Roadmap

Tutor's functionality



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Some background knowledge for the reader

- In this manual presentation, we present the functionality provided by the Roadmap website to the tutor or else to the creator of a virtual hackathon event in order to create/edit a roadmap and connect it with his/her virtual hackathon event.
- For accessing the Roadmap website, we assume that the tutor has already created an event and now he/she needs to create/find a roadmap to structure his/her event accordingly.

In the "Edit" option of an event, the tutor can find the below window, named "VirtualHackathon Roadmap". There, the tutor needs to fill in the empty field with the URL of the event's roadmap.

& VirtualHackathon Roadmap

Roadmap Link

https://roadmap.virtualhackathon.eu/

Paste the link to your roadmap

Create or select an existing roadmap

Open the default VirtualHackathon roadmap



If the tutor wants to create a new roadmap or search/select among existing roadmaps, s/he selects the left button. If the tutor wants to open (and use) the default VirtualHackathon roadmap, s/he selects the right button.

& VirtualHackathon Roadmap

Roadmap Link

https://roadmap.virtualhackathon.eu/

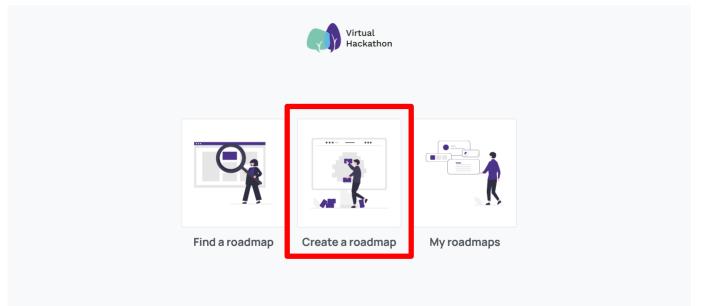
Paste the link to your roadmap

Create or select an existing roadmap

Open the default VirtualHackathon roadmap



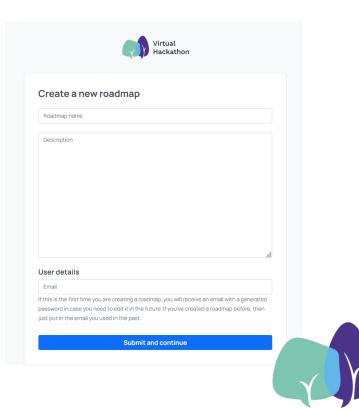
By clicking on the left button, a new tab in the tutor's browser is loaded opening the Roadmap website. Let assume that the tutor needs to create a new roadmap. In this case, the tutor clicks on the "Create a roadmap" button.





By clicking on the "Create a roadmap" button, the below form is presented enabling the tutor to fill in the basic information for a new roadmap including the name, the description and the tutor's email.

The usage of the email is important because it serves as an account. By inserting an email, the roadmap will be stored along with previous roadmaps created by the specific email/account. On the other hand, if the email is inserted for first time and thus it is the first roadmap created by a tutor, the tutor will receive an email with a generated password in case he/she needs to access it in the future.

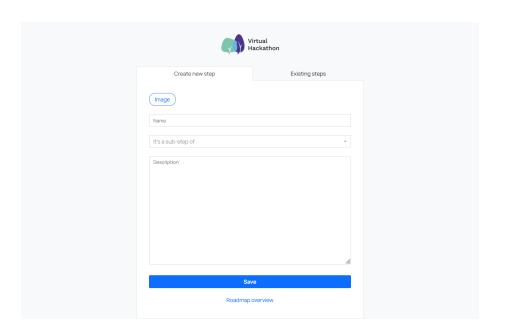


Let assume that the tutor fills in the required fields of the form and clicks on the "Submit and continue" button.

Virtual Hackathon
Create a new roadmap
NewRoadmapHybridEvent
this is a novel roadmap that aims to engage all participants of a birdid event
User details
ekamater@hotmail.com
If this is the first time you are creating a roadmap, you will receive an email with a generated password in case you need to edit it in the future. If you've created a roadmap before, then use out in the email wave ed in the past.



By clicking on the "Submit and continue" button, the below page is presented where the tutor can create new steps on his/her roadmap or re-use steps from a list of existing ones.



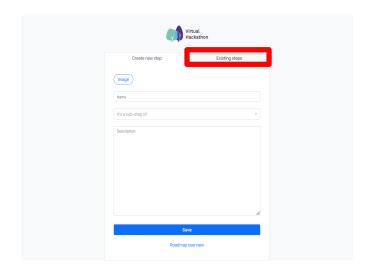


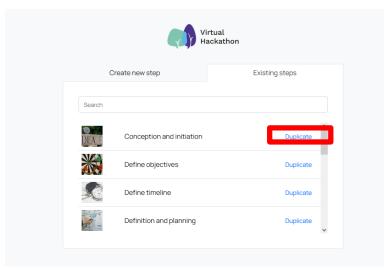
If the tutor selects to create a new step, he/she needs to provide an image, a name for the step, whether (or not) it is a sub-step of another step and a description.

