

# Midterm Functions

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## GenSHYFT

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This document consists of gathering requirements for the following feature: Mastery-based Coaching, Purpose Driven, Group Tournament, Automatic Mentor Assignment and Events functions.

# A. Mastery-based Coaching

The main purpose of this feature is to encourage users to re-solve the questions they have attempted under Practice so that they can improve the number of attempts and the amount of time they took to solve the question. Users will be able to select a coach to motivate them through the levels, with respect to the language they choose. This is to stress intrinsic motivation to the users.

## a. Landing Page

### i. **Select Coach**

First time users would select one of the 4 following coaches:

1. Shannon – Encourage that wants you to be ready to code with your friends
2. Sandra – Recruiter that wants you to be ready for your interview
3. Zander – Hacker that wants you to be more awesome
4. Master Sergeant – Wants you to quit before you get someone killed

(This is lifted from Client’s document)

Once user selects the coach he or she wants to improve his coding ability with, he will proceed to the next step which is to select the language he wants to improve on. However, if the user has already used this feature in a previous session and navigates to this feature again, the default coach would be the coach he or she had selected previously and the audio file of the coach will be played. If the experienced user will like to change his or her coach, he or she can click on the option “Change Mentor”. This option will appear on the landing page.

### ii. **Select Path**

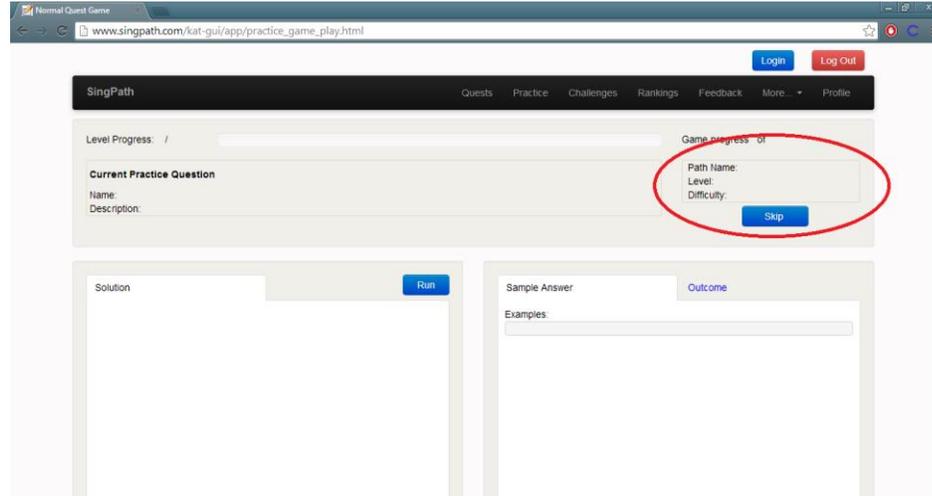
Once user selects a coach, user will select the coding path they want to improve on. The coding paths will be named after the coding languages on Practice feature: Java, JavaScript, Python, R Path and Ruby. After the user has selected the path, a coaching session will be launched

However, if the user has already used this feature in a previous session and navigates to this feature again, the default language would be the language he or she had selected previously. If the experienced user will like to change the coding language, he or she can click on the option “Change Language”. This option will appear on the landing page.

## b. Play Page

### i. **Display Coach Details**

Once the user launches a coach session, the page will look similar to the current Practice page (below)



Instead of 'Path Name', 'Level' and 'Difficulty' in the text box on the right (circled in red), there will be a picture of the coach the user selects and a transcript of what the coach said in the audio file. There will also be a media file that will play the coach's audio. User will be able to play or mute the volume of the audio file. (Official pictures will be provided by the client. It will be preferable if the image was in .gif format so that the user will not feel bored looking at a static image. )

### ii. **Coach Audio Files**

Client will provide the official audio files. Until the audio files are available, team will be responsible to create relevant dummy audio files. The audio files will be specific to the following conditions:

1. Before the start of the first level (First time user)
2. Before the start of the first level (experienced user)
3. Before the start of subsequent levels (for both first time users and experienced users)
  - a. When user runs the question (the audio file will be played after he solved the previous question correctly)
  - b. When compiling the solution
  - c. When user runs the question but he/she is wrong
  - d. When user skips a question (the audio file will be played when the new question appears in the next page)
  - e. When user has not typed anything for 30 seconds
  - f. When user has completed the last level

## B. Purpose Driven Development

The main objective of purpose-driven coding is to motivate users to continue coding and cultivate it into a daily habit. There will be a collection of 10 videos which will be given by our client. Players will watch and complete the survey question that is accompanied with each video. The survey is to provide feedback to the client on how well the video's message aligns with the players' own interests. This feature will be called 'Purpose' and it will appear on the navigation bar above.

### ~~a. Landing Page (REMOVED 12<sup>TH</sup> FEB)~~

#### ~~i. Select Video~~

~~When the user selects 'Purpose', the user will be prompted to select a video from a drop-down menu. Once they select the video, they will be brought to a page that displays a screenshot of the video, accompanied with a short description of the video. If the 'Play' button appears, the user would be able to view the video. If there is no 'Play' button, this means the video is locked and the user would need to watch the previous videos to unlock the video.~~

### b. Play Selected Video Page (New Landing Page as of 12<sup>th</sup> Feb)

#### i. Play Unlocked Video

If the user clicks the Play button, user will be brought to another page to watch the video. There will be a horizontal gallery of the 10 videos like a video bank, below the survey. The videos that are locked will have a lock symbol and the ones that are unlocked would have a thumbnail of a screenshot of the video.

