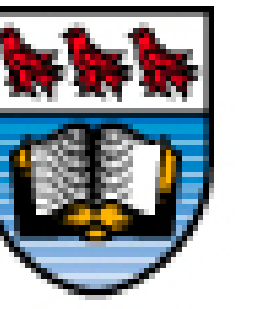


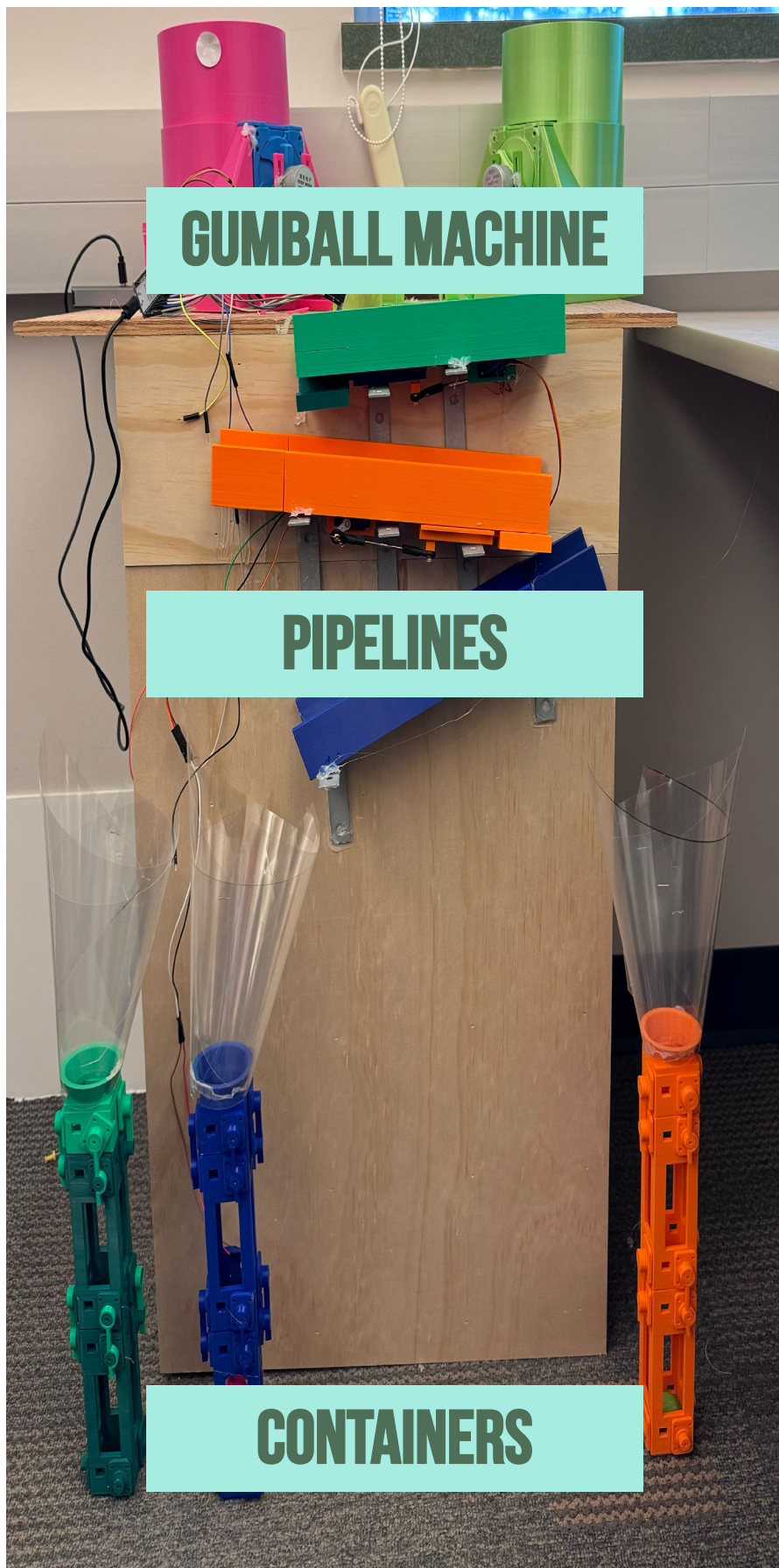
This research was supported by the Jamie Cassels Undergraduate Research Awards, University of Victoria, and Supervised by Dr. Sowmya Somanath, Computer Science Department