Virtual Hackathon		
Create new step	Existing steps	
Image	-	
Name		
It's a sub-step of	*	
Description	di.	
s	ave	
Roadma	o overview	



If the tutor selects to re-use an existing step, the right page is loaded presenting the available steps along with the option to duplicate (re-use) them. Above the list of available steps, a search field is presented allowing the tutor to search an existing step based on its name. Let assume that the tutor selects to click the "Duplicate" button of an existing step.





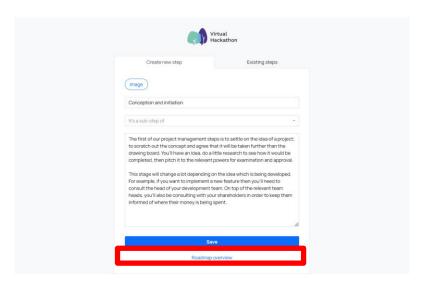


By clicking on the "Duplicate" button of a step, the below page is presented where the selected step by the tutor has been copied in his/her roadmap. The tutor can make additions/corrections in the step's details and click on the "Save" button. This process can be repeated many times until the tutor creates all desired steps of his/her roadmap.

Conception and initiation It's a sub-step of The first of our project management steps is to settle on the idea of a project; to scratch out the concept and agree that it will be taken further than the drawing board. You'll have an idea of a little research to see how it would be completed, then pitch it to the relevant powers for examination and approval. This stage will change a lot depending on the idea which is being developed. For example, if you want to implement a new feature then you'll need to consult the head of your development team. On top of the relevant team heads, you'll also be consulting with your shareholders in order to keep them informed of where their money is being spent.	Create new step	Exist	ing steps
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		dmap overview	

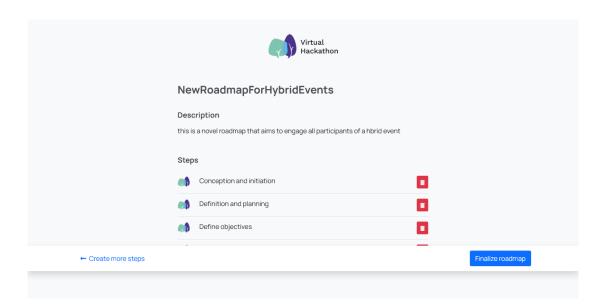


After creating all desired steps, the tutor can click on the "Roadmap overview" button and see all steps inserted in his/her roadmap.





After clicking on the "Roadmap overview" button, the below page is presented. The tutor has three options: to delete a wrongly inserted step (clicking on the bin), to go back and create more steps or to finalize the roadmap.





Let assume that the tutor has selected to delete the "Define objectives" step from the previous roadmap. Then, the below page is presented.



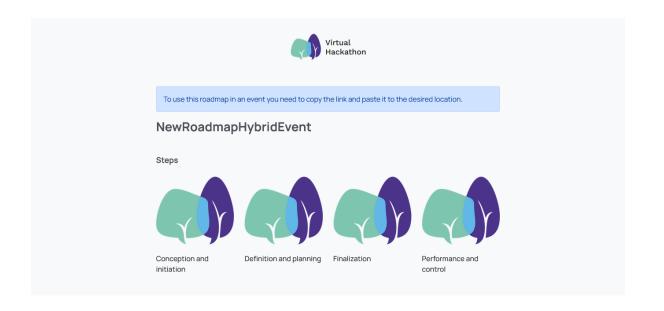


Let assume that the tutor has selected to click on the "Create more steps" button. Then, the below page is presented again.

Virtual Hackathon		
Create new step	Existing steps	
Image		
Name		
It's a sub-step of	*	
Description		
	fi.	
Sa	ve	
Roadmap overview		

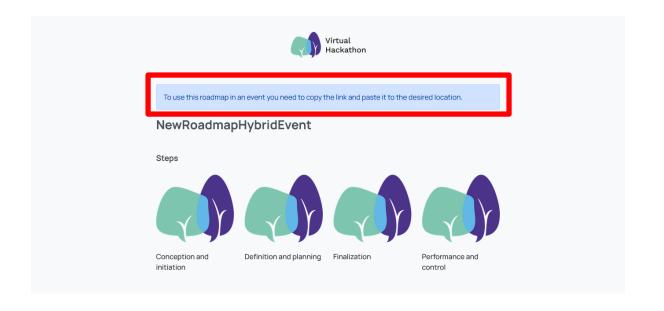


Let assume that the tutor has selected to click on the "Finalize roadmap" button. Then, the below page is presented with the preview of the final roadmap.





