Test Case ID	TESTTEACH-42
Test Scenario	Allow teachers to send a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 5. The teacher enters the forum platform. 6. The teacher enters a discussion room by clicking “access” button. 7. The teacher types a message inside the discussion room. 8. The message is successfully sent.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform.
Expected Results	The teacher can send a message to the discussion room, and other people can see the message sent by the teacher.
Actual Results	Pass
Created by	Edbert
Verified by	Jonathan
Screenshots	 

Test Case ID	TESTTEACH-43
Test Scenario	Allow teachers to edit a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 6. The teacher enters the forum platform. 7. The teacher enters a discussion room by clicking “access” button. 8. The teacher clicks “edit” button to a message that he/she has sent. 9. The teacher types in the new message. 10. The message is successfully edited.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform. 4. The teacher must have at least sent one message.
Expected Results	The teacher can edit a message inside the discussion room, and other people can see the edited message sent by the teacher.
Actual Results	Pass
Created by	Edbert
Verified by	Zongze
Screenshots	 <p>A screenshot of a web-based chat application. At the top, there's a navigation bar with a logo, search, video, and user menu options. Below it is a header bar with the text "Discuss anything here..". The main area is titled "Chat Room". It shows two messages: one from "student2" and one from "teacher1". The "teacher1" message is highlighted with a red box around its timestamp and includes "Unread" and "Edit" buttons. Below the messages is a text input field with placeholder "Type a message.." and a blue "Send" button. At the bottom, there's a footer bar with a "Back" button and copyright information: "© 2025 Project Name. All rights reserved."</p>

	 <p>The screenshot shows a chat room interface. At the top, there are search, video, and search bar icons. On the right, there are 'Teacher Menu' and 'Logout' buttons. Below this is a header 'Discuss anything here..'. The main area is titled 'Chat Room'. It shows a message from 'student2' (testing A) at 2025-03-20 11:06:12.674000. Below it is a message from 'teacher1' (hello, student2! New message) at 2025-03-20 14:18:56.262000. There are 'Send' and 'Cancel' buttons for the message input field. A message input field with placeholder 'Type a message...' and a 'Send' button is at the bottom. A 'Back' button is at the very bottom.</p>  <p>This screenshot shows a similar chat room interface. The header 'Discuss anything here..' is present. The main area is titled 'Chat Room'. It shows a message from 'student2' (testing A) at 2025-03-20 11:06:12.674000. Below it is a message from 'teacher1' (hello, student1! New message) at 2025-03-20 14:18:56.262000. There are 'Send' and 'Cancel' buttons for the message input field. A message input field with placeholder 'Type a message...' and a 'Send' button is at the bottom. A 'Back' button is at the very bottom.</p>
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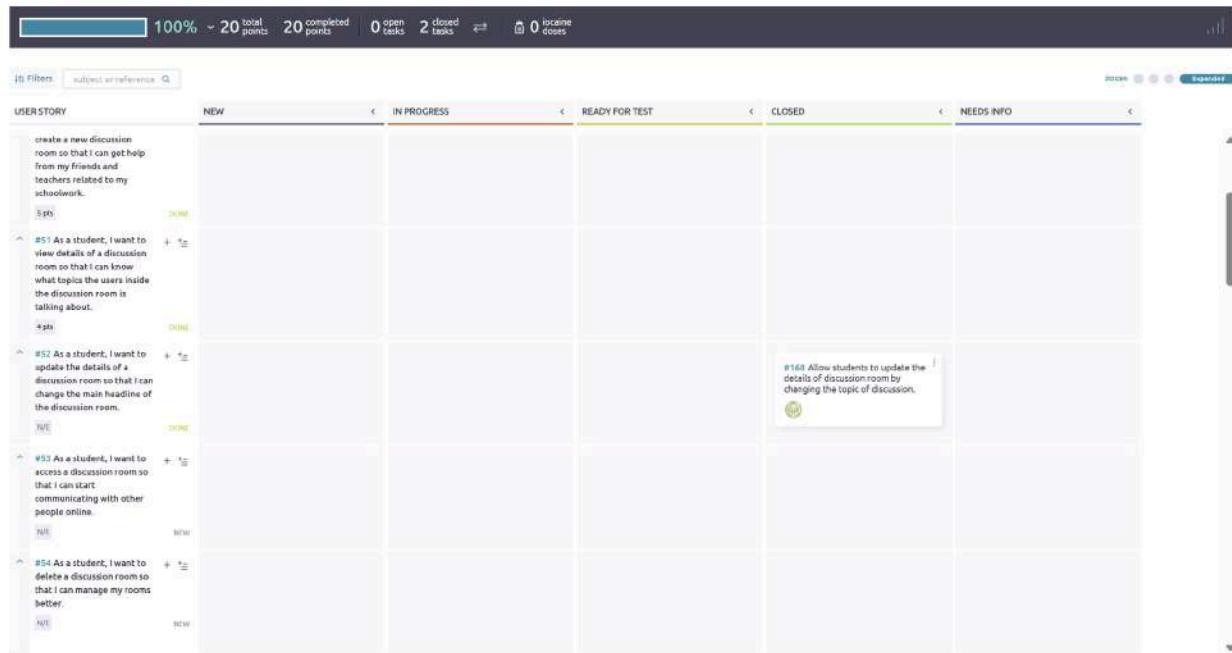
Test Case ID	TESTTEACH-44
Test Scenario	Allow teachers to delete a message inside the discussion room
Test Procedure	<ol style="list-style-type: none"> 6. The teacher enters the forum platform. 7. The teacher enters a discussion room by clicking “access” button. 8. The teacher clicks “edit” button to a message that he/she has sent. 9. The teacher types in the new message. 10. The message is successfully edited.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in to the platform 2. The teacher must be inside the forum platform. 3. There must exist at least one discussion room in the forum platform. 4. The teacher must have at least sent one message.
Expected Results	The teacher can delete a message from the discussion room.
Actual Results	Pass
Created by	Ebdert
Verified by	Zhihao,Gary
Screenshots	 

Test Case ID	TESTTEACH-46
Test Scenario	As a teacher, I want to access the forum so that I can see what discussion rooms are there.
Test Procedure	<ol style="list-style-type: none"> 1. Teacher click on Forum 2. Discussion Room details appear 3. The teacher now can choose what discussion room to access.
Prerequisites	<ol style="list-style-type: none"> 1. The teacher must be logged in with valid credentials 2. The teacher must be part of a classroom
Expected Results	The teacher is able to access the forum and view the discussion rooms
Actual Results	Pass
Created by	Edbert
Verified by	Zhihao, Gary
Screenshots	<p><u>View Classroom button</u></p>  <p><u>View Forum Button</u></p>  <p><u>The Forum</u></p> 

Taiga Screenshots

17th March 2025

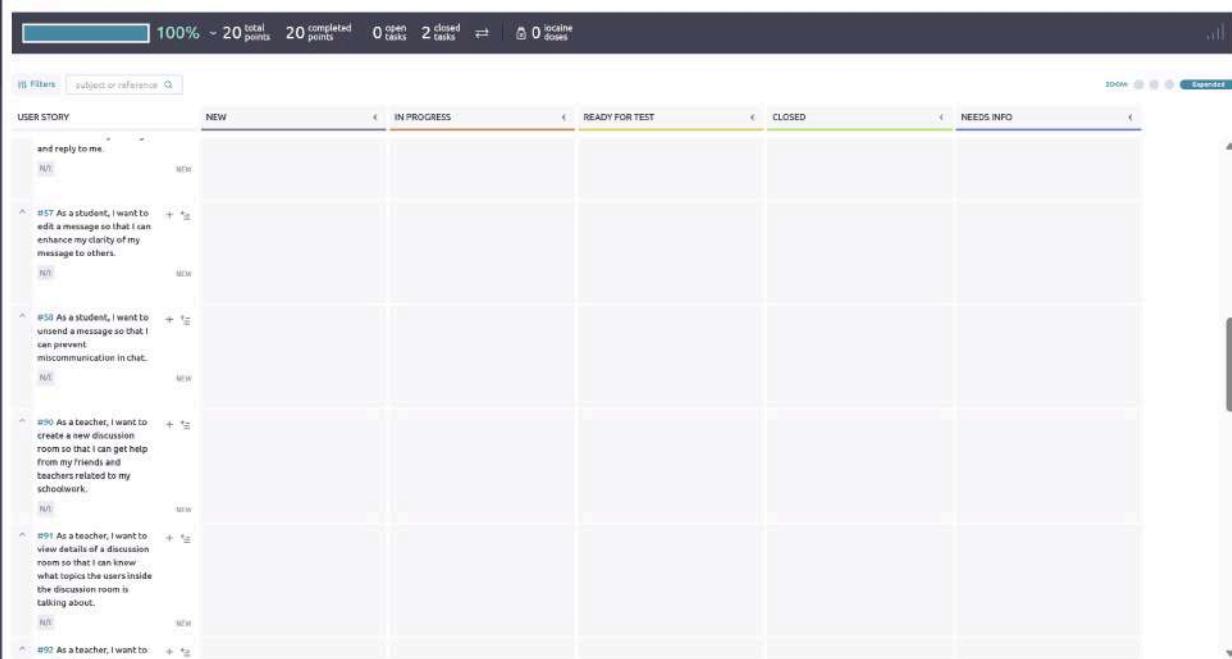
Sprint 4 FYP-25-S1-09 14 Mar 2025 to 20 Mar 2025



This Taiga screenshot displays the sprint backlog for Sprint 4 FYP-25-S1-09, running from 14 Mar 2025 to 20 Mar 2025. The board has six columns: NEW, IN PROGRESS, READY FOR TEST, CLOSED, and NEEDS INFO.

- NEW:**
 - #50 Create a new discussion room so that I can get help from my friends and teachers related to my schoolwork. Status: NOW
 - #51 As a student, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about. Status: NOW
 - #52 As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room. Status: NOW
 - #53 As a student, I want to access a discussion room so that I can start communicating with other people online. Status: NOW
 - #54 As a student, I want to delete a discussion room so that I can manage my rooms better. Status: NOW
- IN PROGRESS:**
 - #55 As a student, I want to edit a message so that I can enhance my clarity of my message to others. Status: NOW
 - #56 As a student, I want to unsend a message so that I can prevent miscommunication in chat. Status: NOW
 - #57 As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork. Status: NOW
 - #58 As a teacher, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about. Status: NOW
 - #59 As a teacher, I want to
- READY FOR TEST:**
 - #56
- CLOSED:**
 - #50
 - #51
 - #52
 - #53
 - #54
 - #55
 - #56
 - #57
 - #58
 - #59
- NEEDS INFO:**
 - #50: Allow students to update the details of discussion room by changing the topic of discussion.

Sprint 4 FYP-25-S1-09 14 Mar 2025 to 20 Mar 2025



This Taiga screenshot displays the sprint backlog for Sprint 4 FYP-25-S1-09, running from 14 Mar 2025 to 20 Mar 2025. The board has six columns: NEW, IN PROGRESS, READY FOR TEST, CLOSED, and NEEDS INFO.

- NEW:**
 - #50 Create a new discussion room so that I can get help from my friends and teachers related to my schoolwork. Status: NOW
 - #51 As a student, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about. Status: NOW
 - #52 As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room. Status: NOW
 - #53 As a student, I want to access a discussion room so that I can start communicating with other people online. Status: NOW
 - #54 As a student, I want to delete a discussion room so that I can manage my rooms better. Status: NOW
- IN PROGRESS:**
 - #55 As a student, I want to edit a message so that I can enhance my clarity of my message to others. Status: NOW
 - #56 As a student, I want to unsend a message so that I can prevent miscommunication in chat. Status: NOW
 - #57 As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork. Status: NOW
 - #58 As a teacher, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about. Status: NOW
 - #59 As a teacher, I want to
- READY FOR TEST:**
 - #56
- CLOSED:**
 - #50
 - #51
 - #52
 - #53
 - #54
 - #55
 - #56
 - #57
 - #58
 - #59
- NEEDS INFO:**
 - #50: Allow students to update the details of discussion room by changing the topic of discussion.



20th March 2025 (End of sprint)

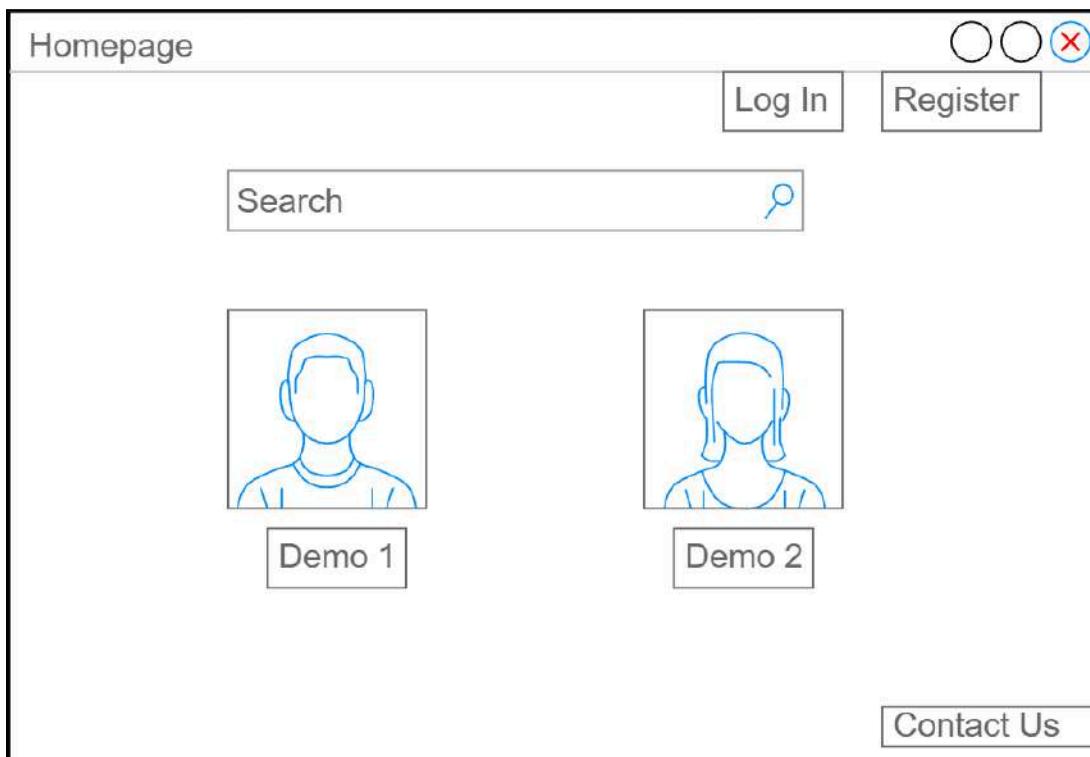
Sprint 4 FYP-25-S1-09 14 Mar 2025 to 20 Mar 2025

User Story	New	In Progress	Ready for Test	Closed	Needs Info
#50 As a student, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	5pm <small>Done</small>				
#51 As a student, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about.	4pm <small>Done</small>				
#52 As a student, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	11am <small>Done</small>				#168 Allow students to update the details of discussion room by changing the topic of discussion. <small>Done</small>
#53 As a student, I want to access a discussion room so that I can start communicating with other people online.	11am <small>Done</small>				
#54 As a student, I want to delete a discussion room so that I can manage my rooms better.	11am <small>Done</small>				

Sprint 4 FYP-25-S1-09 14 Mar 2025 to 20 Mar 2025

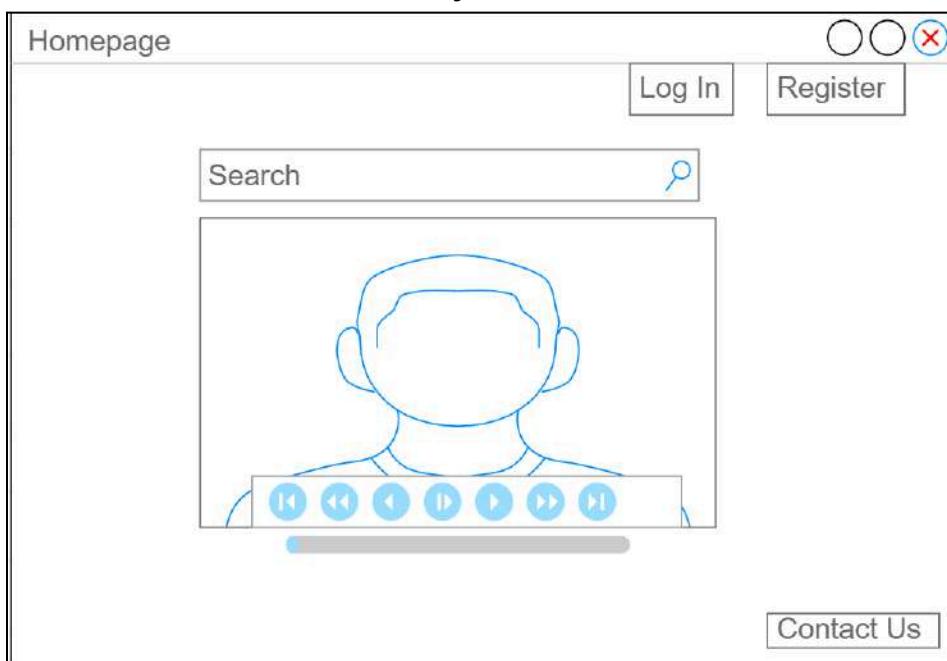
User Story	New	In Progress	Ready for Test	Closed	Needs Info
#55 As a student, I want to edit a message so that I can enhance my clarity of my message to others.	11am <small>Done</small>				
#56 As a student, I want to resend a message so that I can prevent miscommunication in chat.	11am <small>Done</small>				
#57 As a teacher, I want to create a new discussion room so that I can get help from my friends and teachers related to my schoolwork.	11am <small>Done</small>				
#58 As a teacher, I want to view details of a discussion room so that I can know what topics the users inside the discussion room is talking about.	11am <small>Done</small>				
#59 As a teacher, I want to update the details of a discussion room so that I can change the main headline of the discussion room.	11am <small>Done</small>				#169 Allow users update the topic and description of discussion room. <small>Done</small>

Wireframes



Homepage

Guest Play Demo Video



Create new account as admin

Window Title

Admin

Create new account

Please register with your institute email address

Username

Password

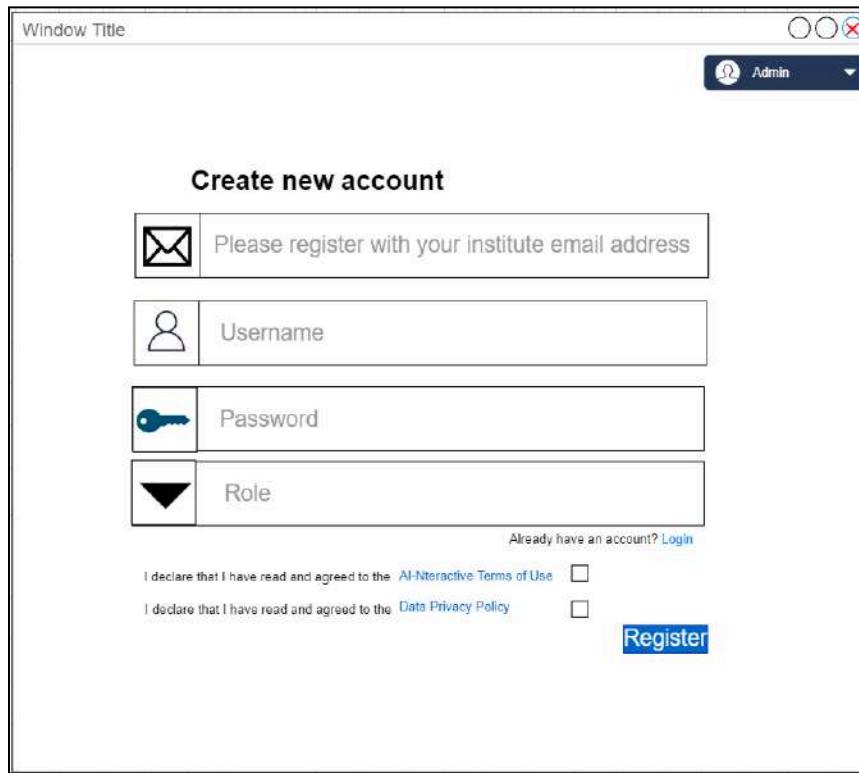
Role

Already have an account? [Login](#)

I declare that I have read and agreed to the [AI-Interactive Terms of Use](#)

I declare that I have read and agreed to the [Data Privacy Policy](#)

Register



Log In

Homepage 

Login

Username

Password

Login As 

[Forgot Password?](#)

Log In with Different Role

Homepage

Login

Username

Password

Login As

Log Out Teacher

Homepage

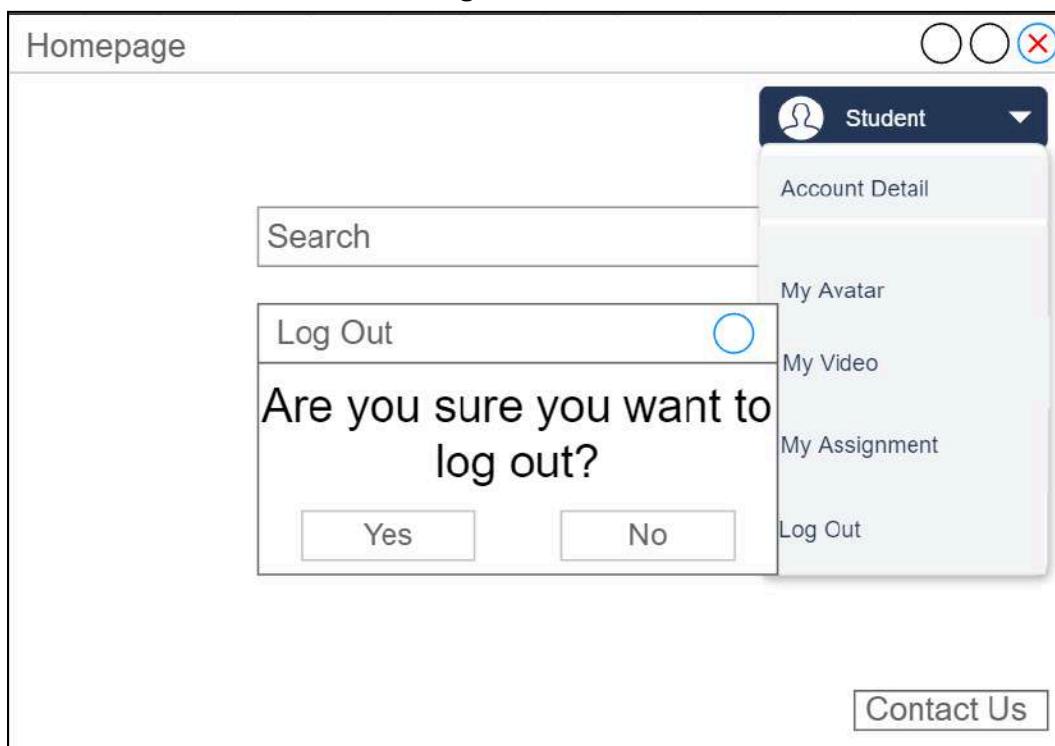
Search

Are you sure you want to log out?

