

CS Capstone Design

Technical Demo Grading Sheet (100 pts)

TEAM: Phonetic Evolution

Risky technical challenges

Based on our requirements acquisition work and current understanding of the problem and envisioned solution, the following are the key technical challenges that we will need to overcome in implementing our solution:

C1: Searching the Small Library. There will be a search bar that will allow the user to type in a word or phrase. Upon writing a word and hitting enter, results that appear in the database will be present. Note: There is a small database so not all results will be valid.

Typing a Word and Pressing Enter will allow you to see results inside the database.

C2: Playing the Audio of the Result. Upon getting results using the search feature, the user will be able to click on a specific word and the audio correlating with the word will play. The user will be able to click to pause or play from the set location.

Upon Clicking a word on the site, the audio will play.

Upon Clicking on a word, once the audio is playing, will stop the audio from playing.

C3: Storing the User Statistics. Upon completing any games or logging into the site, the users statistics will be stored for the user to view on the User Profile Page. These will be able to be updated every time the user enters the profile page

Upon completing a game, the User Statistics will Update

Upon logging into the site, the User Statistics will Update

The User Statistics can be viewed when entering the Profile Page

C4: Personal Notebook Storage. Whenever the user interacts with a query, the sentence will be stored in the notebook history. Optionally, the user can choose to star a sentence to show up in a starred section.

Upon clicking on a sentence the reference will be stored in a history section.

Upon clicking on a sentence's star option will be stored in a starred section.

Upon entering the Personal Notebook, personal definitions will be viewable

Upon entering the Personal Notebook, the option to add personal definitions will be available

C5: Language Learning Games. There will be three games to help the users test their knowledge in the areas of pronunciation, context, and meaning. Users will be rewarded points for completion of games and will be able to self-assess their performance. Games will also be connected to leaderboards.

Upon receiving a prompt/question from the game the user will be able to select or input their answer.

Upon submitting their answer the user will be able to view correct answers if there are any, and rate their performance.

C6: Cosmetics. When a User completes a game, they will gain points both in their statistics

as well as adding to their bank of points. These points can be used to purchase items from a cosmetic store. These cosmetics can be selected and viewed by the user anywhere in the site.

Users will receive points when completing a Practice Game

Points will Store into Personal Balance

Points will be spent when User Purchases a Cosmetic

Cosmetic can be selected to be viewed from any page

C7: Leaderboards. Users will have metrics to determine performance, and said metrics will be displayed in an organized fashion. Performance metrics will be determined based on individual user statistics in various subjects.

Upon finishing a Game, User can see the Leaderboard of the Top player Stats

Upon entering the Profile Page, Leaderboard can be viewed

C8: Admin Page. There will be an administrator page that will give admin users control over aspects such as database management, user groups, and daily activities.

Upon accessing the admin page the user will be presented with admin functionalities.

Upon clicking on manage groups button the user will be able to create/disband/modify a group.

Upon accessing the admin page, the user can add new approved data to the database

C9: User Groups. Users can be assigned to certain groups consisting of other users and a single admin user. Users in the same grouping will have access to performance statistics through the group's own private leaderboard. The admin user will have full control on which user is in which group, and can modify other external existing groups.

Upon users being selected to join a group, they will have a private leaderboard

Upon an Admin creating a group, they can see all of their groups stats

Challenges covered by demos:

Demonstration 1: Searching the Library

Challenges addressed: Searching the Small Library

Flight Plan:

1. User will Open the Site
2. User will type the word 'Write' into the search bar
3. Results should appear for the User to View

Evaluation:

- ✓ Convincingly demo'd each of listed challenges?
- ✓ Other evaluative comments:

Demonstration 2: Testing the Audio

Challenges addressed: Playing the Audio of the Result

Flight Plan: Step by step overview of demo

1. Complete steps from Demonstration 1
2. User will select a word from the results
3. Audio will play according to the result
4. User will click once again
5. Audio will pause

Evaluation:

- ✓ Convincingly demo'd each of listed challenges?
- ✓ Other evaluative comments:

Other challenges recognized by not addressed by demo:

Due to lack of time to complete the requirements listed above, there will only be the 'Library Page' fully functioning at the time of the demo. The other challenges will be tackled in future demos.