University of Victoria

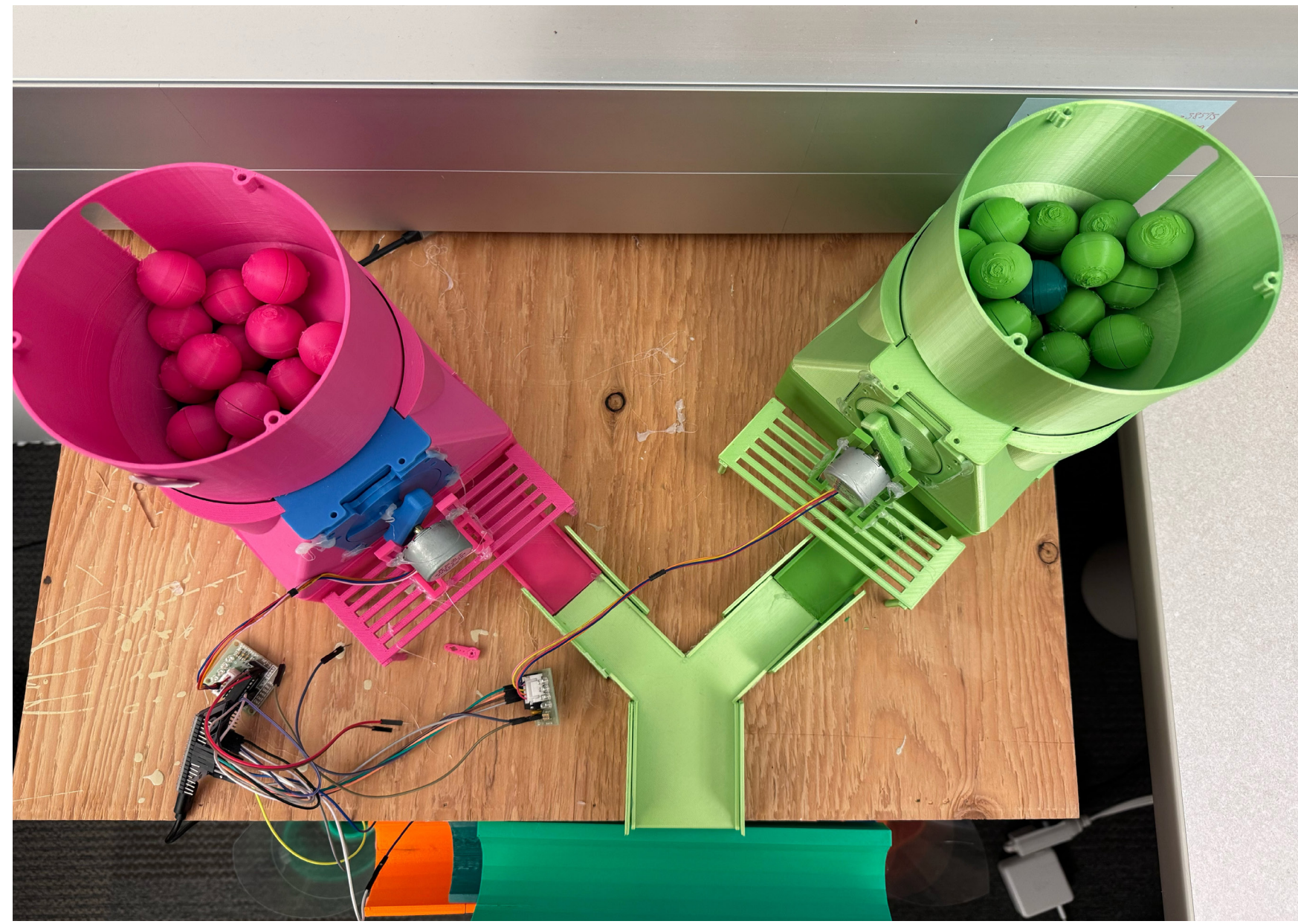
1. PHYSICAL SYSTEM

1. The physical Object



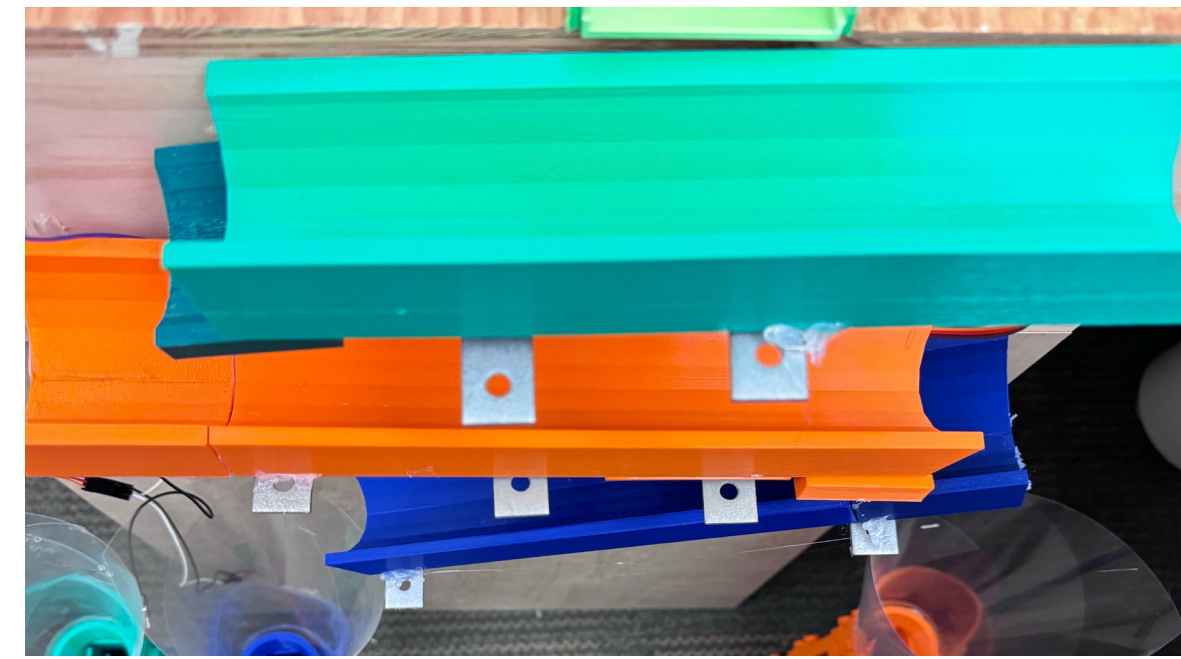
2. Gumball Machine

Each gumball symbolizes for each member of the team



3. Pipelines

The purposes of pipeline is to direct the marbels to correct container



