

EE/CprE/SE 492 GROUP PROGRESS REPORT

Group number: 40

Project title: HandRaise

Client: Md Maruf Ahmed

Advisor: Md Maruf Ahmed

Team Members: Brian Sayre, Jeremy Tracz, Nick Oswald, Michael Kies, Vance Kaw, Daniel King, Robert Walling

- **Project Summary:** *(Short summary about the project. What are the design goals? Have the direction or scope of the project changed? This should be about a paragraph in length.)*

In this project, the students will design an interactive learning platform (i.e., web-based application) that will allow students to participate in any class activity (e.g., quiz, poll, etc.) or post questions anytime (e.g., during the lecture or outside of lecture time) and the instructor will be able to provide feedback. The instructor will use this interactive platform to post any question for an immediate answer, post a quiz or open a discussion for the knowledge test. This learning platform will also provide student participation statistics that can be used for grading purposes. Our scope has largely stayed the same during the first semester and we plan on completing the main features of this project this semester.

- **Accomplishments** *(Please describe/summarize as to what was done, by whom, when and, collectively as a group since the last report. This should be about a paragraph or two in length. Bulleted points are acceptable as well. Please keep only your technical details related to your project. Figures, schematics, flow diagrams, pseudocode, and project-related results are acceptable, but please ensure that they are legible (clear enough to read) and to provide an explanation. If researching a topic, please add a few details about what was learned and how it is relevant to the project. If two or more people worked on a single task, be sure to distinguish how each member contributed to the task. Specific details relating to the assistance provided to other members may be included here.)*

Since this is the first report of the semester we will go over what has been completed so far. In the first semester, we have designed both the front end and the back end of this project. The front-end team (Nick Oswald, Robert Walling, Jeremy T, and Daniel K) has learned Flutter, a front-end framework, and has started creating the pages the application will need. The back-end team (Brian Sayre, Michael Kies, and Vance Kaw) has started work on a Spring Boot application using MySQL server to store the data for our project. We have completed a majority of the back-end application and have set up server space through Iowa State to get the API hosted on a server. The back-end team will now work on testing, documentation, refining the data being stored, and working on the live polling feature for the application.