- Account Detail
- My Avatar
- My Video
- Assignments
- Create Student Account
- Log Out

Log Out Student

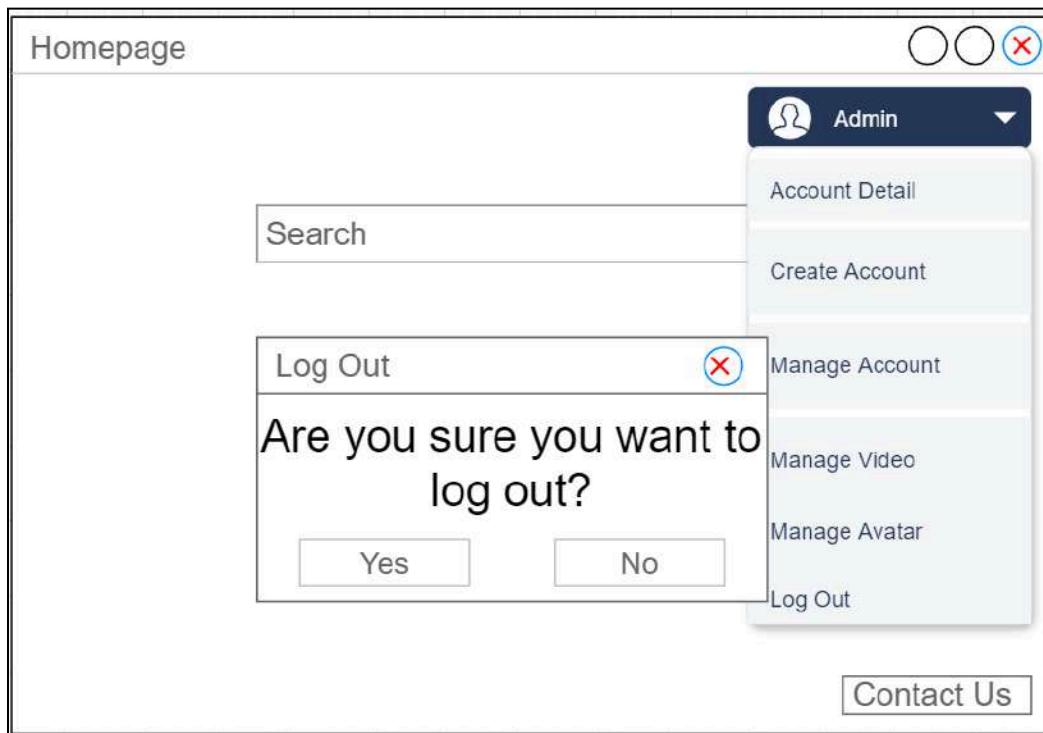
Homepage



A screenshot of a web application interface. At the top left is the 'SIM Global Education' logo. At the top right is the 'UOW AUSTRALIA' logo. Below the logos is a header bar with three circular icons (two white, one red with a minus sign) and the text 'Log Out Student'. A dropdown menu is open, showing 'Student' and several options: 'Account Detail', 'My Avatar', 'My Video', 'My Assignment', and 'Log Out'. In the center of the page is a search bar with the placeholder 'Search'. Below the search bar is a 'Log Out' button with a blue outline. A modal window is displayed over the page, containing the text 'Are you sure you want to log out?' and two buttons: 'Yes' and 'No'. At the bottom right of the page is a 'Contact Us' button.

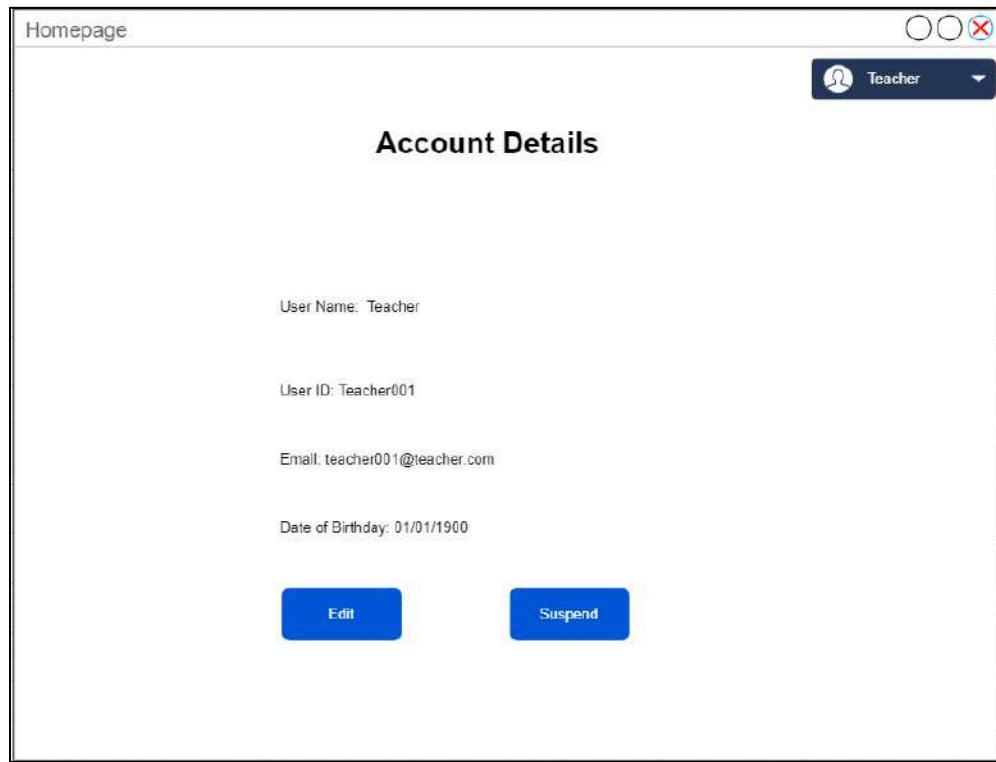
Log Out Admin

Homepage



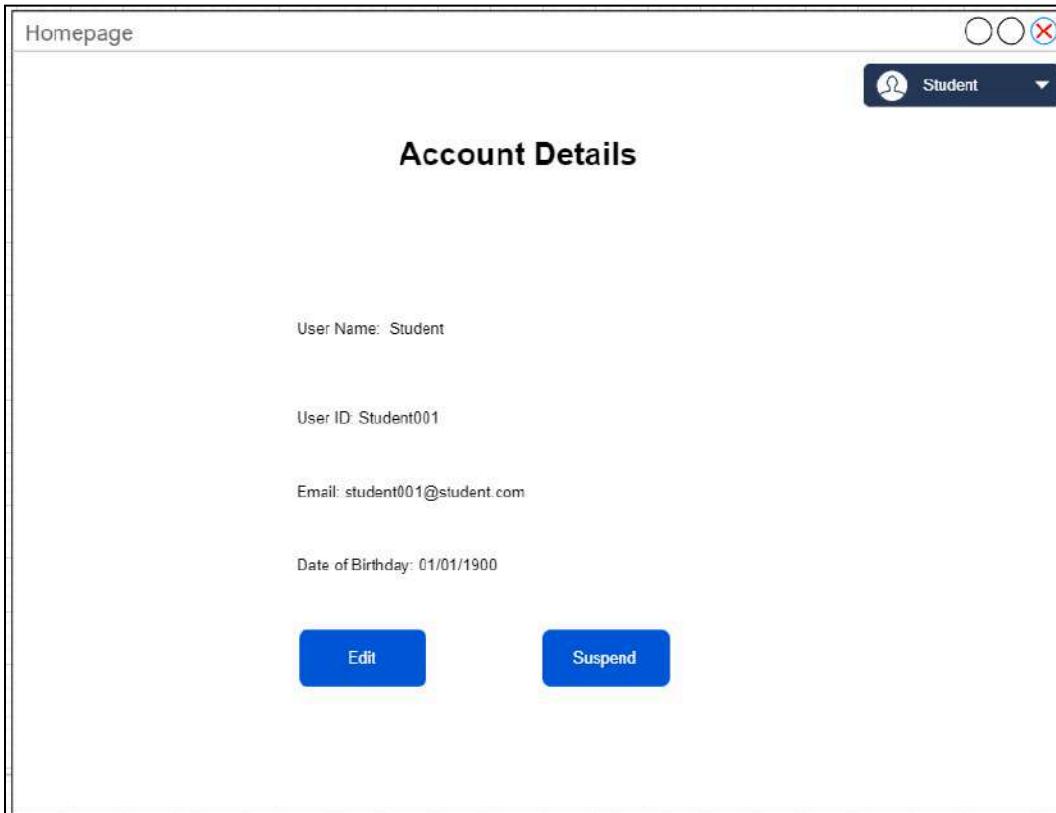
A screenshot of a web application interface, similar to the student version but with different account details. At the top left is the 'SIM Global Education' logo. At the top right is the 'UOW AUSTRALIA' logo. Below the logos is a header bar with three circular icons (two white, one red with a minus sign) and the text 'Log Out Admin'. A dropdown menu is open, showing 'Admin' and several options: 'Account Detail', 'Create Account', 'Manage Account', 'Manage Video', 'Manage Avatar', and 'Log Out'. In the center of the page is a search bar with the placeholder 'Search'. Below the search bar is a 'Log Out' button with a red outline. A modal window is displayed over the page, containing the text 'Are you sure you want to log out?' and two buttons: 'Yes' and 'No'. At the bottom right of the page is a 'Contact Us' button.

View Account Details- Teacher



The screenshot shows a web browser window titled "Homepage". In the top right corner, there is a user profile icon labeled "Teacher". The main content area is titled "Account Details". Below the title, the following information is displayed:
User Name: Teacher
User ID: Teacher001
Email: teacher001@teacher.com
Date of Birth: 01/01/1900
At the bottom of the screen, there are two blue buttons: "Edit" and "Suspend".

View Account Details- Student



The screenshot shows a web browser window titled "Homepage". In the top right corner, there is a user profile icon labeled "Student". The main content area is titled "Account Details". Below the title, the following information is displayed:
User Name: Student
User ID: Student001
Email: student001@student.com
Date of Birth: 01/01/1900
At the bottom of the screen, there are two blue buttons: "Edit" and "Suspend".

Admin

Homepage

User Name: Admin

User ID: adm001

Email: admin001@admin.com

Date of Birthay: 01/01/1900

Edit

Suspend Account - Teacher

Homepage

Account Details

Dialog Title

Are You Sure You Want To Suspend This Account?

Date of Birthday: 01/01/1900

Edit **Suspend**

Search Account

Homepage

User Logged In

user account admin ...

Search Result



Admin.. Admin.. Admin.. Admin..

Contact Us

Update Account Details

Homepage

User

Edit Account Details

User Name: Admin

New Username:

Email: admin001@admin.com

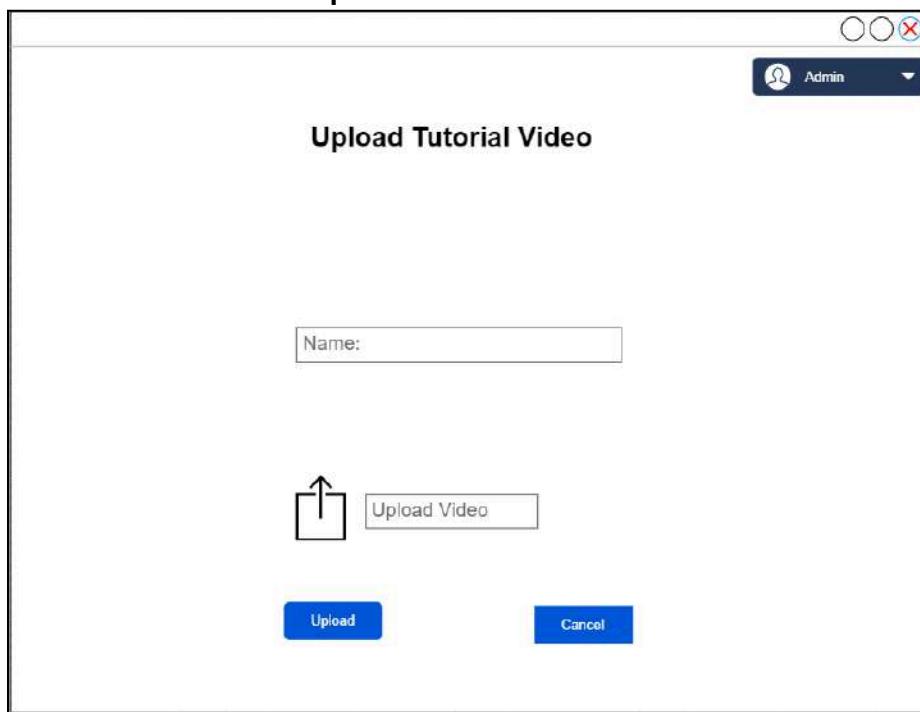
New Email:

Date of Birthday: 01/01/1900

<	October 2014	>				
Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4
5	6	7	8	9	10	11

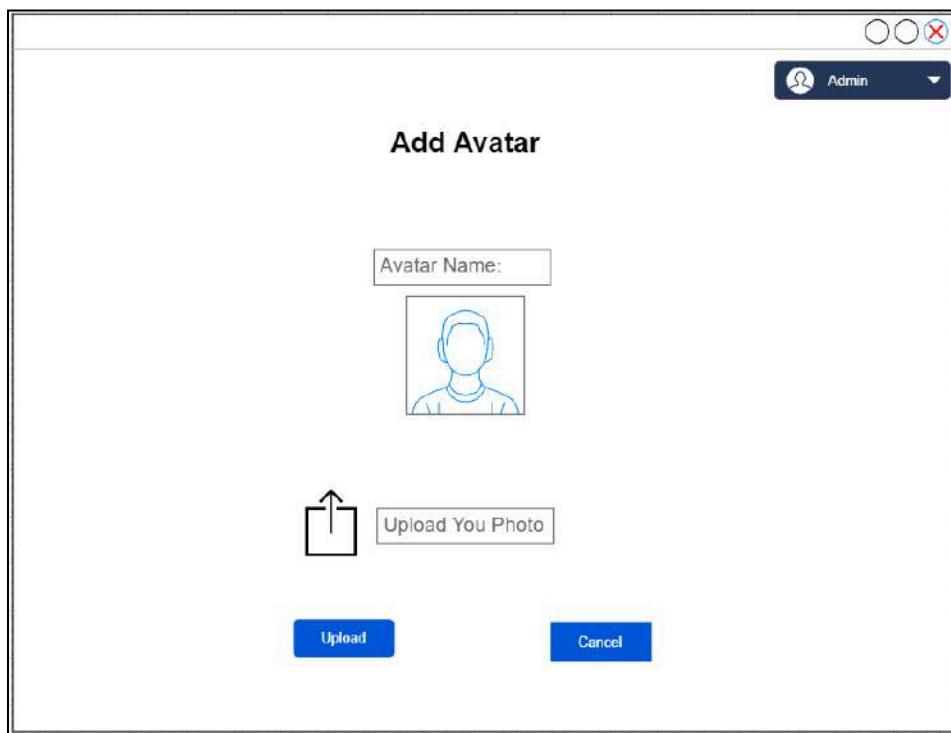
Save

Upload Tutorial Videos

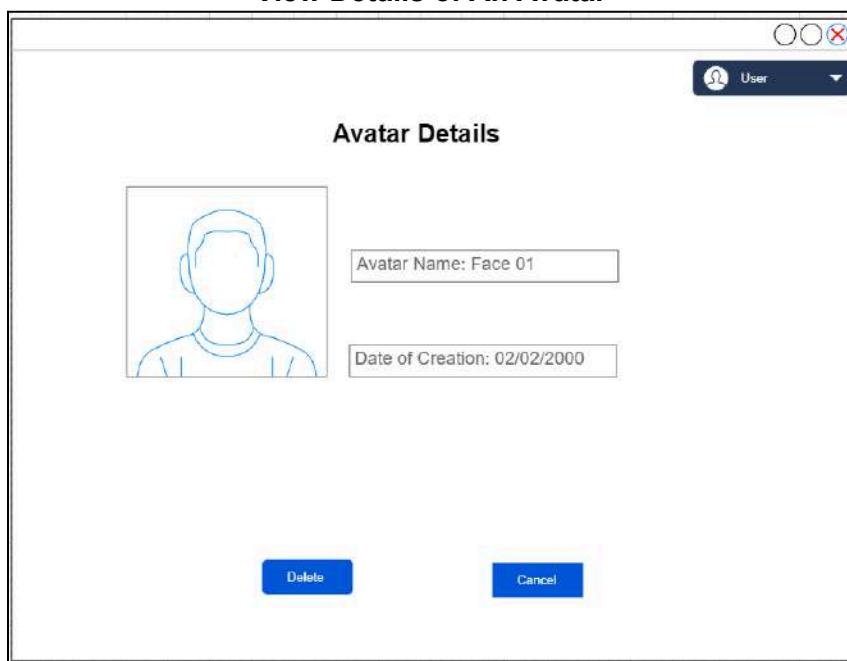


The screenshot shows a web-based application window titled "Upload Tutorial Video". At the top right is a user profile icon labeled "Admin". Below the title is a text input field labeled "Name:". Underneath is a file upload area with an upward arrow icon and a button labeled "Upload Video". At the bottom are two buttons: "Upload" and "Cancel".

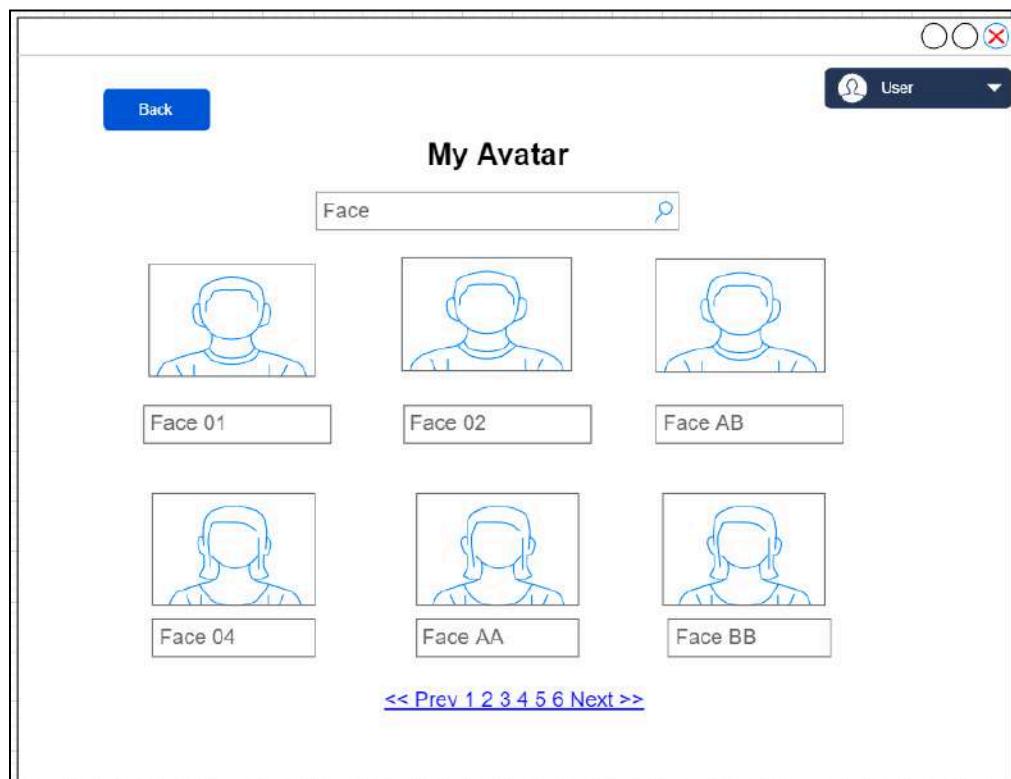
Create Avatar



The screenshot shows a web-based application window titled "Add Avatar". At the top right is a user profile icon labeled "Admin". Below the title is a text input field labeled "Avatar Name:" with a placeholder icon of a person's head. Underneath is a preview thumbnail showing a blue line-art style portrait of a person. Below the thumbnail is a file upload area with an upward arrow icon and a button labeled "Upload You Photo". At the bottom are two buttons: "Upload" and "Cancel".

