Project Title: Sprinter App
Client: Miguel Wills
Preferred Team Size: 4-5 students
Work Location: On campus
NDA Required: No

Background & Context

Currently, I have a method of organizing my assignments that is based on an Excel spreadsheet organized by due dates. From there, I create a manual Gantt chart-like view for each assignment. While incredibly useful for staying on top of my assignments, it's so inconvenient. To solve this problem, I designed and created Sprinter (name pending). This is a simple software that automates this manual process. This, however, is not as practical for students who are unwilling to manually input every assignment, just so that it looks organized. Furthermore, students may prefer how Canvas already looks, so there is no benefit to doing this work in a different app. The goal is to help students chunk out difficult problems so they can spend their time effectively solving a problem instead of being overwhelmed by how much they have to do.

Goals and Approach

Goal:

Improve the seamlessness of the existing web application by adding an automatic download feature that securely signs into Canvas, downloads the user's assignments, and displays them in sprint format.

Approach

The tool is currently using a Java backend running a spring-Boot backend server on AWS, a Next.js front-end, and talks to a Supabase database to store users' input. While there is currently a large list of issues that could be tackled, I would like to work with Mines Students to build out integration with Canvas using Canva's API's, and integrate this into the website or an extension so that students can log in to Canvas, run the tool and automatically get their assignments in an organized fashion.

Deliverables:

Version 1.0.0 of PLANLI (name pending) can be accessed from anywhere and allows students to seamlessly upload their assignments via Canvas authentication into an organized format.