Moreover, a message is presented guiding the tutor to copy the link of the roadmap and past it in the event's information in the "Edit" option of the event.





The user then pastes the link in the below field, named "Roadmap link", in the "Edit" option of the event.

& VirtualHackathon Roadmap

Roadmap Link

https://roadmap.virtualhackathon.eu/

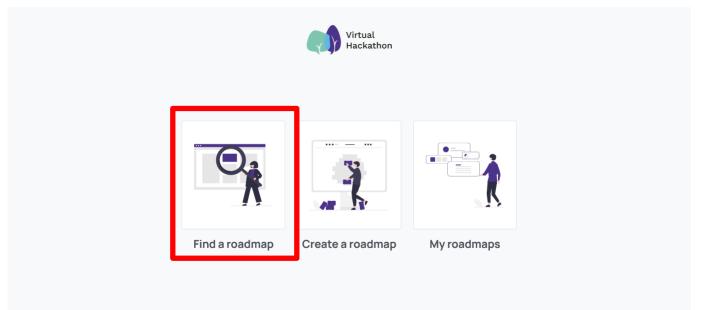
Paste the link to your roadmap

Create or select an existing roadmap

Open the default VirtualHackathon roadmap

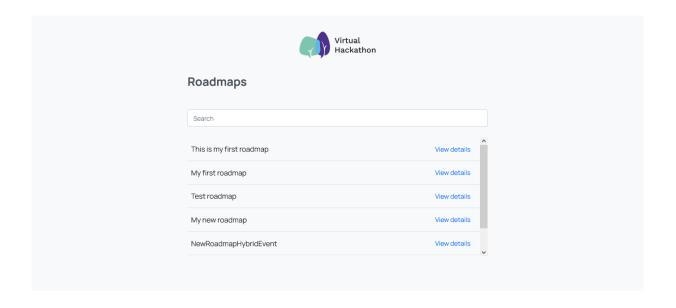


Let assume that the tutor needs to find an existing roadmap. In this case, the tutor clicks on the "Find a roadmap" button.



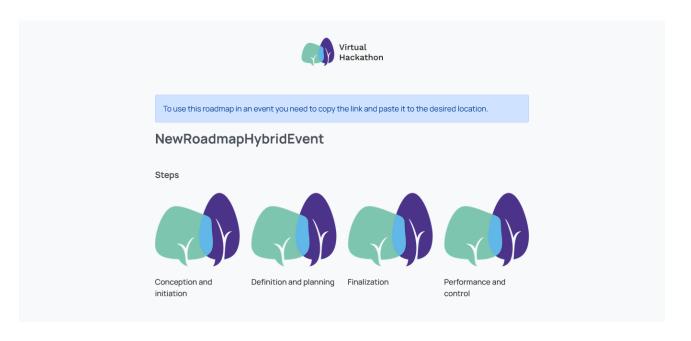


By clicking on the "Find a roadmap" button, the below form is loaded presenting the available roadmaps with the option to view details of them. Above the list of available roadmaps, a search field is presented allowing the tutor to search an existing roadmap based on its name.



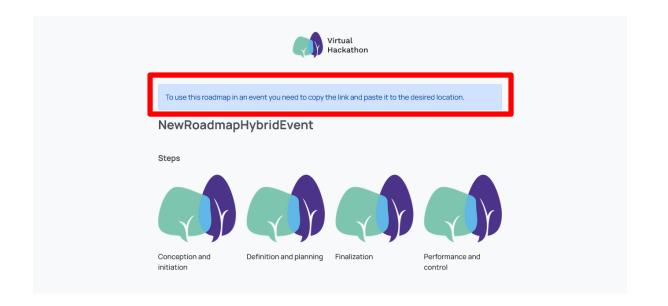


By clicking on the "View details" button of an existing roadmap, the below page is presented with the preview of the selected roadmap.





Moreover, a message is presented guiding the tutor to copy the link of the roadmap and past it in the event's information in the "Edit" option of the event.





The user then pastes the link in the below field, named "Roadmap link", in the "Edit" option of the event.