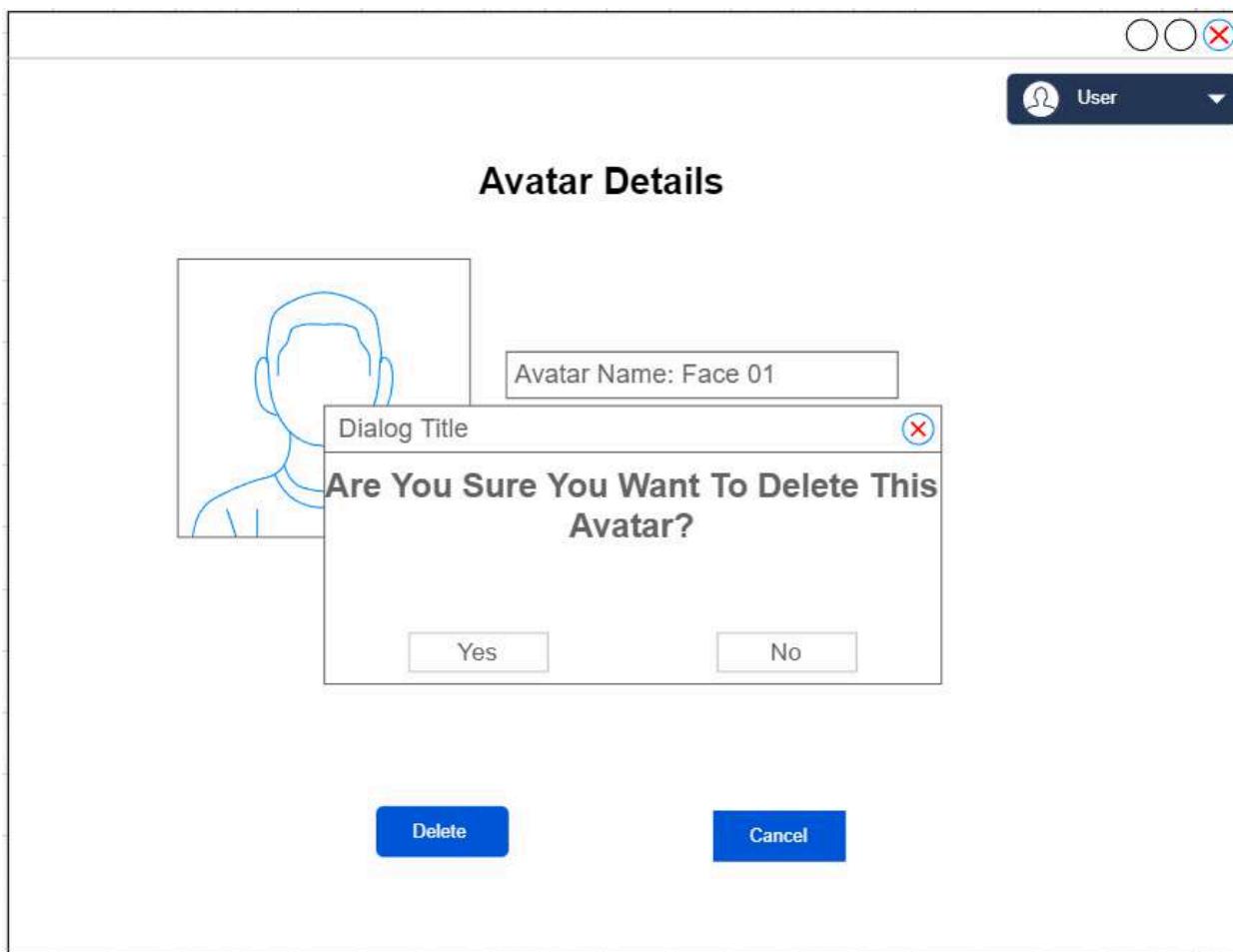
View Details of An Avatar

The window title is "View Details of An Avatar". At the top right is a user icon labeled "User". Below the title is a section titled "Avatar Details" containing a placeholder image of a person's head and shoulders, an input field for "Avatar Name: Face 01", and another for "Date of Creation: 02/02/2000". At the bottom are "Delete" and "Cancel" buttons.

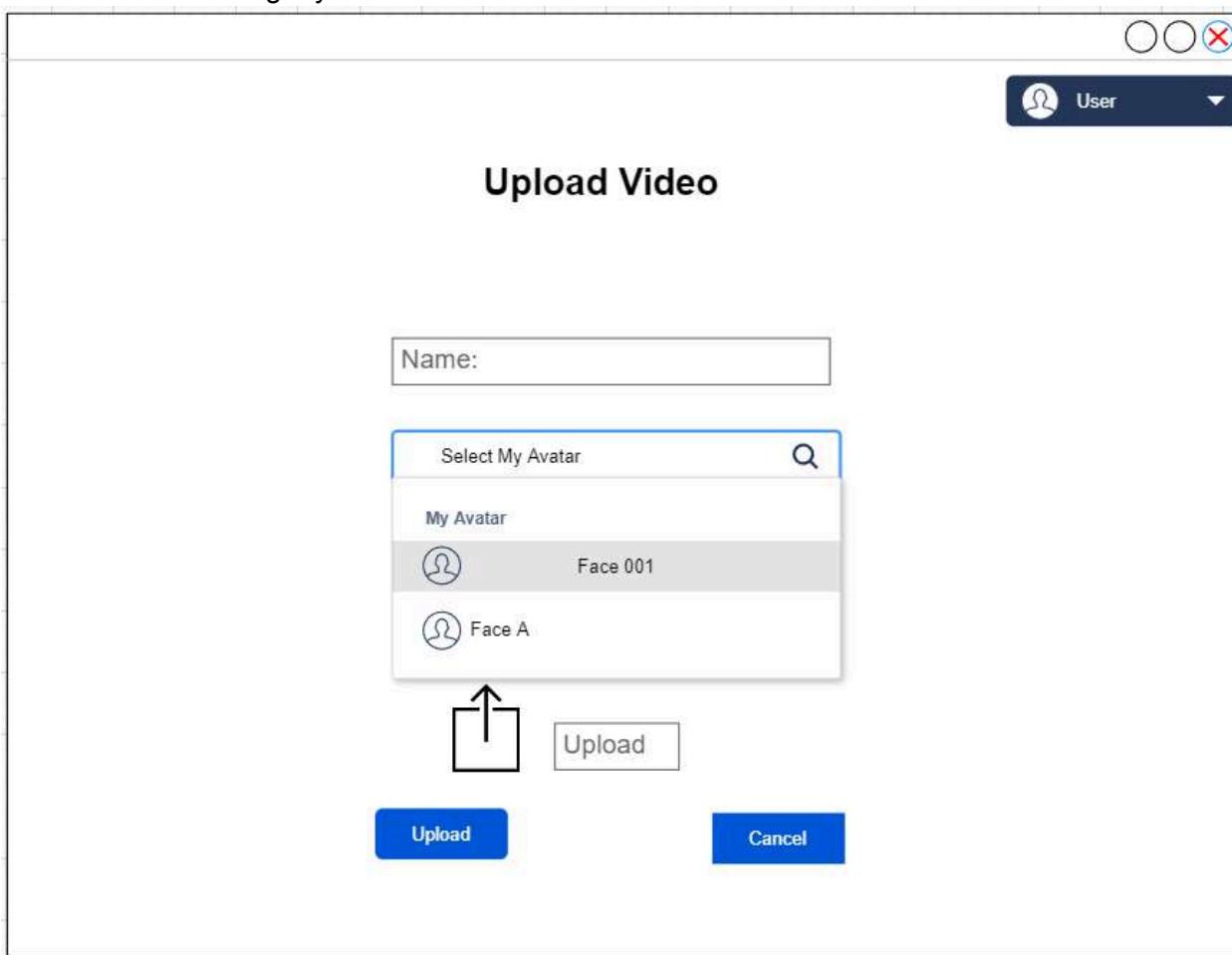
Search For An Avatar

The window title is "Search For An Avatar". It has a "Back" button at the top left and a user icon at the top right. The main area is titled "My Avatar" and features a search bar with the placeholder "Face" and a magnifying glass icon. Below the search bar are two rows of three placeholder avatars each. Each placeholder includes a name below it: "Face 01", "Face 02", "Face AB" in the top row, and "Face 04", "Face AA", "Face BB" in the bottom row. At the bottom is a navigation link "[<< Prev 1 2 3 4 5 6 Next >>](#)".

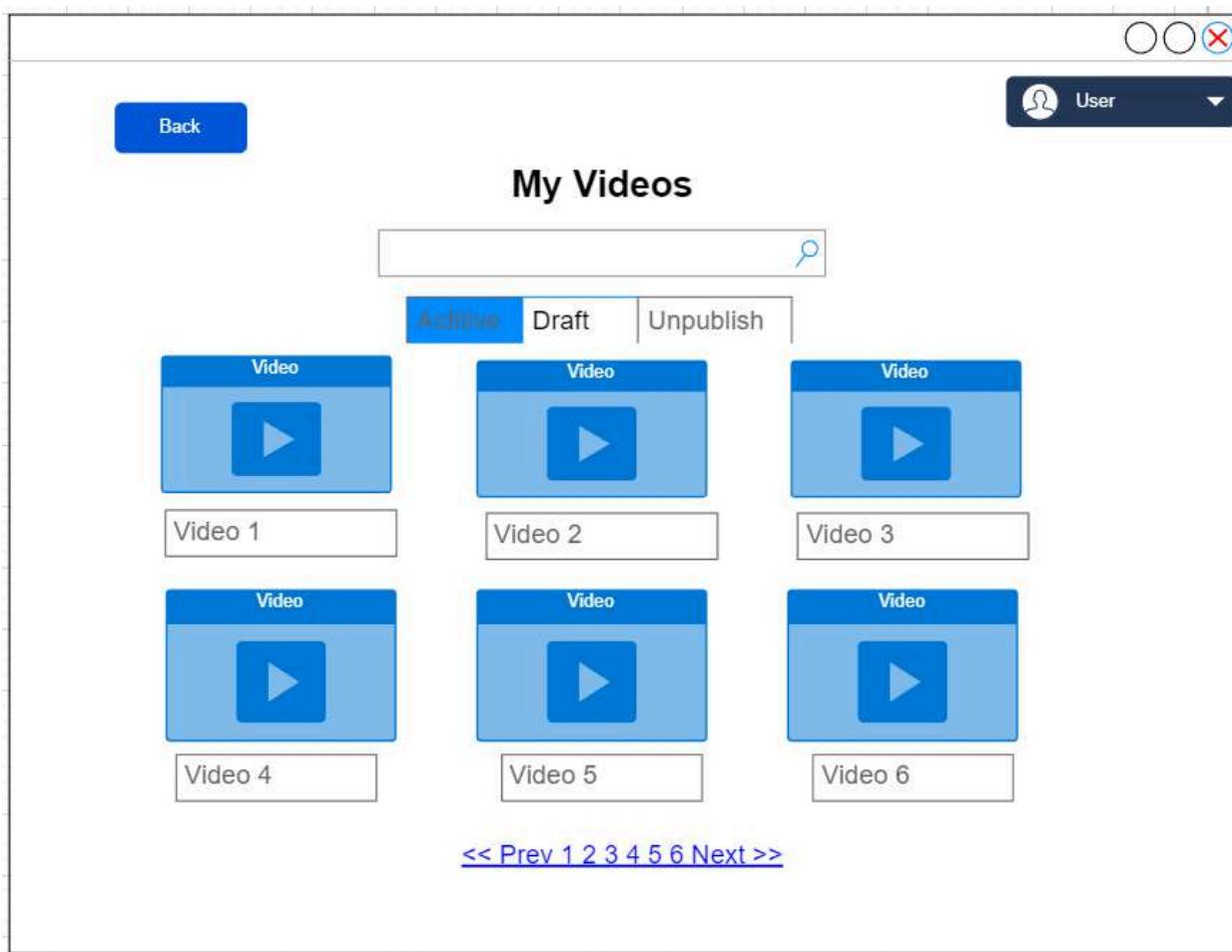
Delete Avatars



Create a Video Using My Avatar

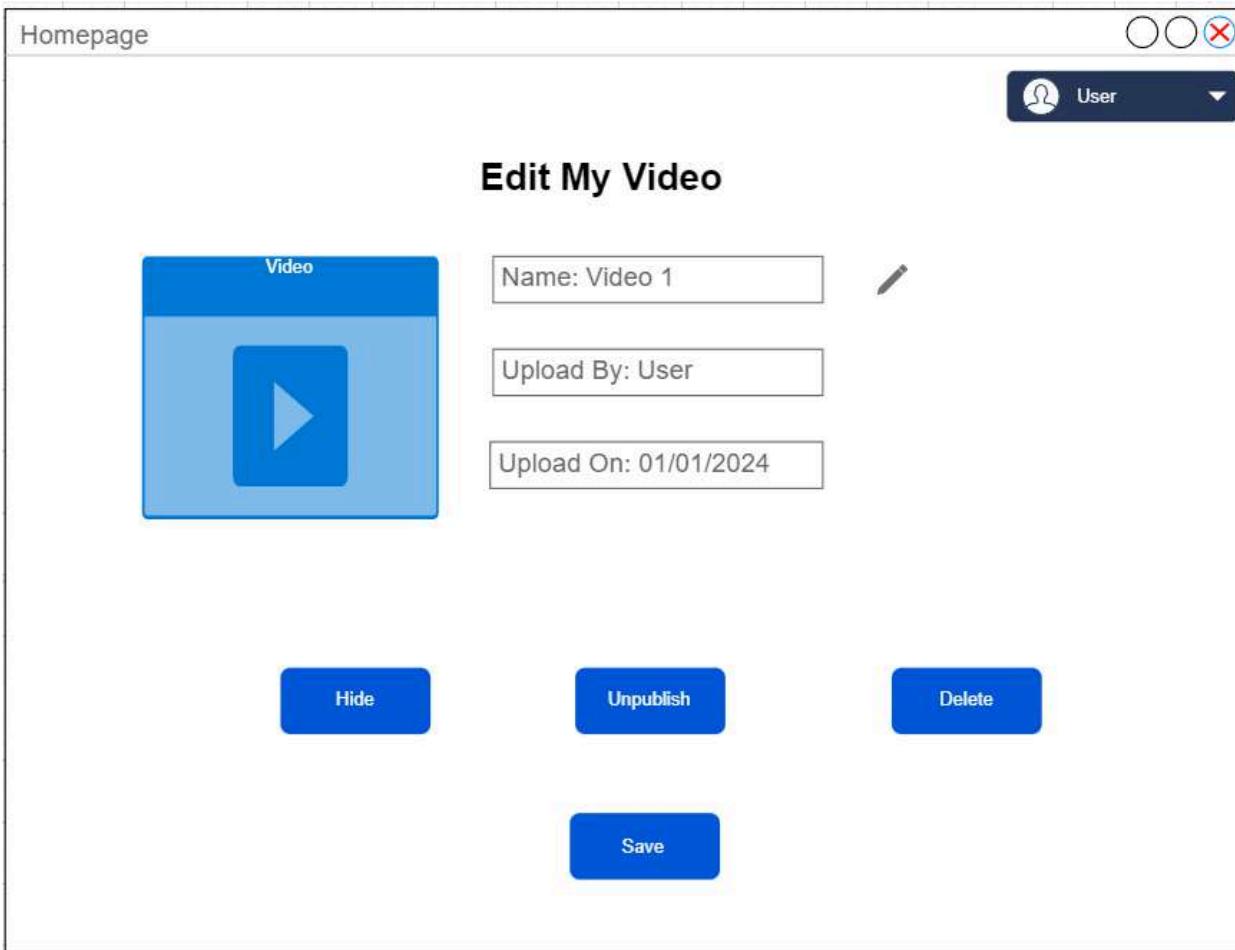


View My Videos



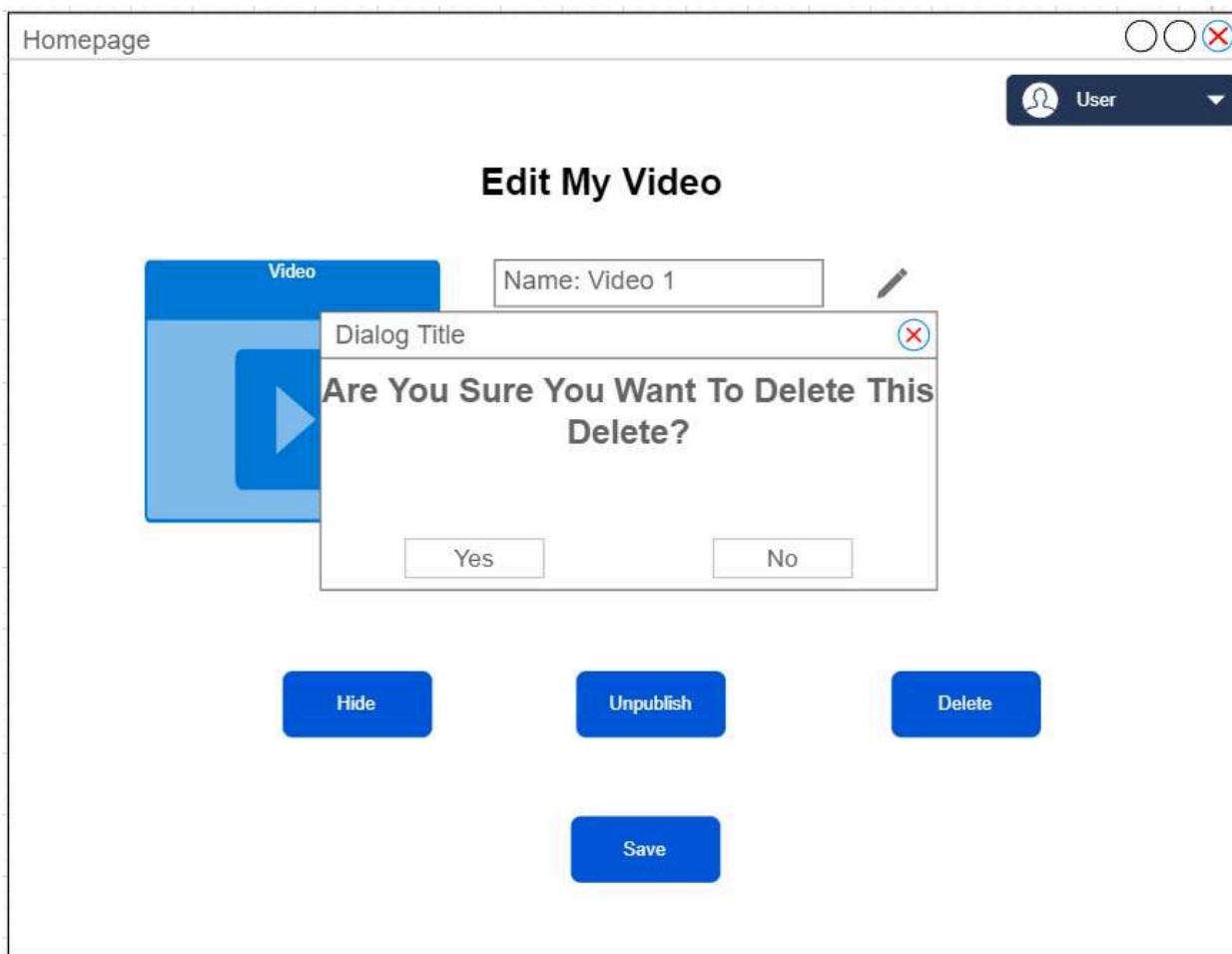
The screenshot shows a user interface for managing videos. At the top right is a user profile icon with the word "User". To the left of the profile are three circular icons: a blue one with a minus sign, a grey one with a plus sign, and a red one with a cross. Below the profile is a "Back" button. The main title "My Videos" is centered above a search bar with a magnifying glass icon. Below the search bar are three buttons: "Addition" (blue), "Draft" (grey), and "Unpublish" (grey). The main content area displays six video thumbnails arranged in two rows of three. Each thumbnail is a blue rectangle with a white play button icon in the center. Below each play button is a white rectangular label with the video number: "Video 1", "Video 2", "Video 3" in the top row, and "Video 4", "Video 5", "Video 6" in the bottom row. At the bottom of the page is a navigation bar with the text "[<< Prev](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [Next >>](#)".

Edit My Video

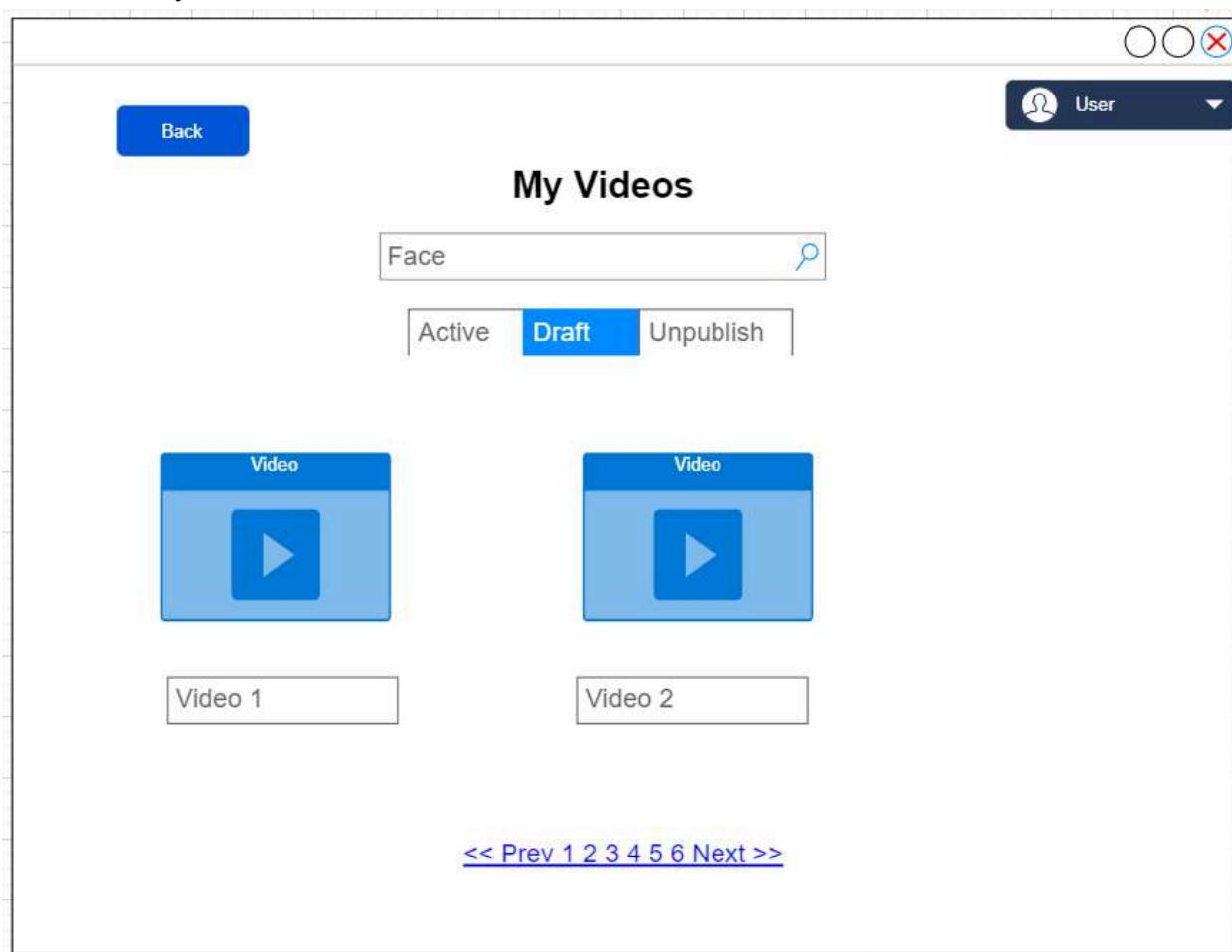


The screenshot shows a user interface for editing a video. At the top left is a 'Homepage' button and three circular icons (two white, one red with a cross). On the right is a user profile icon labeled 'User' with a dropdown arrow. The main title 'Edit My Video' is centered above a video thumbnail. To the right of the thumbnail are three input fields: 'Name: Video 1' with a pencil edit icon, 'Upload By: User', and 'Upload On: 01/01/2024'. Below these are four blue buttons: 'Hide', 'Unpublish', 'Delete', and 'Save'.

