

Client Meeting # 5

9/30/2011

As far as the contest creators,

Time line:

Once a contest date is set, invitations go out to people at various high schools around the area. They will respond yes or no, and promise a number of teams to come to our contest. There are currently no restrictions for number of teams per school. Siena can handle around 20 teams as of now (space wise)

Problems written are given to Darren Lim along with all test cases.

Problem creators are writing problems which includes: a write up, a solution, and sample input and output as test cases. Make sure to check for problem inconsistencies**

(JOLT requires a solution from the problem maker)

Contest day: trying to figure out from best list which teams are coming, and scoreboard is getting prepared and updated with teams being entered into the system. Teams are also being assigned with login user names and passwords. At time of registration, teams are given an envelope that has the computer number they will be using as well as their login information.

Our system begins at login for contest.

Currently, the teams log into the mail server (for communication) and then login to an ftp client that uploads the teams work to the judges.

The teams have 3 tabs open in their browser (including scoreboard)

The judges wait for e-mail messages from their assigned teams on same account. Judges have to constantly refresh screen to look for their teams' questions and submissions. Whenever a judge rules a problem correct, a time sheet is updated and given to Dr. Breimer to update scoreboard.

We could include an individual login for each judge. Judges should be able to forward any messages to other judges. Extra judges should be able to enter at any time during contest (have extra login accounts at all times).

Scoreboard MUST be at least partially automated. Electronic judges should be able to see if submission is correct without the need of human eyes, however it must be possible for human judges to see teams code because of certain errors. Every submission should be saved in a database in order to get proper time stamps in case there is an issue. Judges should be able to look through database in a number of ways (by time, by team, etc).

Once contest ends, judges look at top three teams and are able to break any ties. Scoreboard is unfrozen when award ceremony is completed.

IDE cannot be built into our software because their work will be lost if they accidentally closed the window. Javascript should help if we decide to go this route. Definitely have save button with this.

We must consider the version of each application that is being used.

Problem generator does not have to be in multiple languages. It can verify just if the output is correct, therefore it does not have to see if the languages are the same. If we wanted to post solutions, we must have as many solutions in as many languages as possible.

As soon as contest is over, source code of submissions may be purged, or moved to another location.