4. Containers

Each container will symbolize for each task the team need to complete



5. Marbles

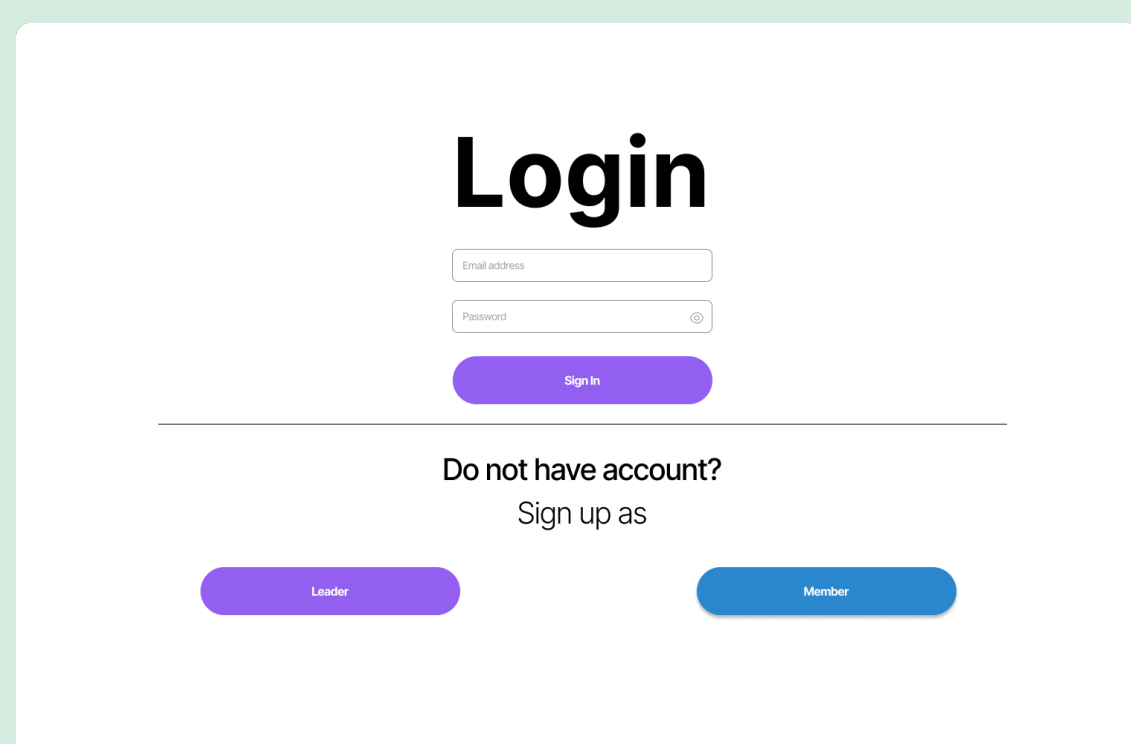
The color of the marble symbolizes for each team member. The marbles symbolize for the amount of effort spent of the task, such as time, budget, etc depends on each team's decision