Delete My Video

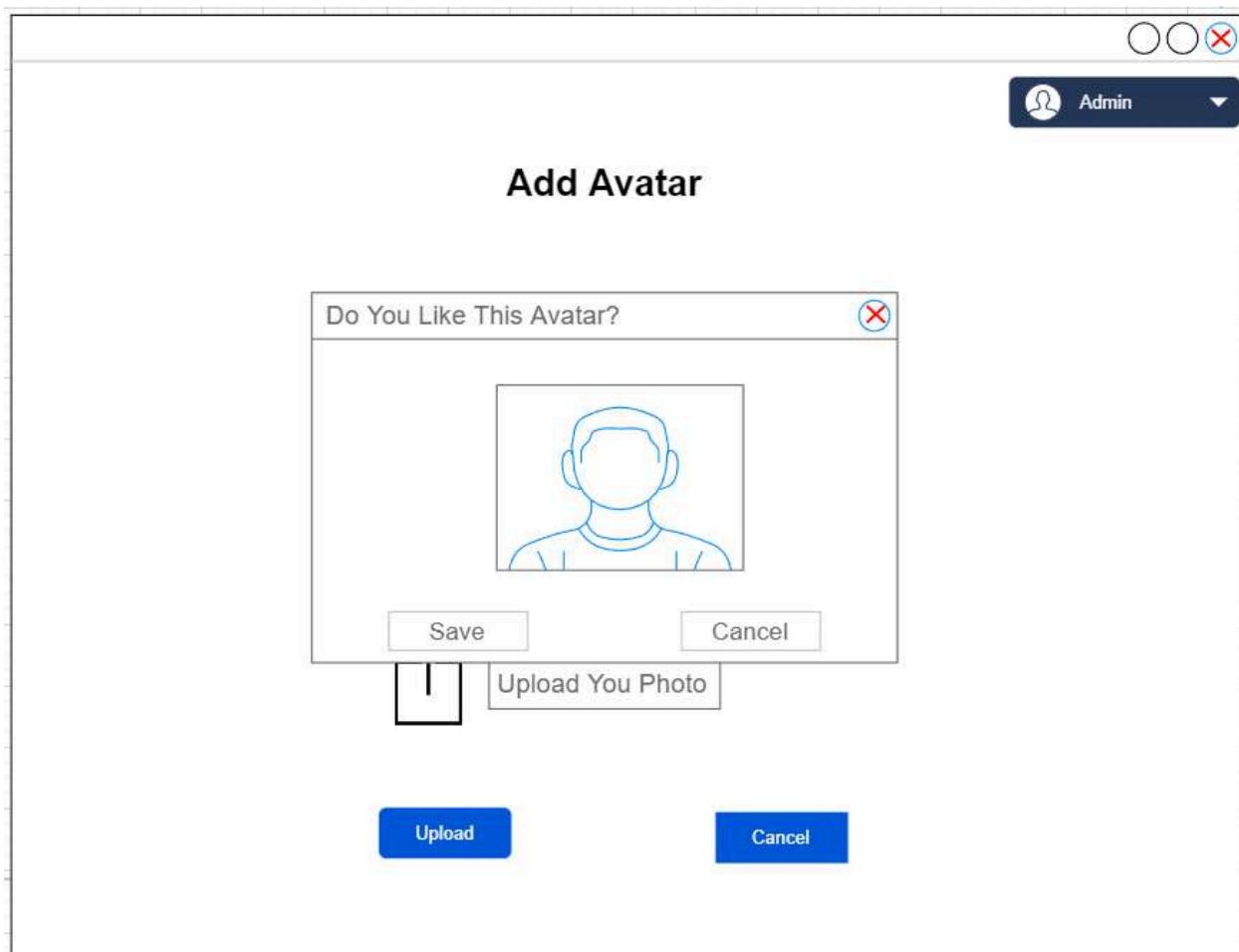


Search For My Draft Videos

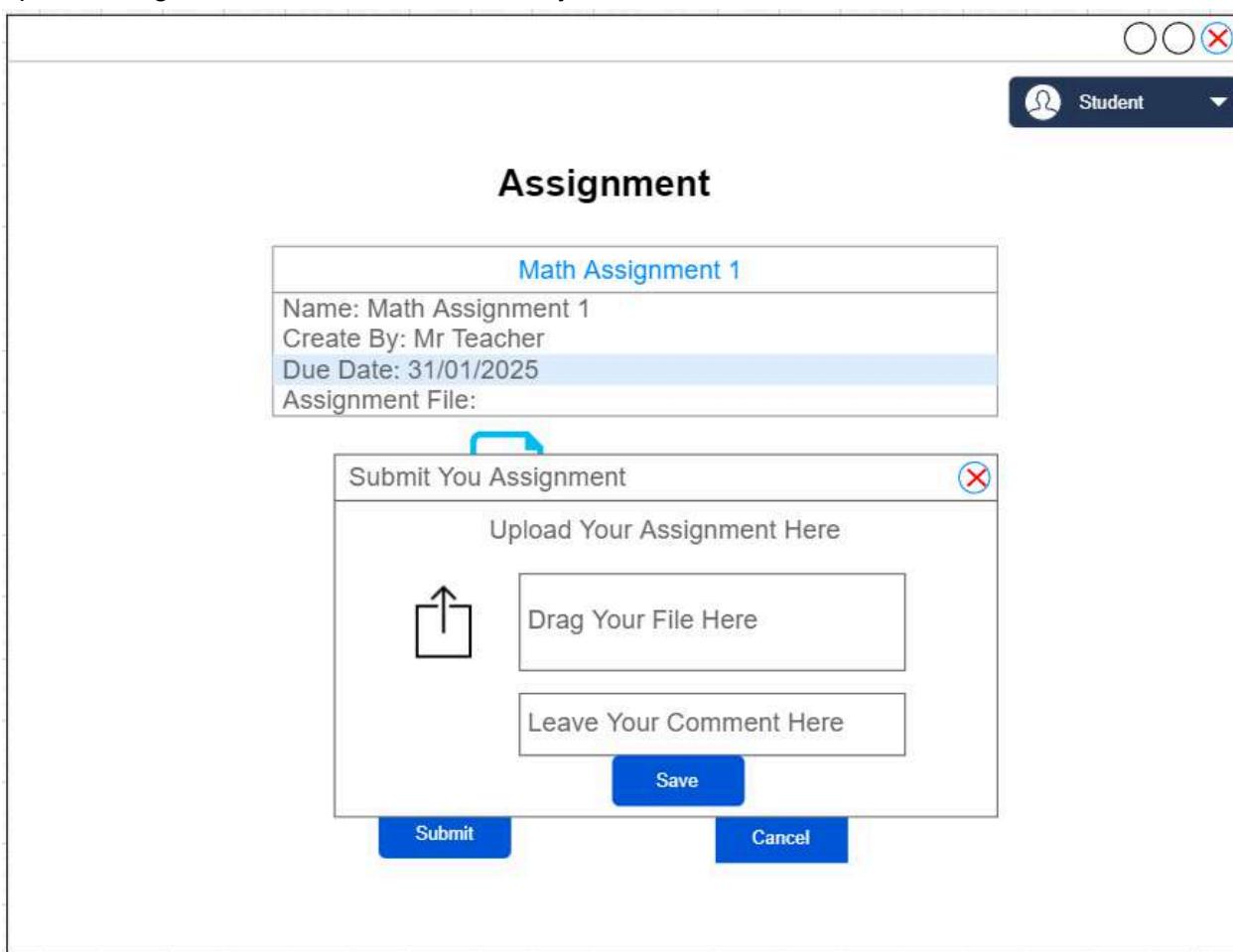


The screenshot shows a user interface for managing videos. At the top right, there is a user profile icon labeled "User". A search bar contains the text "Face". Below the search bar are three filter buttons: "Active", "Draft" (which is highlighted in blue), and "Unpublish". The main area displays two video thumbnails, each with a play button icon. Below each thumbnail is a label: "Video 1" and "Video 2". At the bottom of the page, there is a navigation bar with links: "<< Prev 1 2 3 4 5 6 Next >>".

Preview Avatar



Upload Assignment/Add Comments With My Submission



The screenshot shows a user interface for uploading an assignment or adding comments. At the top right, there is a dark blue header bar with a user icon, the word "Student", and a dropdown arrow. To the right of the header are three circular icons: a white circle with a black outline, a white circle with a blue outline, and a red circle with a white outline containing a red X.

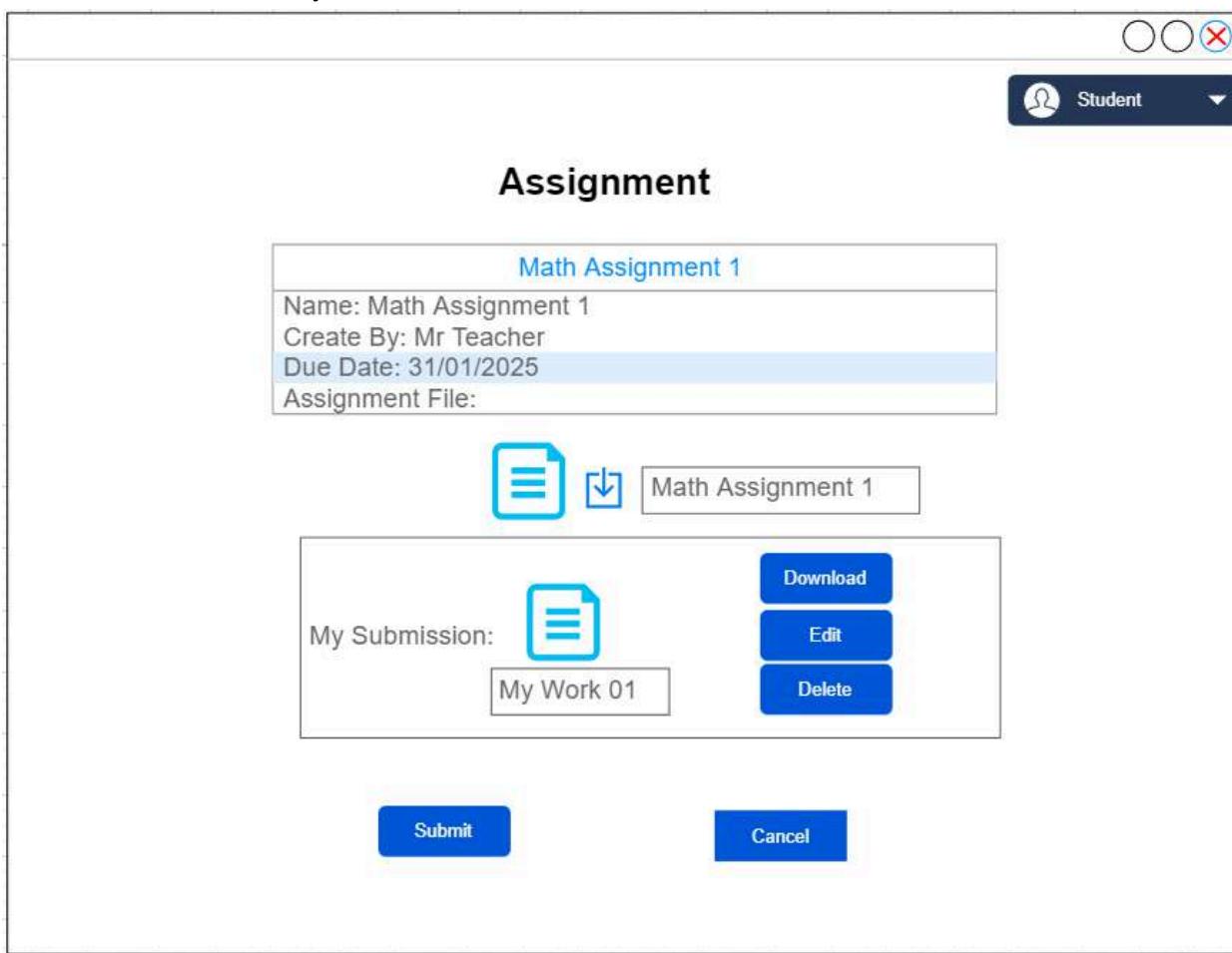
The main content area has a title "Assignment" centered at the top. Below it is a box labeled "Math Assignment 1" which contains the following information:

Name: Math Assignment 1
Create By: Mr Teacher
Due Date: 31/01/2025
Assignment File:

Below this is a modal window titled "Submit Your Assignment". It contains the following fields:

- "Upload Your Assignment Here": A section with an upward arrow icon and a placeholder "Drag Your File Here".
- "Leave Your Comment Here": A text input field.
- Buttons at the bottom: "Save" (blue), "Submit" (blue), and "Cancel" (blue).

Download,Edit,Delete My Submission



Assignment

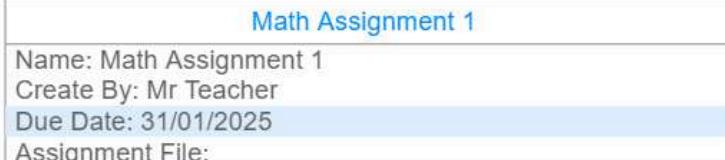
Math Assignment 1

Name: Math Assignment 1
Create By: Mr Teacher
Due Date: 31/01/2025
Assignment File:

My Submission:  My Work 01

Download
Edit
Delete

Submit **Cancel**



Math Assignment 1

Name: Math Assignment 1
Create By: Mr Teacher
Due Date: 31/01/2025
Assignment File:



Dialog Title X

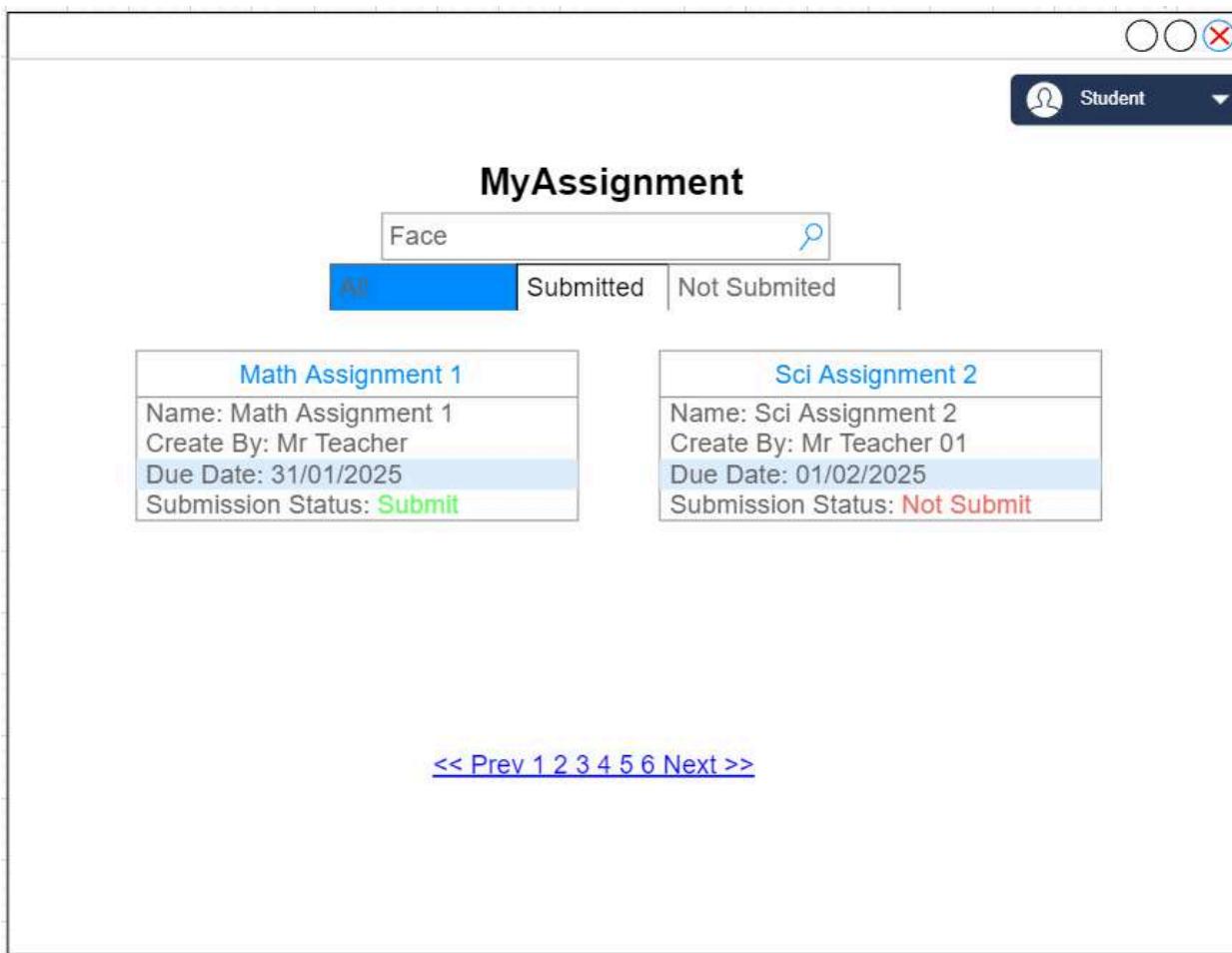
Are You Sure You Want To Delete This Submission?

Yes No

Cancel

Submit

View My Submission



The screenshot shows a user interface for managing assignments. At the top right, there is a navigation bar with three icons (circle, circle with dot, circle with cross) and a dropdown menu labeled "Student". Below the header, the title "MyAssignment" is centered. A search bar contains the placeholder "Face" and a magnifying glass icon. Below the search bar is a horizontal navigation bar with three buttons: "All" (highlighted in blue), "Submitted", and "Not Submitted".