& VirtualHackathon Roadmap

Roadmap Link

https://roadmap.virtualhackathon.eu/

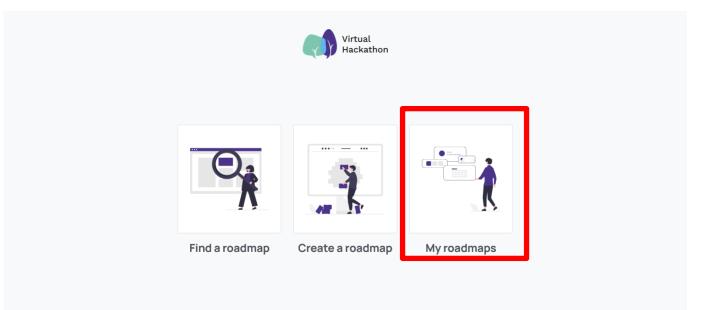
Paste the link to your roadmap

Create or select an existing roadmap

Open the default VirtualHackathon roadmap



Let assume that the tutor needs to see the roadmaps he/she created. In this case, the tutor clicks on the "My roadmaps" button.





By clicking on the "My roadmaps" button, the below page is presented asking the tutor to fill in his/her email and password (the password is the one sent by the system to this email in the first time the tutor created a roadmap and inserted his/her email).

	Virtual Hackathon	
Sign in		
Email		
Password		
	Submit and continue	



Let assume that the tutor filled in his/her email and password and clicked on the "Submit and continue" button. Then, the below page is presented showing the roadmaps created by this account/email. The tutor has the option to edit one of the roadmaps he/she created.

Virtual Hackathon	
My roadmaps	
Search	
NewRoadmapHybridEvent	Edit



Let assume that the tutor clicked on the "Edit" button of an existing roadmap. Then, the below page is presented showing the steps of the roadmap and providing the tutor three options: to delete a wrongly inserted step (clicking on the bin), to go back and create more steps or to finalize the roadmap.

	Virtual Hackathon	
	NewRoadmapHybridEvent	
	Steps	
	Conception and initiation	
	Definition and planning	
	Finalization	
← Create more steps		Finalize roadmap

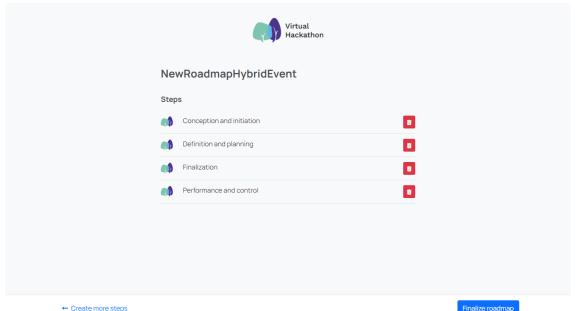


By clicking on the "Create more steps" button, the below page is presented where the tutor can create new steps on his/her roadmap or re-use steps from a list of existing ones. **See the section** "1. Create a roadmap" for more details.

Virtual Hackathon		
Create new step	Existing steps	
Image		
Name		
It's a sub-step of		
Description		
	A.	4.
	Save	
Roadm	ap overview	

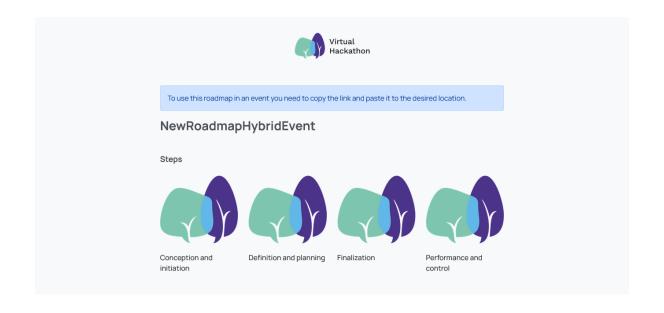


Let assume that the tutor has created another one step, named "Performance and control", and then clicked on the "Roadmap overview" button. Then, the below page is presented with the new step.



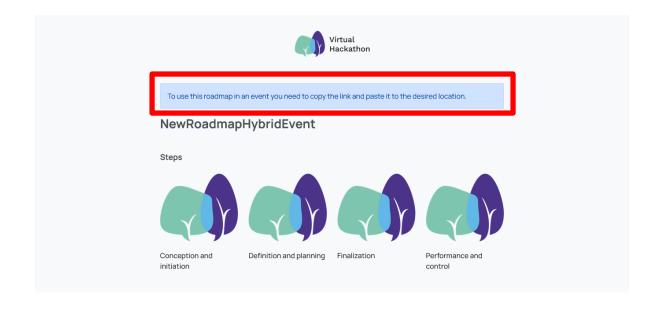


By clicking on the "Finalize roadmap" button, the below page is presented with the preview of the final roadmap.





Moreover, a message is presented guiding the tutor to copy the link of the roadmap and past it in the event's information in the "Edit" option of the event.





The user then pastes the link in the below field, named "Roadmap link", in the "Edit" option of the event.

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