During the Senior Project final demonstrations, grading each student on paper is simply inefficient. Also, it is an enormous task for any one person to keep track of the different scores assigned to the students during this time. Lastly, it is too time consuming for one person to ensure that all students are being judged sufficiently, without any duplications taking place.

The point of the project is to create a judging app that can be used on popular smartphones and tablets. Specifically - Creating the iOS app for this purpose.

In order to use this system, the following requirements must be met by the judges, admin, and students -

1. Every judge that is willing to use the system needs to have either an iOS or Android capable smartphone or tablet.
2. The admin needs a computer with a web browser, to view the compiled results, and set judge limits.
3. The students may register via web browser. And view their rankings both on the web and on the designed app.

To address the problem of optimizing the Senior Project Judging process, we designed apps that work on Android and iOS devices. With additional functionality offered by a web application.

I worked on the iOS app front end and developed the judge assignment algorithm. This app allows the judges to receive their assignments, and set scores to the provided questions for each student that was assigned to them.

We conducted dynamic verification, while implementing the project on the different platforms. Unit tests were conducted for every step and integration tests were carried out on the completion of every major use case. A system test was carried out to ensure that all platforms worked properly with each other. The various tests were carried out on the emulators used, as well as on the devices that the system must work on.

Scores can be viewed by the students in the form of rankings by their Panther ID; and the admin can view complete scores on the website.

This system can be ported to use in the future Senior Project demonstrations.