Math Assignment 1

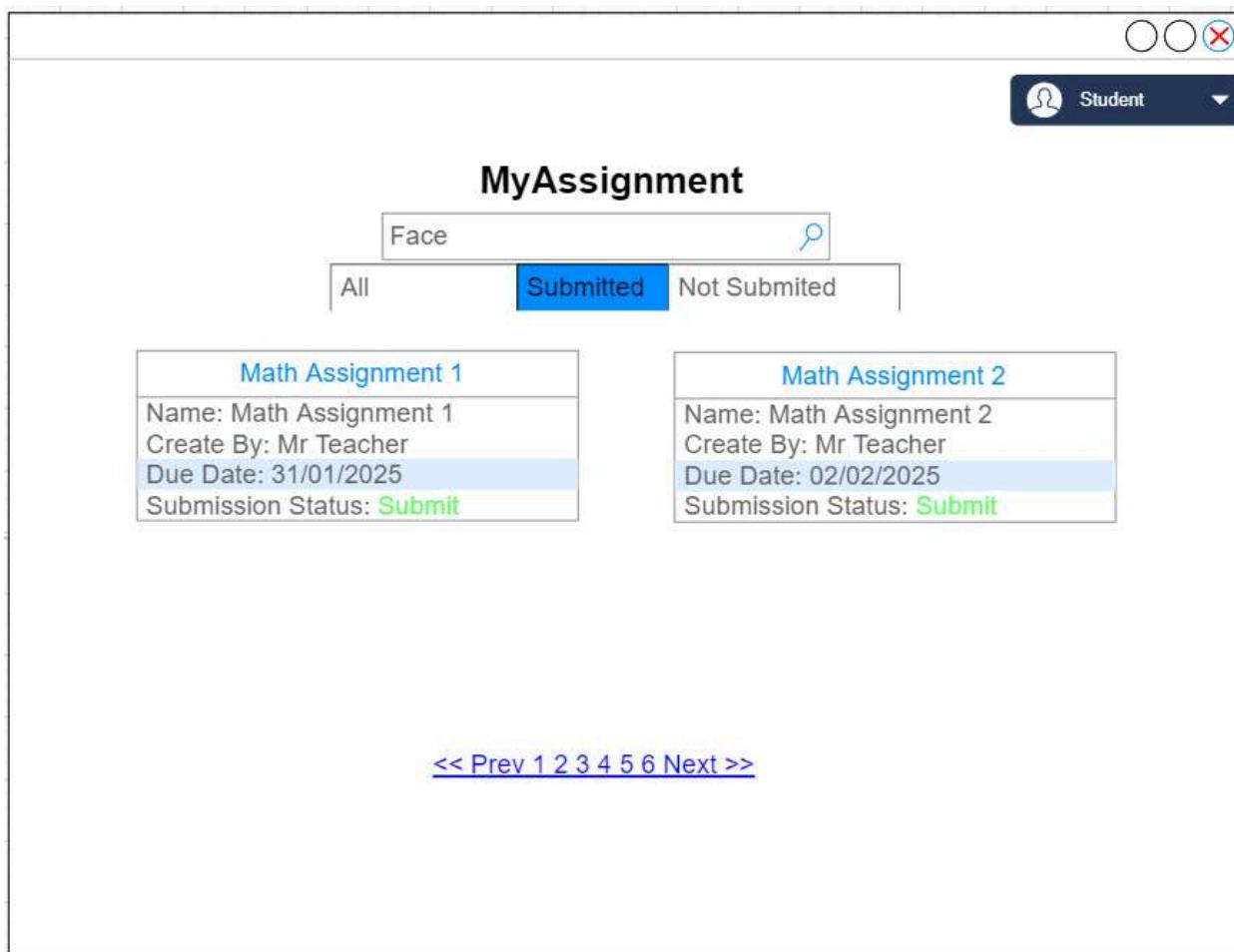
Name: Math Assignment 1
Create By: Mr Teacher
Due Date: 31/01/2025
Submission Status: Submit

Sci Assignment 2

Name: Sci Assignment 2
Create By: Mr Teacher 01
Due Date: 01/02/2025
Submission Status: Not Submit

[<< Prev](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [Next >>](#)

Submission Status



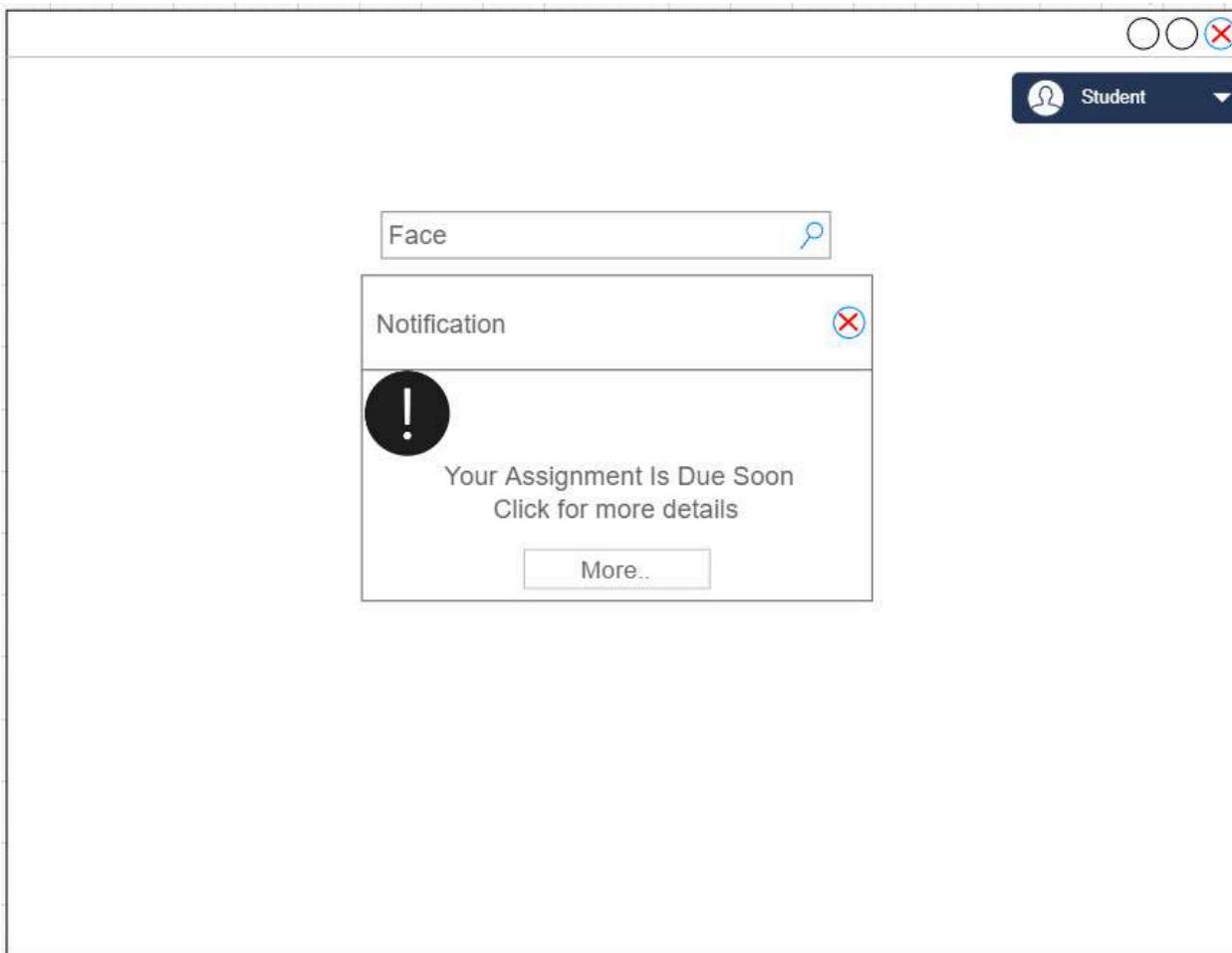
The screenshot shows a user interface for managing assignments. At the top right, there is a navigation bar with three icons (circle, circle with dot, and cross) and a dropdown menu set to "Student". Below the header, the title "MyAssignment" is centered. To the left of the title is a search bar with the placeholder "Face" and a magnifying glass icon. Below the search bar is a horizontal navigation bar with three buttons: "All", "Submitted" (which is highlighted in blue), and "Not Submitted".

Two assignment cards are displayed below the navigation bar:

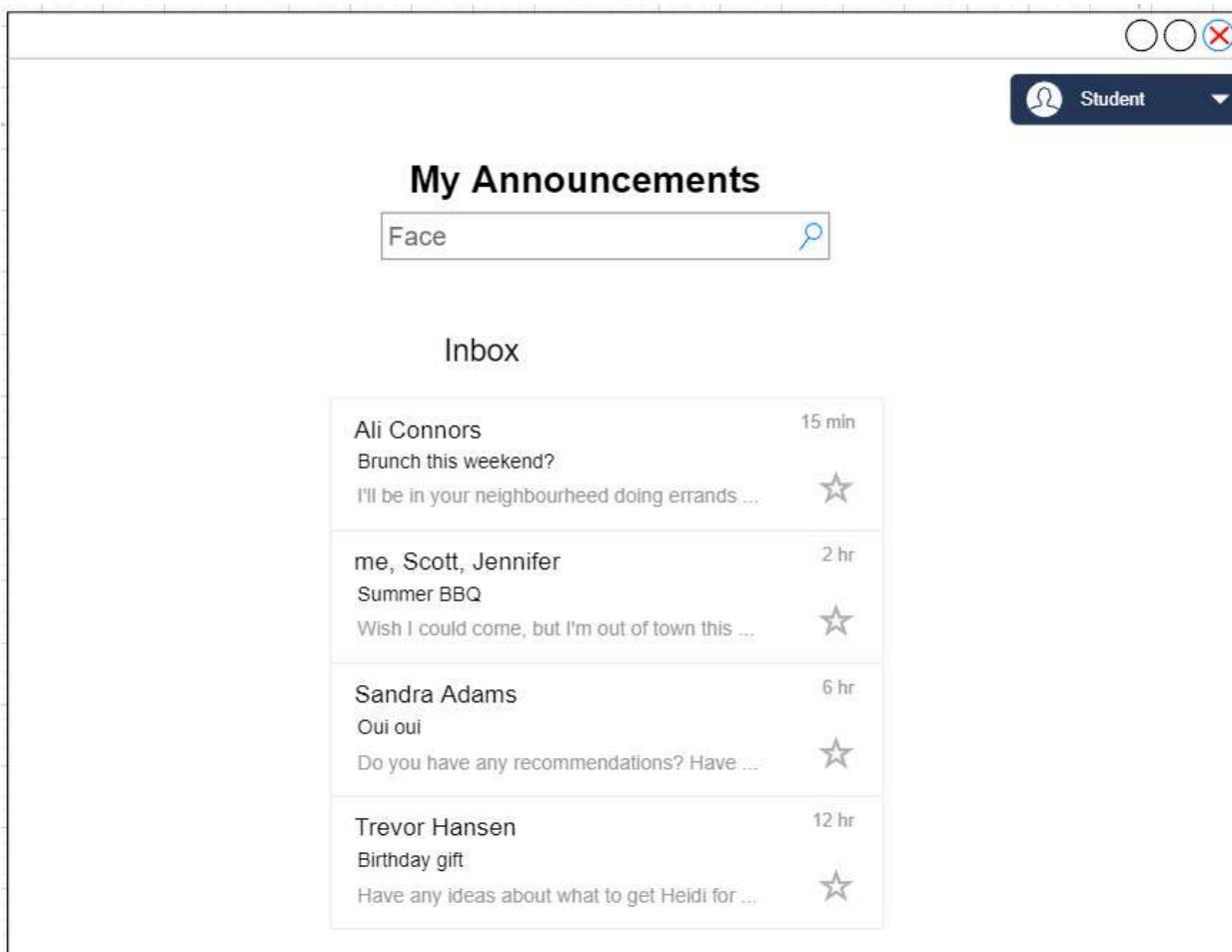
- Math Assignment 1**
Name: Math Assignment 1
Create By: Mr Teacher
Due Date: 31/01/2025
Submission Status: **Submit**
- Math Assignment 2**
Name: Math Assignment 2
Create By: Mr Teacher
Due Date: 02/02/2025
Submission Status: **Submit**

At the bottom center of the page, there is a navigation link: "[<< Prev 1 2 3 4 5 6 Next >>](#)".

Receive Notification of Due Date



View Announcements Or Updates



The screenshot shows a digital communication interface. At the top right, there is a user profile icon labeled "Student". Above the main content area, there are three circular icons: two white circles with blue outlines and one red circle with a white cross.

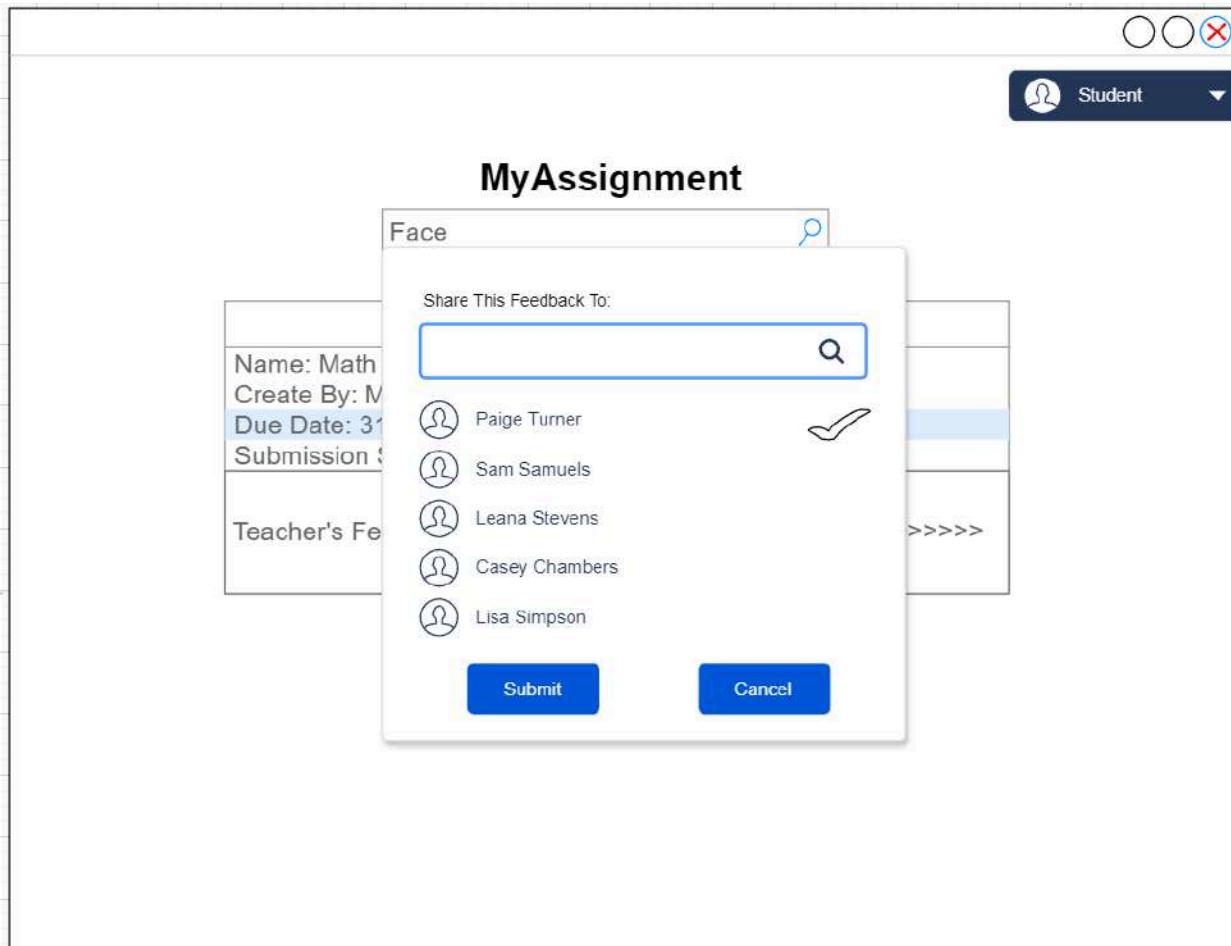
My Announcements

Face 

Inbox

Ali Connors	15 min	
Brunch this weekend? I'll be in your neighbourhood doing errands ...		
me, Scott, Jennifer	2 hr	
Summer BBQ Wish I could come, but I'm out of town this ...		
Sandra Adams	6 hr	
Oui oui Do you have any recommendations? Have ...		
Trevor Hansen	12 hr	
Birthday gift Have any ideas about what to get Heidi for ...		

Share/See Feedback, Grades



The screenshot shows a digital interface for managing assignments. At the top right, there is a user profile icon labeled "Student" with a dropdown arrow. To the left of the profile are three circular icons: two white with black outlines and one red with a black "X". Below the profile is a search bar with a magnifying glass icon.

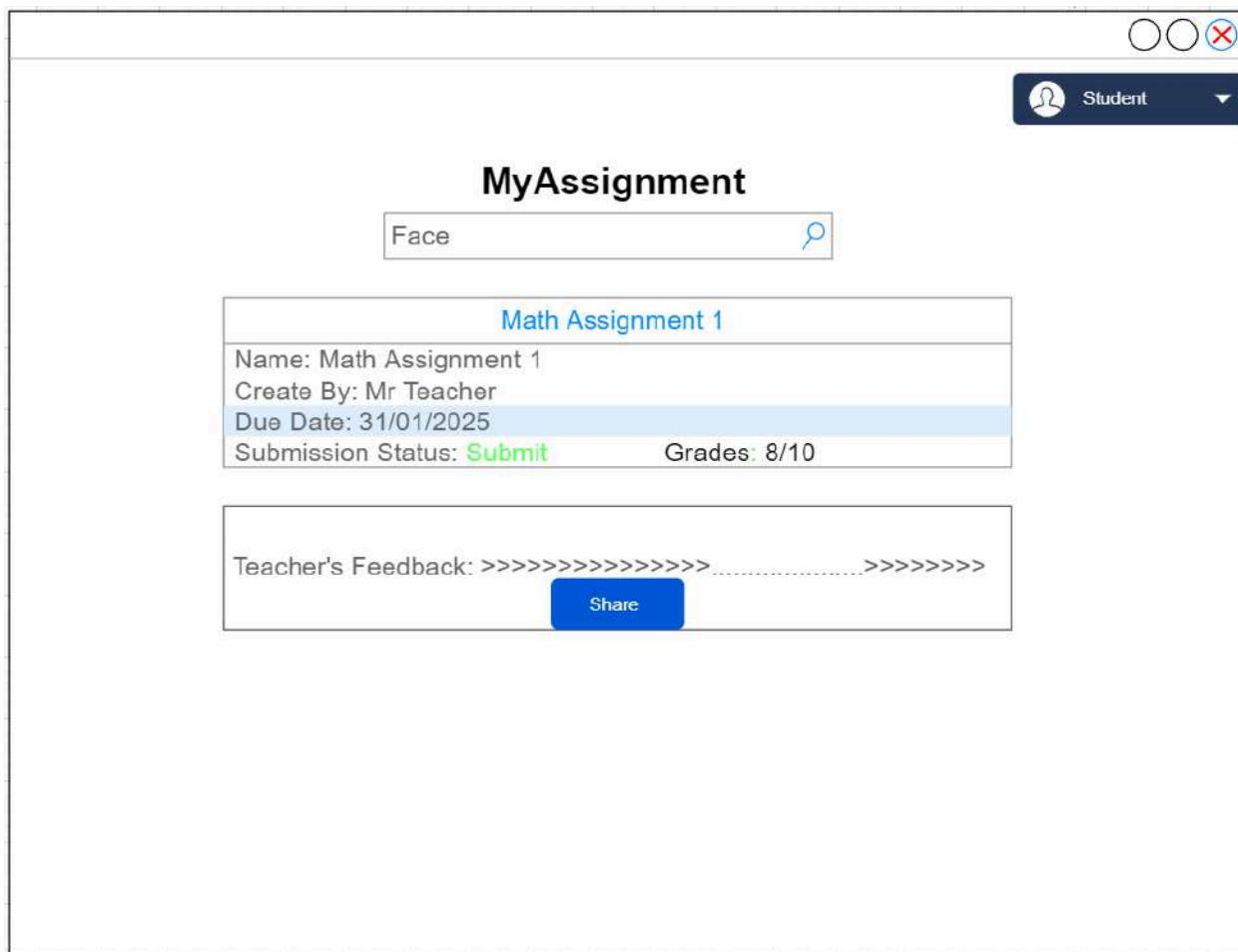
The main title "MyAssignment" is centered at the top of the page. On the left side, there is a sidebar with the following information:

Name: Math
Create By: M
Due Date: 31/12/2023
Submission Status: Pending
Teacher's Feedback: [Empty Box]

Below the sidebar, the text "Teacher's Feedback" is displayed. A modal window titled "Face" is open in the center of the screen. It contains the text "Share This Feedback To:" followed by a search bar with a magnifying glass icon. A list of five users is shown with their names and small profile icons:

- Paige Turner
- Sam Samuels
- Leana Stevens
- Casey Chambers
- Lisa Simpson

To the right of the list, there is a blue checkmark icon and a vertical bar with a blue highlight. At the bottom of the modal are two buttons: "Submit" and "Cancel".



The screenshot shows a digital assignment interface. At the top right, there are three circular icons: a white circle with a black outline, a blue circle with a white outline, and a red circle with a white outline. Below them is a dark blue bar with a white user icon and the word "Student". To the right of the bar is a downward-pointing arrow.

MyAssignment

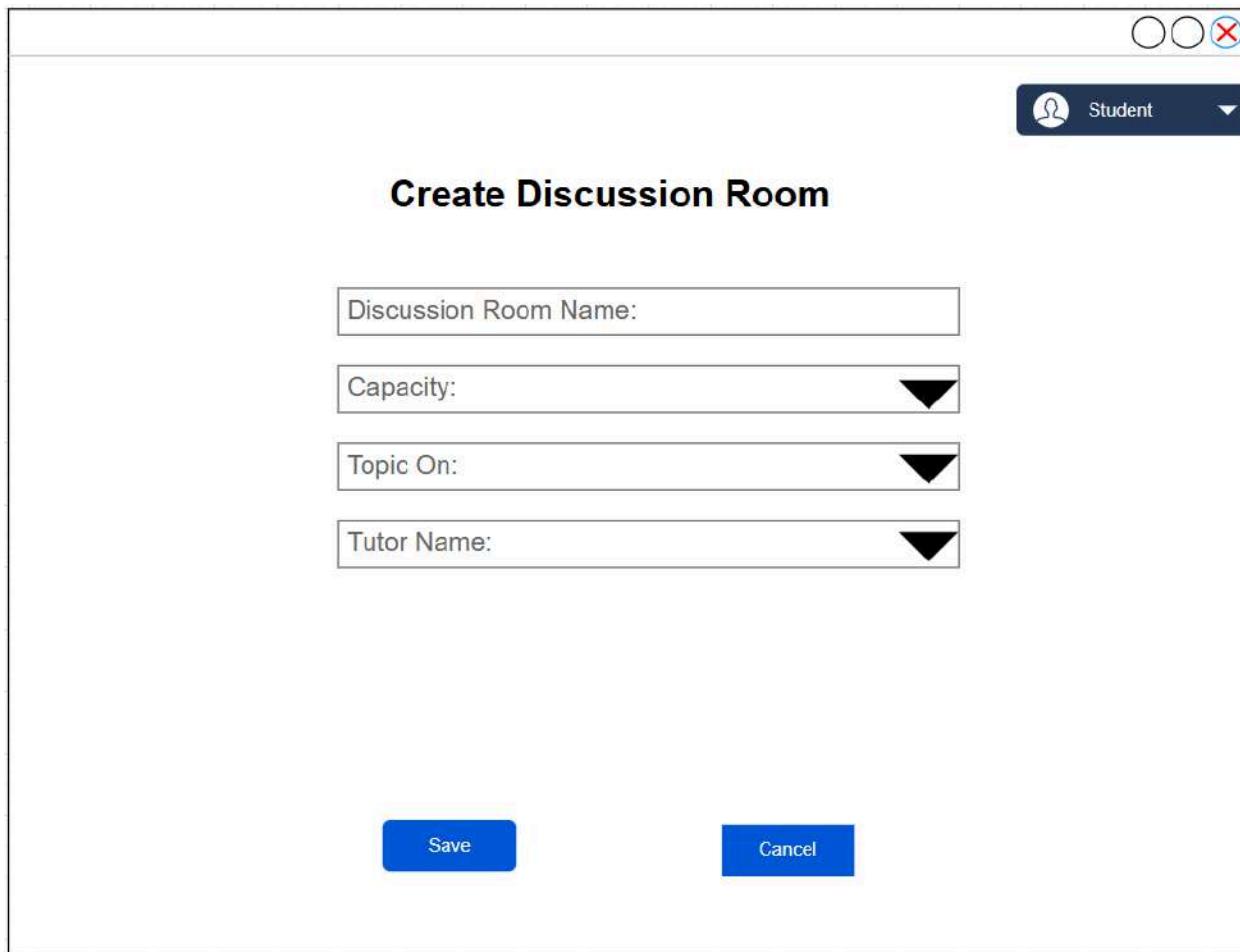
Face 

Math Assignment 1	
Name: Math Assignment 1	
Create By: Mr Teacher	
Due Date: 31/01/2025	
Submission Status: Submit	Grades: 8/10

Teacher's Feedback: >>>>>>>>>>>> 

Create Discussion Room

Student



The form is titled "Create Discussion Room". It contains four input fields: "Discussion Room Name:", "Capacity:", "Topic On:", and "Tutor Name:". Each field has a dropdown arrow icon to its right. Below the fields are two buttons: "Save" (blue) and "Cancel" (white).

