

Vision

1. Our product is an accumulation of tools to help students decide what classes they want to take when registering.
2. The product is for University of Washington students using the university's registration system
3. It accumulates the information available in the registration tools available on myUW and places it in one, more useful tool.
4. Students may already use the available tools individually, combine the information they gather from these tools, and make a decision.
5. Building this tool will make the process of registering much quicker and less cumbersome since all the information will be in one place and students will not have to open multiple applications to access this information.
6. The main objective of the product is to make it easier for students to register for the classes they want. This is different from existing products because it combines many useful tools and data into one application. The target customers for the product are University of Washington students, and the scope of our project is for UW use.
7. Already existing registration tools on myUW

Architecture

1. Our application should query a database stored on an external server, and the returned data will be used to create the content for the GUI to display to the user on the client side. Regular web technologies such as Javascript, HTML, and web browsers can be used to accomplish this.
2. Our application will use a server to fetch data, and use the data to construct the user interface on the user's web browser. The user will then interact with the UI, and will not affect the data.
3. In the initial view, there will be a list of class categories, such as INFO, CSE, MATH, etc. which will be clickable by the user. Clicking on one of these will bring up the main view, where the user can view class descriptions and professors, and select classes to view in an interactive schedule.
4. We will need to figure out how to store data in a server, add data to the database efficiently, and present the application in a way that is convenient for the users.
5. HTML, PHP, Javascript, JQuery, Java?

Challenges and Risks

1. If many team members are not familiar with web technologies, it will make it more difficult for the team to move forward together.
2. We will either have to learn the languages or figure out a way to do most of the application in a language that the team members already know.