#### ii. Complete Survey

If user wants to unlock the subsequent video, the user needs to click an option that displays the survey question like 'How does this video make you feel?.' The user will be presented with 5 radio button options such as 'Really Good', 'Somewhat Good', 'No Comments', 'Don't like it' and 'Hate it'.

#### iii. Unlock a Locked Video

Once the user selects a radio button and clicks 'Next' to unlock the next video, there will be a pop-up confirmation message that the next video is unlocked. If the user does not select a radio button, he or she will not be able to click the 'Next' button to progress to the next video.

### c. Admin View (UPDATED 27<sup>th</sup> JAN)

#### i. Landing Page

The administrator who is in charge of uploading the videos on to the Purpose driven page can edit the title, description, survey question, YouTube link and thumbnail image from this page.

## C. Group Tournament

The purpose of group tournaments is to create an environment where students will help not only their friends within their group but also their fellow peers who are participating in the same tournament. This is to cultivate a learning culture more than a competitive one.

### a. Tournament Creation (Group)

#### i. Landing Page

User will click the 'Create Tournament' option on the 'My Tournaments' page. This page will have all the tournaments that the user has created.

#### ii. Create Tournament Page

Anyone can create a tournament. User will then key in details such as title, description of the tournament, password and type of tournament (individual or group). (

If user selects 'Group' tournament, user will need to specify the number of groups and the maximum number of players per group. User is also given the option to enable a checkbox, 'Mentor Assignment within team'. This falls under Automatic Mentor Assignment (explained under part e). Individual tournament is client's feature.

User also has the option to decide how many rounds in a tournament and the number of questions for each round based on the language and difficulty level. Similarly, user will be able to delete the questions and the rounds if they wish to. User can also set the status of the tournament. Once they have created, the default status would be 'pending' (yet to activate the tournament). The tournament is not allowed to be active if no members have joined the tournament. Moreover, the tournament can only be active if only all members are in a group and no group has more than the stipulated maximum number of members.

Once all the details are filled in, user click 'Create' to create the tournament. User must fill in all the fields in order to create the tournament.

**b. Manage Tournament**

**i. Landing page**

User will go back to 'My Tournament' page to edit the tournaments they created.

**ii. Edit Tournament details page**

Once user clicks 'Manage' on any of the tournaments, he or she will be directed to a page similar to the create tournament page except all the fields they have previously entered is displayed, not blank. Hence, he or she is allowed to edit the fields. In the case of group tournaments, user would be able to remove participants and also add them to groups who have insufficient team members.

If user wants to activate the tournament which means to start the tournament, they can click the activate button. Once user activates the tournament, there will be a countdown timer that would be displayed likewise on the participants' screens. After the countdown timer is over, the user will be directed to the live ranking page which will be explained later in part d.

**c. Join Tournament (Group)**

**i. Landing Page**

This page will be catered to the participants. There will be a list of active tournaments, both open and closed ones.

**ii. Join Team**

If user joins an open group tournament, they will be directed to a page that displays the information of the tournament like the title, coding language, the number of questions, registered users without a team and groups that the user can join for the tournament. The 'Join Team' button will only appear for teams that are not full yet. After the user joins team, the page will be refreshed and their name will appear under the team. At the same time, user can leave team as well.

**d. Live Ranking**

**i. Landing Page**

The one who created the tournament will be directed to the live ranking page which displays the ranking of the group, rank within the group, player's name, individual ranking, questions completed, whom they are assigned to or mentored by, with respect to the round they are currently in. This page will be updated live and if user wants to end the tournament, there will be an 'End Tournament' button at the bottom.

## D. Automatic Mentor Assignment

### a. Landing page (Mentor View)

The live ranking page will be inclusive of this feature. Once the first player completes the last question, he will be greeted with a congratulatory message (where the question usually appears). In the textbox on the right, where there are details such as progress of number of questions completed, round number, and current rank(in team), there will be two fields called "Assigned To" and "Mentored By". Hence, when the user completes his last question, he or she will be assigned to his or her group member who currently possesses the lowest inter-team ranking.

### b. Landing page (Mentee View)

The landing page will be the same as the mentor page, as explained earlier. However, the mentee will see 'Pending' under the field "Mentored By: ". This means the mentee has been assigned a mentor. Once the mentor has physically arrived to the mentee's location, the mentee will click the 'Pending' status which would change to 'Arrived'.

## E. Events

This feature is important for SingPath as it is a platform where tournament events can be posted and see the number of people who will be attending.

### a. **Landing Page**

The title of the tournaments will be displayed, along with the description and registration status. The registration status is dependent on the options the user clicks which are:

1. 'I'd like to participate – The user will be registered for the event as participant
2. 'I'd like to come watch' –The user will be registered as visitor
3. 'Keep me posted' – Event details will be emailed to the user
4. '+1'- The user clicks this to 'like' the event
5. **'I'd like to view the rankings' – User would be able to see the capability of their fellow competitors (explained more below)**

If user is not logged in to SingPath and he or she tries to access the Events page via clicking 'Upcoming Events', there will be a pop-up message prompting the user to log in first to register for the respective event.

### b. **'I'd like to view the rankings' page (UPDATED 22<sup>ND</sup> JAN)**

After clicking on the 'I'd like to view the rankings' page, they will be directed to a page where there will be a table of information like ranking, Player name, School, School Type, Starting Year, Problems Solved (according to the coding language for the Tournament) and highest badge earned.