Discussion Room Name:

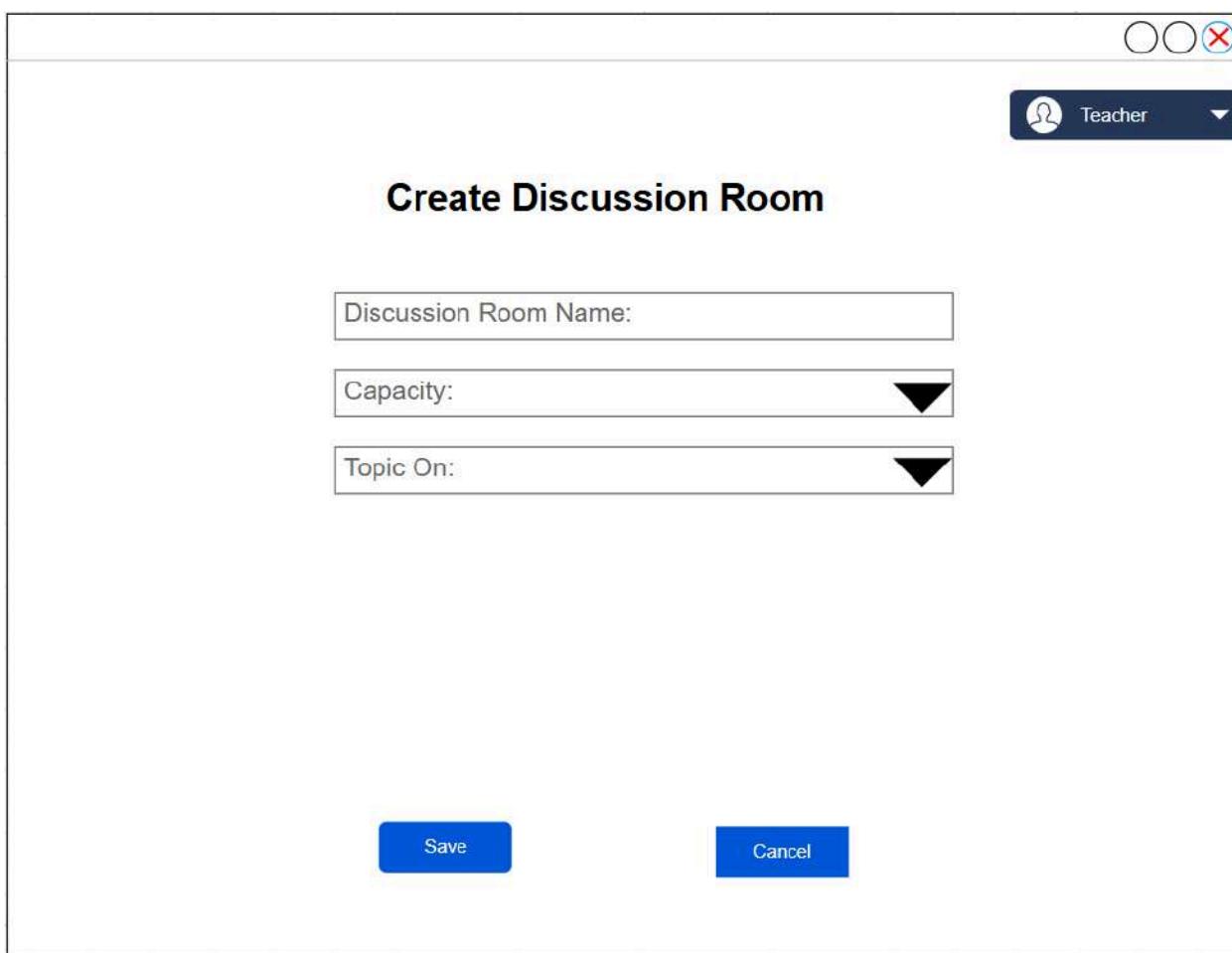
Capacity:

Topic On:

Tutor Name:

Save Cancel

Teacher



The image shows a digital interface for creating a discussion room. At the top right, there are three circular icons: a blue one with a person icon, a grey one with a plus sign, and a red one with a minus sign. Below these is a dark blue header bar with a white person icon and the word "Teacher". The main title "Create Discussion Room" is centered at the top. There are three input fields: "Discussion Room Name:" with a placeholder, "Capacity:" with a dropdown arrow, and "Topic On:" with a dropdown arrow. At the bottom are two blue buttons: "Save" on the left and "Cancel" on the right.

Discussion Room Name:

Capacity:

Topic On:

Save

Cancel

View Discussion Room Details

X

User▼

My Discussion Room

Discussion Room Name: Room 101

Capacity: 5/6

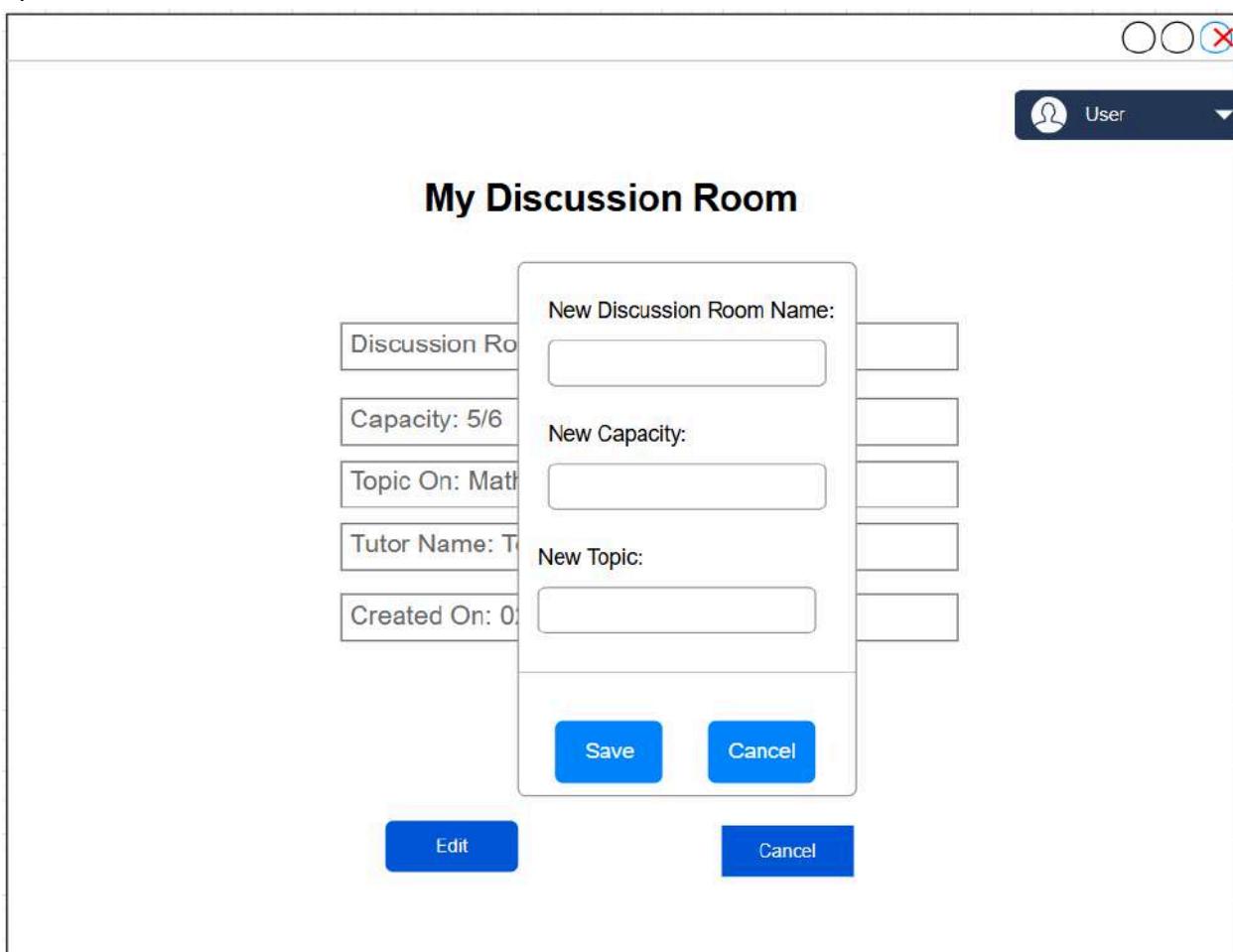
Topic On: Math

Tutor Name: Teacher 1

Created On: 02/02/2025

EditDeleteCancel

Update Details of Discussion Room



The screenshot shows a mobile application interface for updating discussion room details. At the top right, there are three icons: a user profile (User), a downward arrow, and a red X. Below the header, the title "My Discussion Room" is displayed. On the left, there is a vertical list of current room details: "Discussion Ro", "Capacity: 5/6", "Topic On: Math", "Tutor Name: T", and "Created On: 0". A central modal window is open, containing fields for "New Discussion Room Name", "New Capacity", and "New Topic", each with a corresponding input field. At the bottom of the modal are two blue buttons: "Save" and "Cancel". Below the modal, there are two blue buttons: "Edit" on the left and "Cancel" on the right.

New Discussion Room Name:

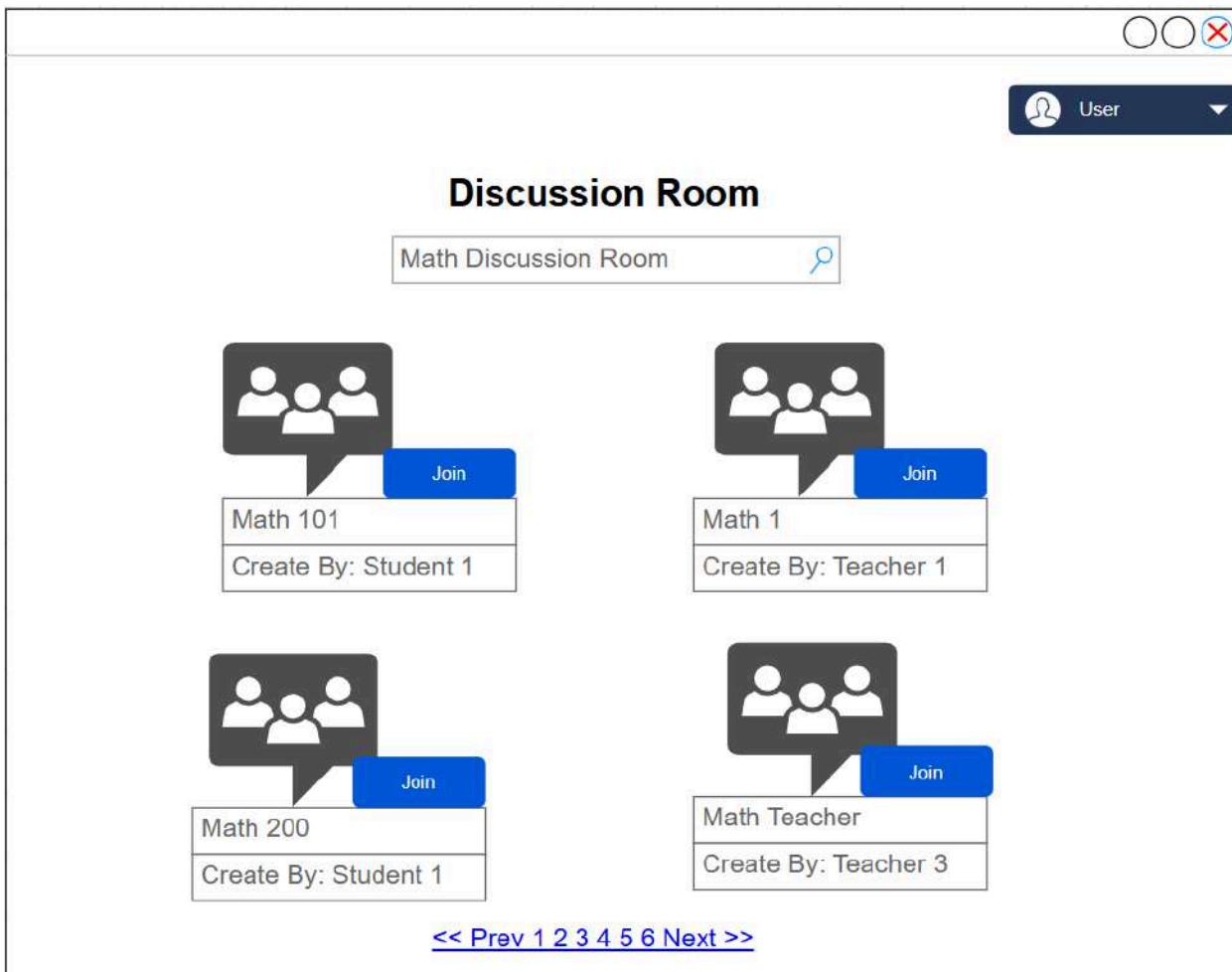
New Capacity:

New Topic:

Save Cancel

Edit Cancel

Search Discussion Room



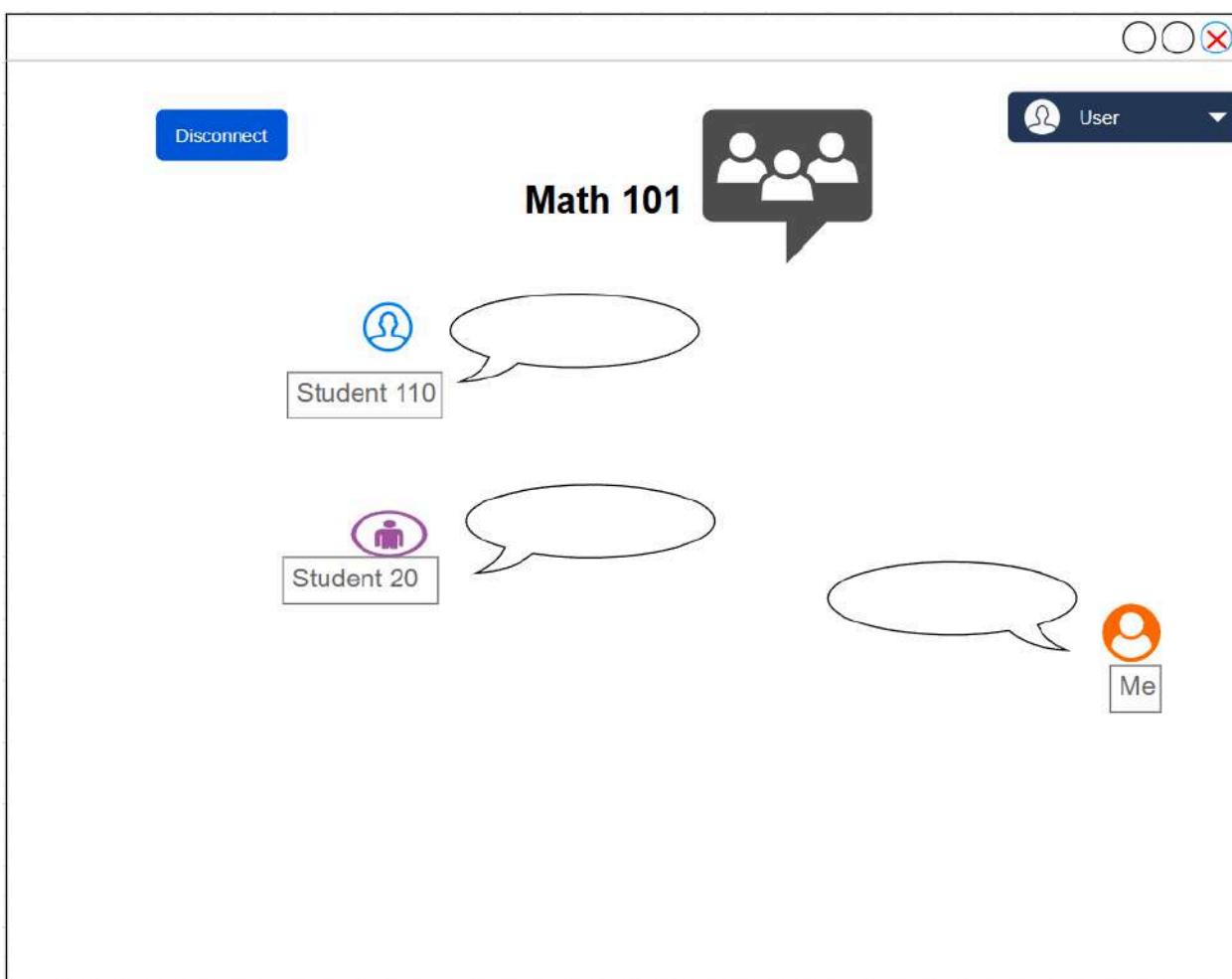
The screenshot shows a mobile application interface for searching discussion rooms. At the top, there is a header bar with three circular icons (two white, one red) and a user profile icon labeled "User". Below the header is a search bar containing the text "Math Discussion Room" with a magnifying glass icon.

The main content area is titled "Discussion Room" and displays four search results, each represented by a card:

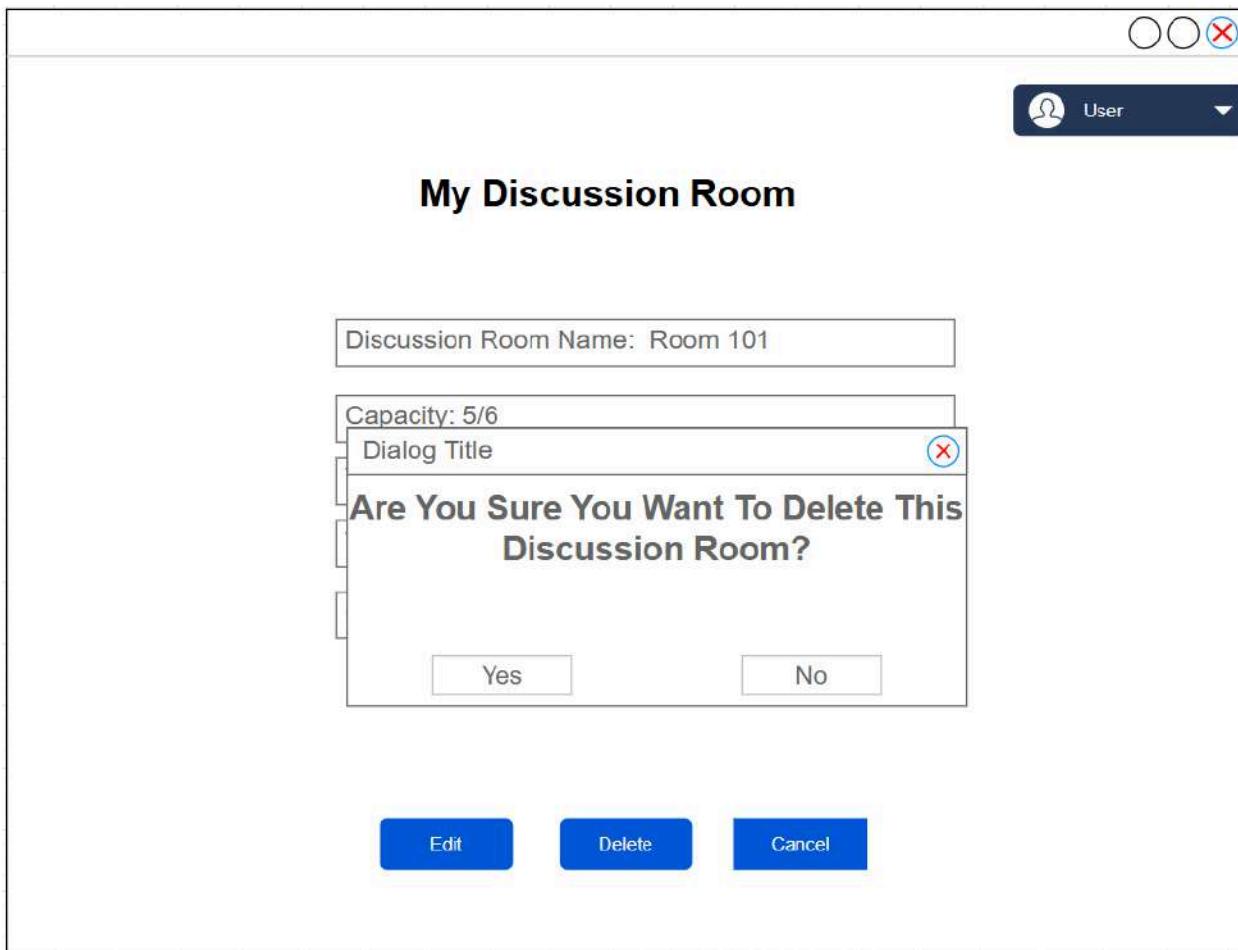
- Math 101** (Create By: Student 1): A card with a speech bubble icon showing three people. A blue "Join" button is at the bottom right.
- Math 1** (Create By: Teacher 1): A card with a speech bubble icon showing three people. A blue "Join" button is at the bottom right.
- Math 200** (Create By: Student 1): A card with a speech bubble icon showing three people. A blue "Join" button is at the bottom right.
- Math Teacher** (Create By: Teacher 3): A card with a speech bubble icon showing three people. A blue "Join" button is at the bottom right.

At the bottom of the screen, there is a navigation bar with the text "[<< Prev](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [Next >>](#)".