2. WEBSITE

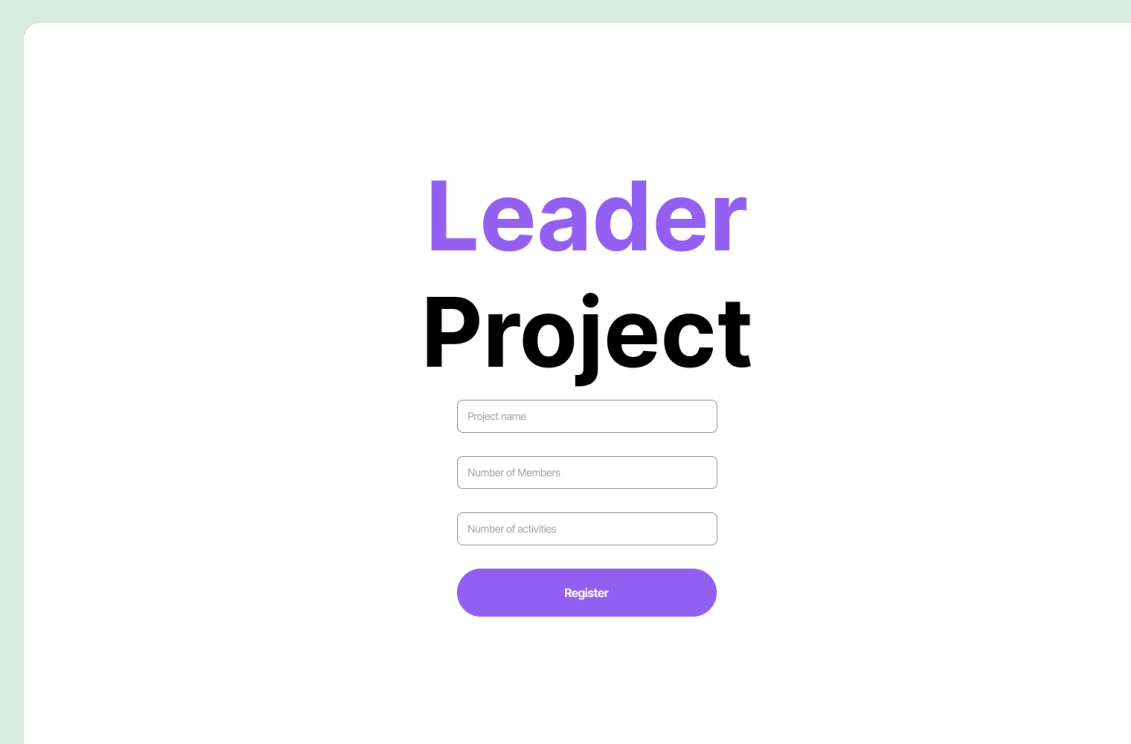
1. Sign in/up

Users have option to sign in/up as a Leader or Member



2. Register Project

Leader creates a project and team members join a project



3. Dashboard

Member views the dashboard of their assigned tasks and drop the marbles



3. WORK FLOW