Access Discussion Room

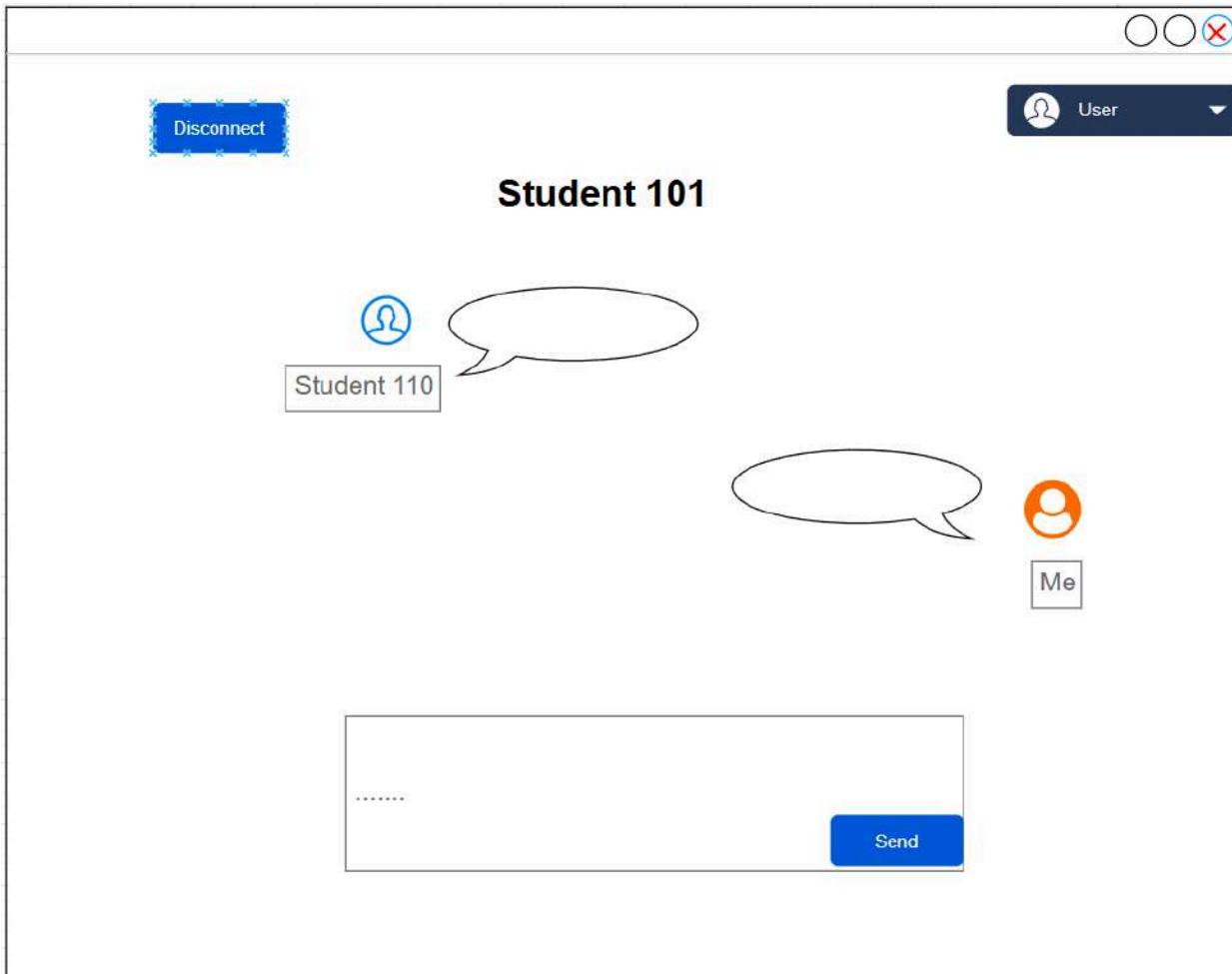


Delete My Discussion Room

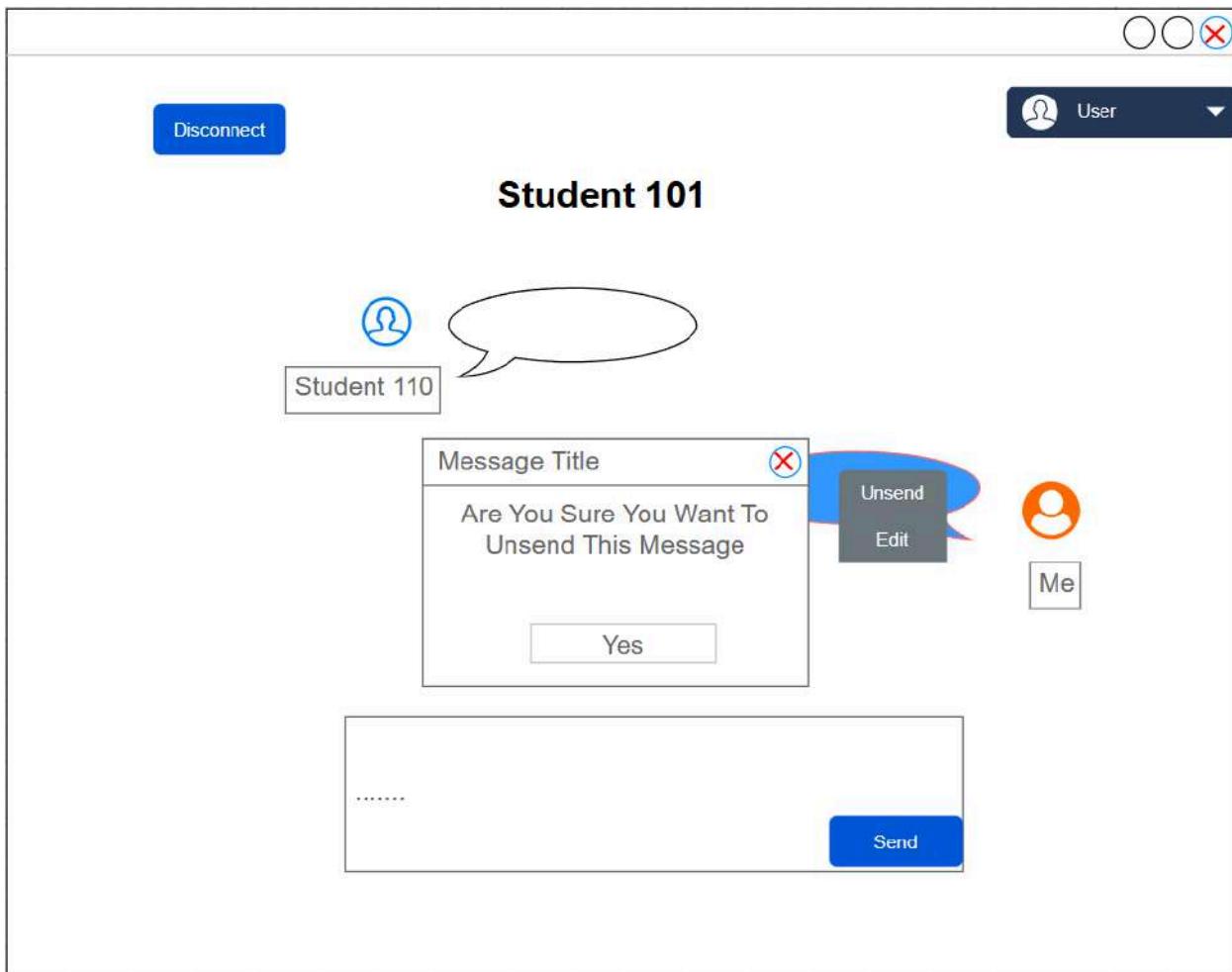


The screenshot shows a mobile application interface. At the top, there is a header bar with three icons (two circles and one with a red X) and a user profile icon labeled "User". Below the header, the title "My Discussion Room" is displayed. A modal dialog box is open in the center of the screen. The dialog has a title bar with "Discussion Room Name: Room 101", a subtitle "Capacity: 5/6", and a "Dialog Title" field containing "Are You Sure You Want To Delete This Discussion Room?". There are "Yes" and "No" buttons at the bottom of the dialog. At the bottom of the main screen, there are three blue buttons labeled "Edit", "Delete", and "Cancel".

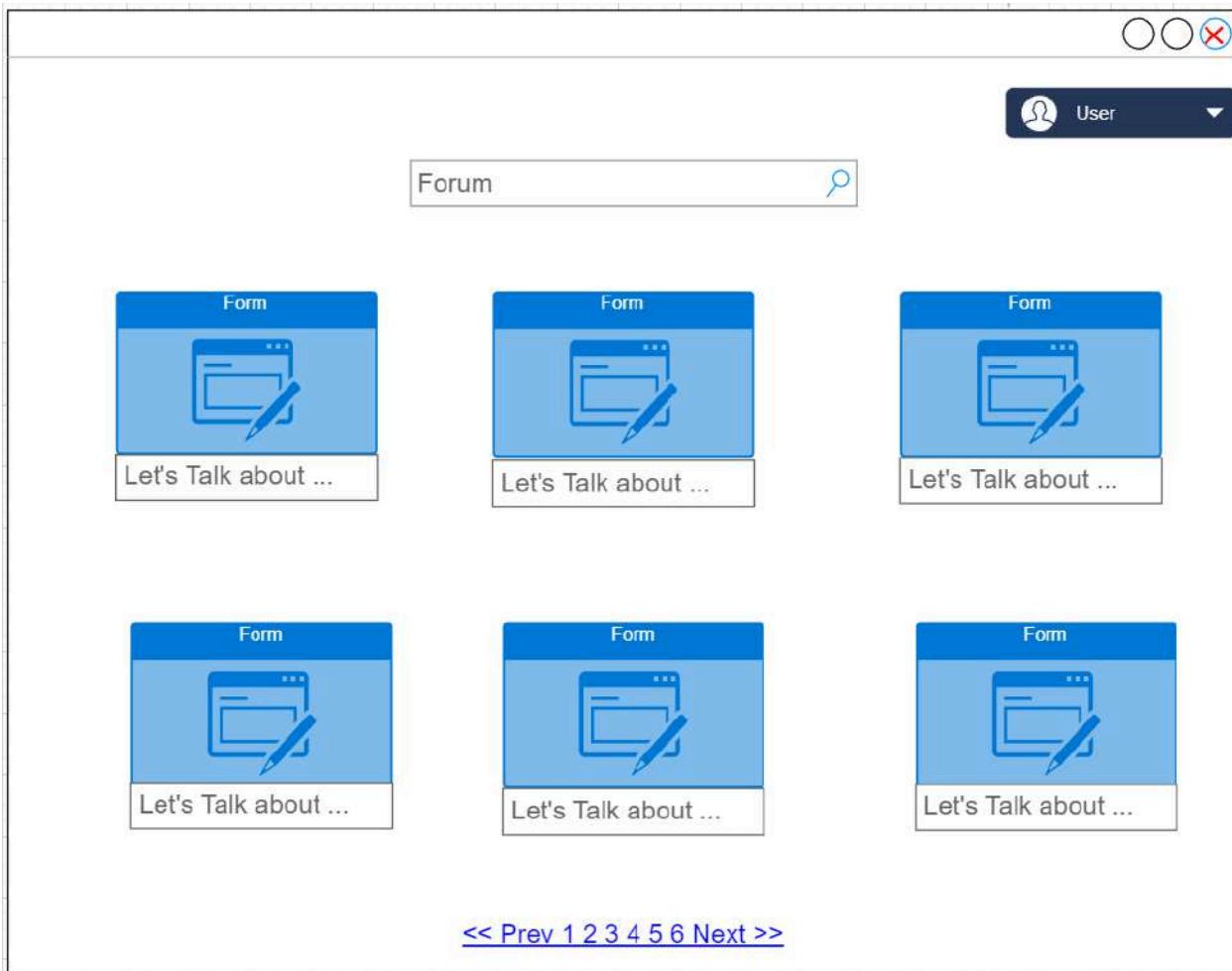
Send A Message



Unsend a Message



Access Forum



Forum

User

Form

Form

Form

Form

Form

Form

<< Prev 1 2 3 4 5 6 Next >>

X

User▼

Form

 AAAAABBBBB

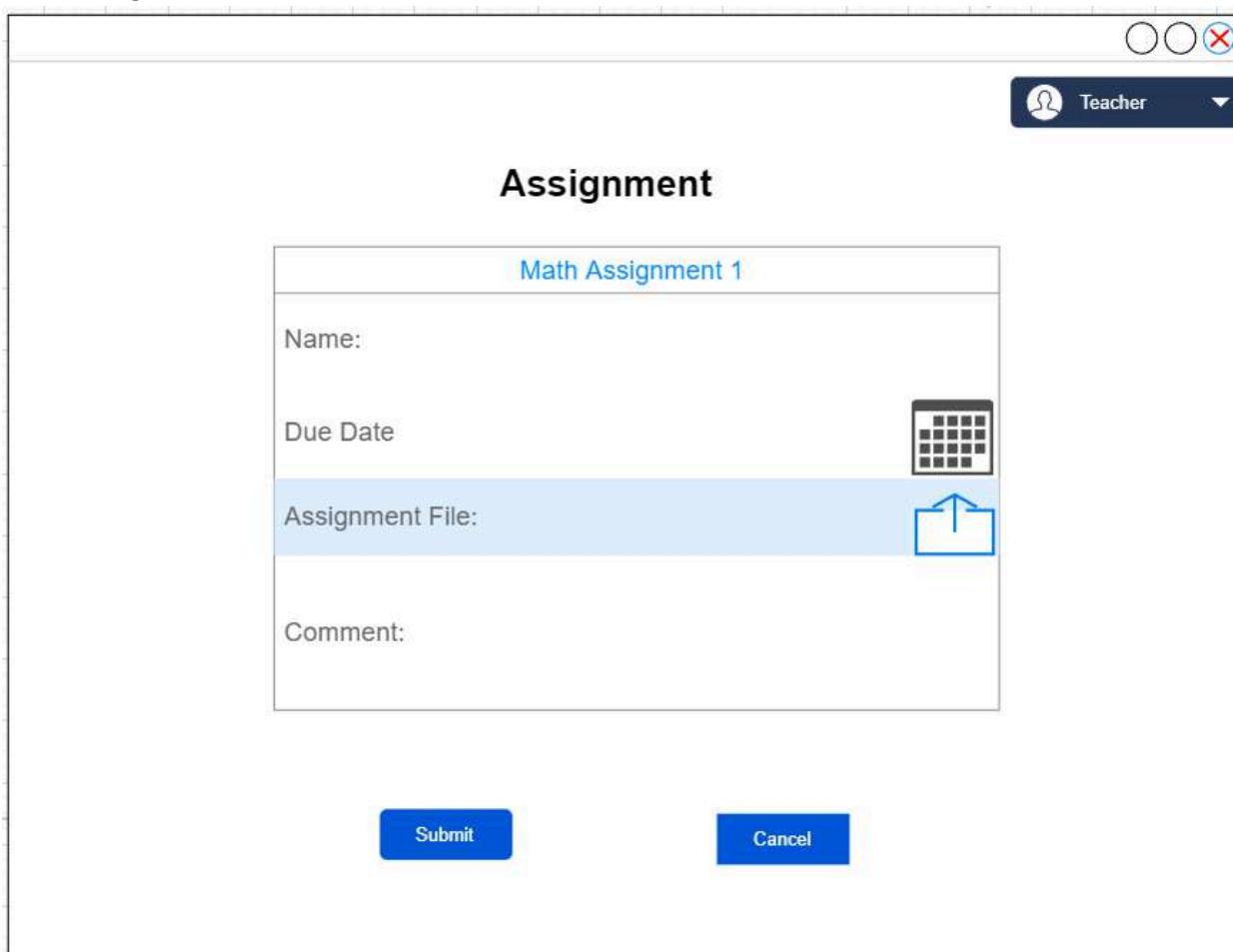
 AAAAABBBBB

 AAAAABBBBB

Send

[<< Prev](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [Next >>](#)

Create Assignment



The image shows a digital interface for creating an assignment. At the top right, there are three circular icons: a white circle with a black outline, a white circle with a blue outline, and a red circle with a white cross. Below them is a dark blue button with a white user icon and the word "Teacher". The main title "Assignment" is centered at the top. A sub-section titled "Math Assignment 1" is shown. It contains fields for "Name:" (with a placeholder), "Due Date" (with a calendar icon), "Assignment File:" (with a file upload icon), and "Comment:". At the bottom are two buttons: "Submit" on the left and "Cancel" on the right.

Assignment

Math Assignment 1

Name:

Due Date

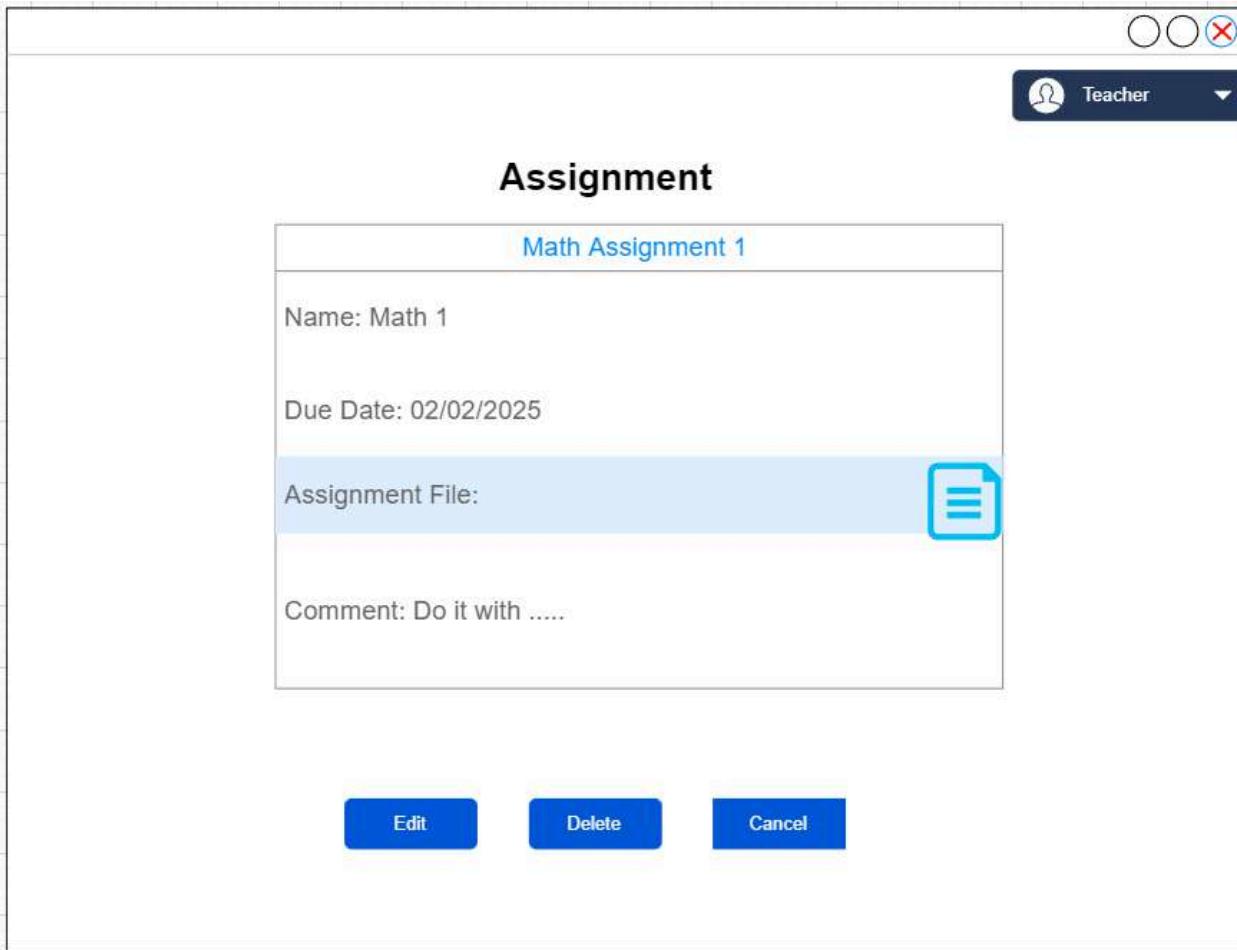
Assignment File:

Comment:

Submit

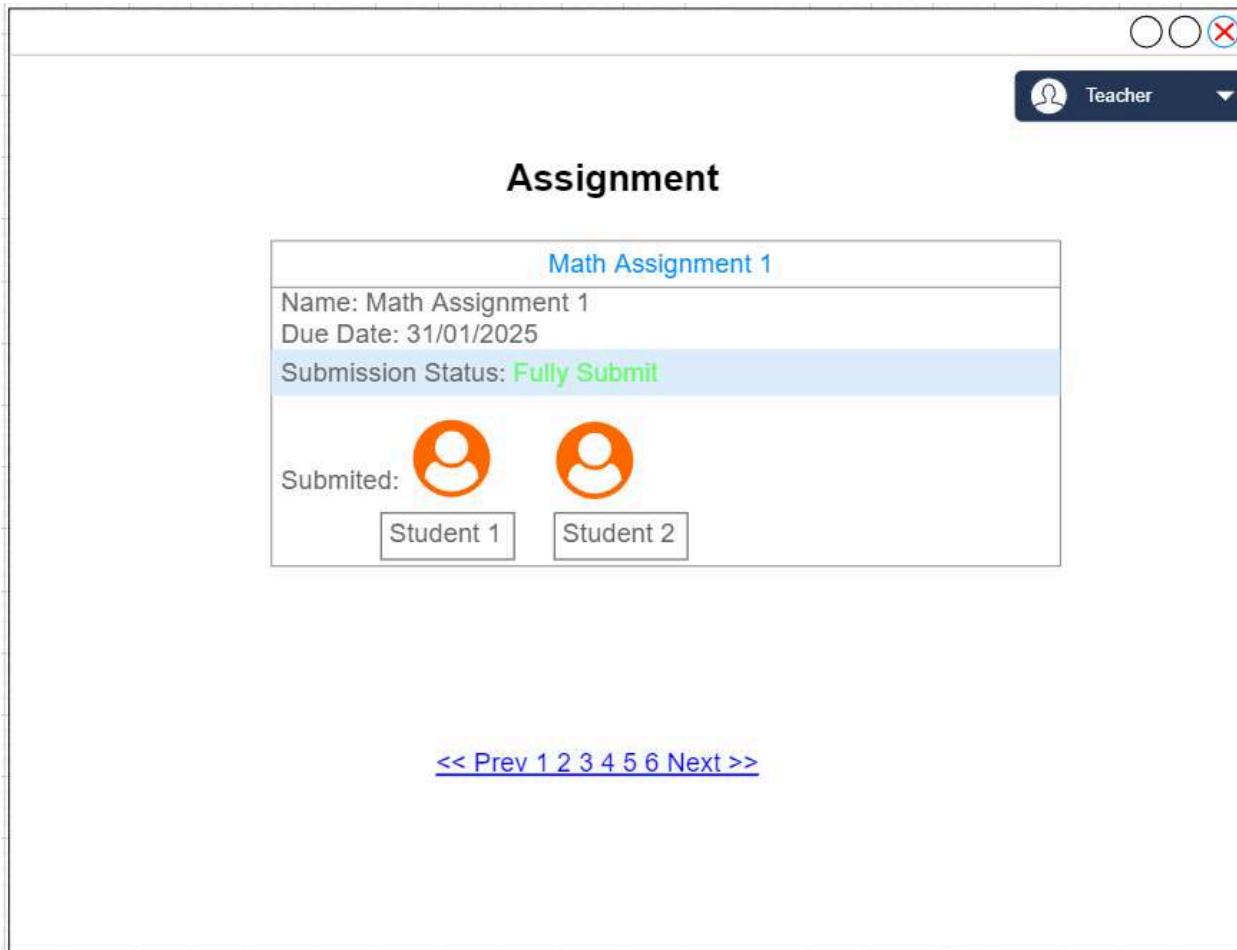
Cancel

Edit Assignment



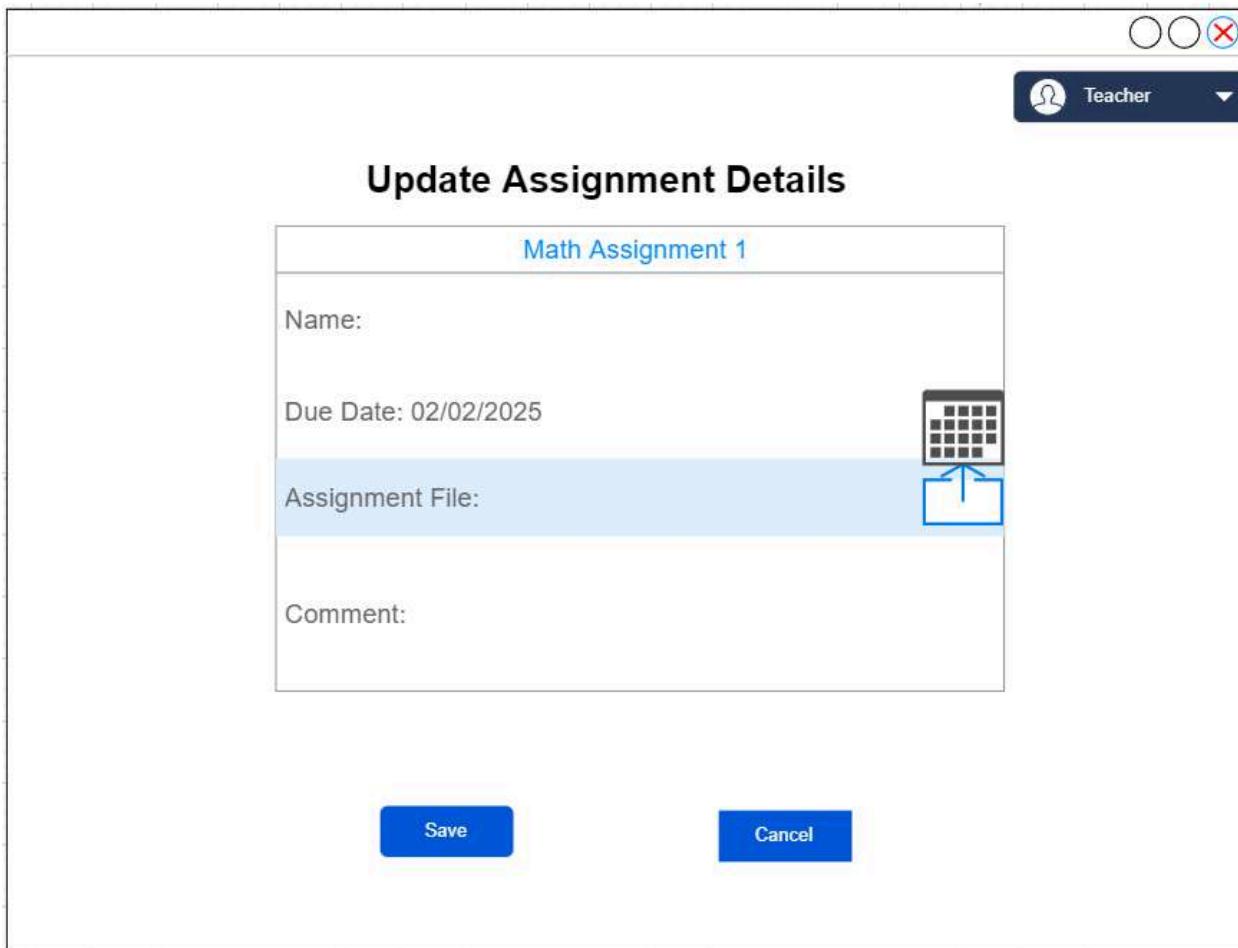
The image shows a digital interface for editing an assignment. At the top right, there are three icons: a white circle with a black outline, a blue circle with a white outline, and a red circle with a white cross. Below these is a dark blue header bar with a white user icon and the word "Teacher". The main title "Assignment" is centered at the top. A sub-section titled "Math Assignment 1" is shown in a light blue box. The assignment details are listed below: "Name: Math 1", "Due Date: 02/02/2025", and "Assignment File:" followed by a blue document icon. A comment field contains the text "Comment: Do it with". At the bottom, there are three blue buttons labeled "Edit", "Delete", and "Cancel".

[View All Submission](#)



The image shows a digital interface for viewing assignment submissions. At the top right, there are three circular icons: two white circles and one red circle with a white 'X'. Below them is a blue button with a user icon and the text 'Teacher'. The main title 'Assignment' is centered above a card. The card has a header 'Math Assignment 1', followed by 'Name: Math Assignment 1' and 'Due Date: 31/01/2025'. A green status bar indicates 'Submission Status: Fully Submit'. Below this, under 'Submitted:', there are two orange user icons labeled 'Student 1' and 'Student 2'. At the bottom of the card, there is a navigation link '[<< Prev 1 2 3 4 5 6 Next >>](#)'.

Update assignment details

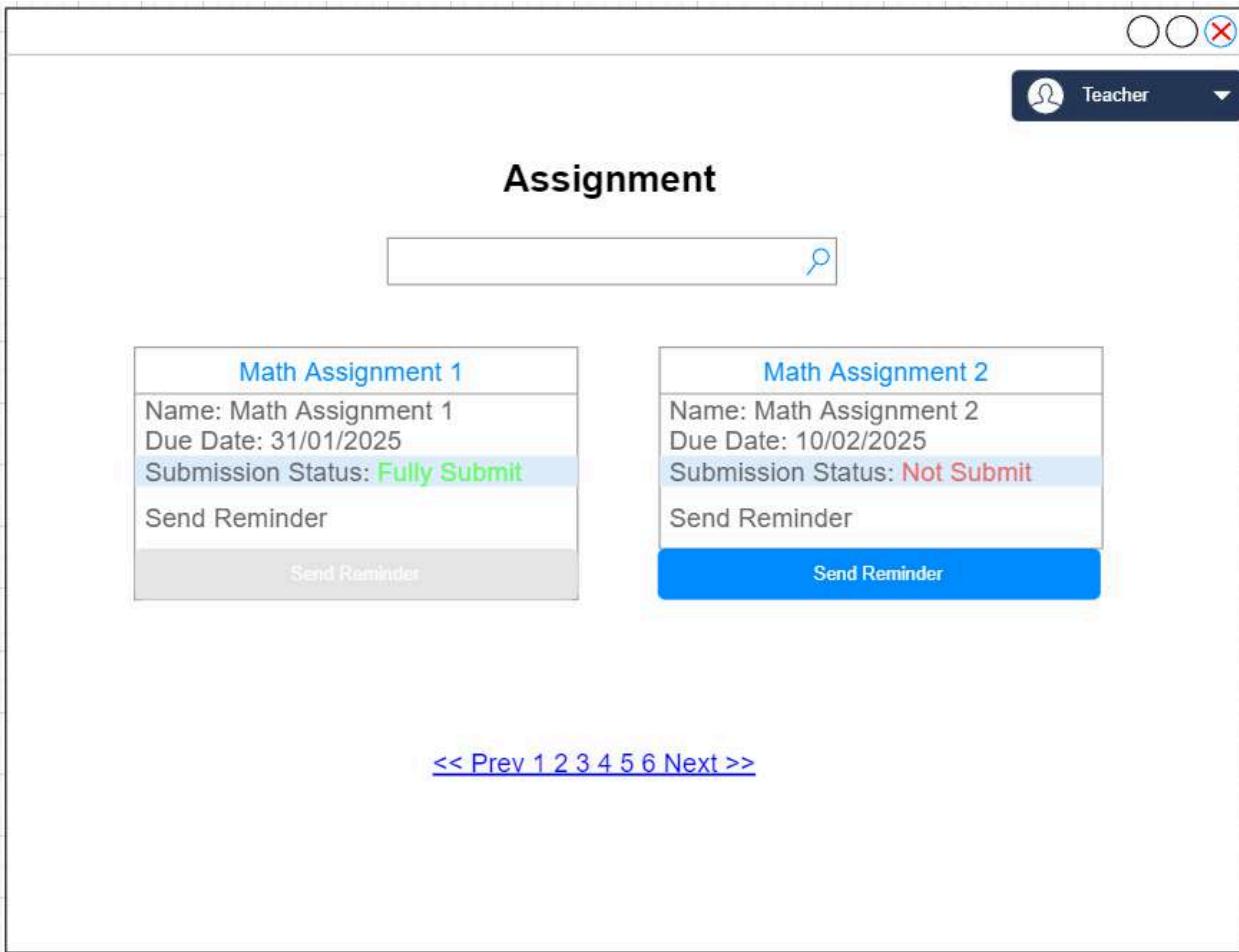


The screenshot shows a mobile application window titled "Update Assignment Details". At the top right is a header bar with three icons: a person icon labeled "Teacher", a dropdown arrow, and a red circle with a white cross. Below the header is the title "Update Assignment Details" in bold black font. Underneath the title is a section header "Math Assignment 1" in blue. The main form area contains the following fields:

- Name: (Text input field)
- Due Date: 02/02/2025 (Text input field with a calendar icon to its right)
- Assignment File: (Text input field with a file icon to its right)
- Comment: (Text input field)

At the bottom of the form are two blue buttons: "Save" on the left and "Cancel" on the right.

Monitor Submission Status



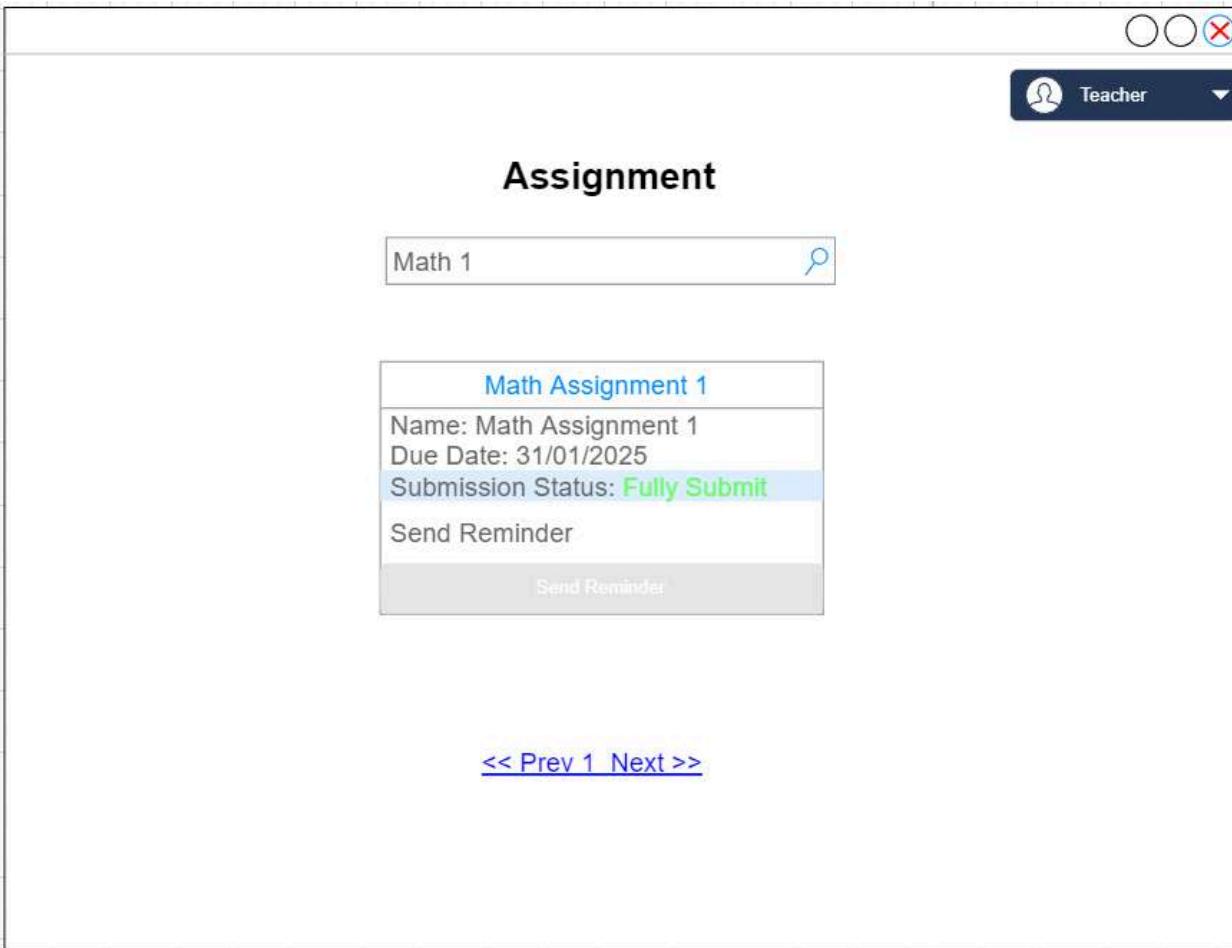
The screenshot shows a digital interface for monitoring student submission status. At the top right, there is a user profile icon labeled "Teacher". Below the title "Assignment", there is a search bar with a magnifying glass icon. Two assignment cards are displayed side-by-side:

Assignment Name	Submission Status
Math Assignment 1	Fully Submit
Name: Math Assignment 1 Due Date: 31/01/2025	
Send Reminder	Send Reminder

Assignment Name	Submission Status
Math Assignment 2	Not Submit
Name: Math Assignment 2 Due Date: 10/02/2025	
Send Reminder	Send Reminder

At the bottom center of the interface, there is a navigation link: [<< Prev 1 2 3 4 5 6 Next >>](#).

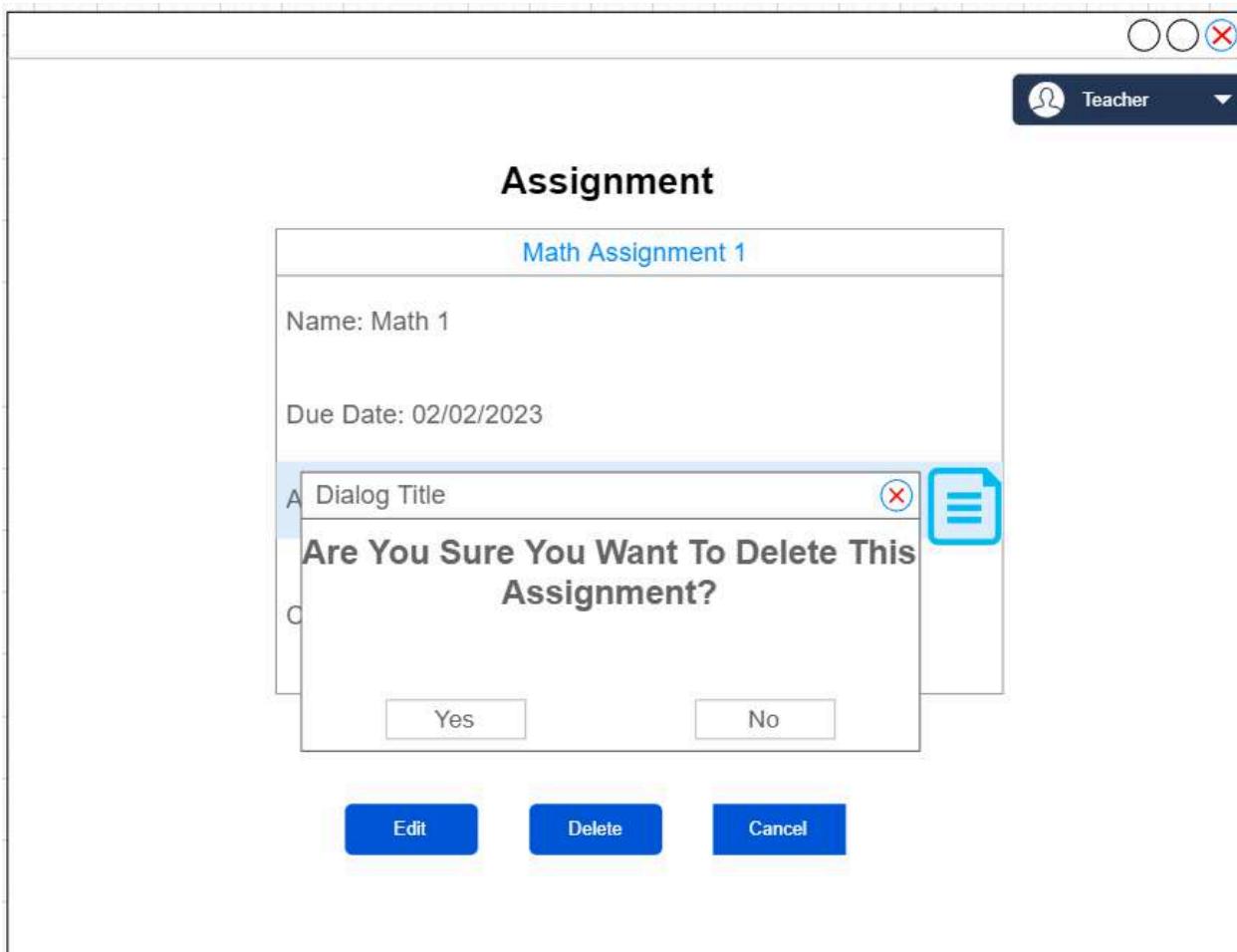
Search For Assignment



The interface shows a search bar at the top with the text "Math 1" and a magnifying glass icon. Below the search bar is a card for an assignment named "Math Assignment 1". The card displays the following information:
Name: Math Assignment 1
Due Date: 31/01/2025
Submission Status: Fully Submit
Below the card are two buttons: "Send Reminder" and another "Send Reminder" button.

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Delete Old Assignment



Meeting Minutes

Meeting ID	Venue	Date	Agenda
1	Physical (SIM)	04/01/2025	Getting to know each other, create telegram group chat and start research on the topic
2	Virtual (Discord)	08/01/2025	Continue topic research and user stories creation
3	Virtual (Discord)	15/01/2025	First meeting with project supervisor, Research on the topic which relate to actually world problem and decide on the programming language
4	Virtual (Discord)	16/01/2025	Discuss real-life problems where our project can be effectively implemented
5	Virtual (Discord)	17/01/2025	Make changes to the user stories based on the new problem we decided
6	Virtual (Discord)	20/01/2025	Work on completing the preliminary technical document and requirements documentation
7	Virtual (Discord)	02/02/2025	Refine our user stories, continue working on diagrams.
8	Physical (SIM)	03/02/2025	Continue drawing sequence diagrams, wireframe and use case descriptions.
9	Virtual (Discord)	04/02/2025	Checking Project Requirements Documentation to supervisor
10	Virtual (Discord)	06/02/2025	Completing wireframes, refining user stories and documenting what programming languages and software methodologies to be used for project development.
11	Virtual (Discord)	07/02/2025	Final checks on Project Documentation Requirements before submission
12	Virtual (Discord)	15/02/2025	Discuss what functionalities to be created for the web application
13	Virtual (Discord)	18/02/2025	Discuss what functionalities to be created for the web application, initiate the first sprint

14	Physical (SIM)	24/02/2025	Review prototype and write Test Cases for user stories, Conduct testing for app and fixing bugs and errors.
15	Physical (SIM)	11/03/2025	Discuss new user stories, diagrams, and upcoming tasks
16	Virtual (Discord)	12/03/2025	Creating new test cases, testing and integrating API to application.
17	Virtual (Discord)	13/03/2025	Fixing bugs in application features, continue testing and documentation.
18	Virtual (Discord)	14/03/2025	Creating use case descriptions for user stories, continue on programming missing features and fixing existing bugs and errors
19	Virtual (Discord)	15/03/2025	Continued programming missing features and testing. Beginning on creating preliminary user manual.
20	Virtual (Discord)	16/03/2025	Continue working on user manual and technical document, fixing bugs in api integration with web application
21	Virtual (Discord)	17/03/2025	Continued testing existing features and addressing bugs.
22	Virtual (Discord)	18/03/2025	Consultation with project supervisor regarding documentation and presentation, continue on api integration other fundamental features.
23	Virtual (Discord)	20/03/2025	Practicing presentation, continuing with documentation and fixing bugs with the api.
24	Virtual (Discord)	21/03/2025	Conducting final checks on preliminary technical document, adding more diagrams to documentation.

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