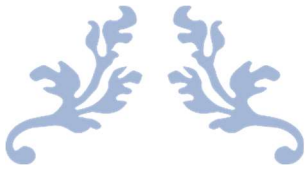

# PROJECT PLAN

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12 MEI 2022

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## Client

The client is the company “DuelSync” who wants a website and a desktop application for their needs with managing sport tournaments.

## Team

| Name | Function | Contact | Representing |
|---|---|---|---|
| Arenco Meevissen | Main developer and main representative | 479450@student.fontys.nl | S2-CB02-A |

## Current situation

The solution that “DuelSync” wants needs to be built from the ground up, They already have the needed servers already up and running so there is no need to configure this.

## Problem description

The current problem of DuelSync is wants a software solution to allow their customers (sport associations) to manage their sport tournaments. For now, the software must support a round-robin tournament system for badminton, but DuelSys inc. also wants the software to have the potential to support other types of tournament systems and sports.

## Project goal

The goal of this project is to make an application to allow the customers from DuelSync to manage their sport tournaments. For now, the round-robin tournament system must be supported for badminton. The application is expected to expend further with more sport and tournament types

## Deliverables

- Project plan
- URS
- Test plan and test report
- UML Class diagram
- Software solution (Razor and webform)
    - Source code
    - Unit tests
    - Database

## Non-deliverables

Currently there are no non-deliverables which consist of things the client may want but cannot be delivered.

## Constrains

| | Details |
|---|---|
| *Mocking data* | The case is simulated and there is no real data. Any data found in the pdf “week 11 Synthesis Assignment” should be used. Everything else can be “fake” data |
| *UX* | Make sure the software solution is as expected for modern applications; e.g. proper UX, user feedback, common practices (for example, hide sensitive data such as password), etc. |
| *Technologies* | C# with Windows Forms and ASP.Net Core Razor Pages; for a web application you may use a layout framework, such as Bootstrap, but not an ORM. The database must be a MySQL database. |
| *Meetings* | Weekly meetings with tutor are mandatory |
| *Deadline* | Friday 10th of June 2022 before 16.00. |
| *Source control* | FHICT GitLab (https://git.fhict.nl). Make sure you invite your OOD, WAD & WKS teachers with the appropriate access (i.e. at least Reporter access). |
| *Website* | The website should run on Luna server. |
| *Database* | The database should run on Hera server |
| *Submission* | Final submission with all deliverables must be submitted on Canvas before the deadline. |

## Phasing

| *Iterative week* | *Description* | *Hours expected* |
|---|---|---|
| *Week 12* | In this phase the project plan and the URS be (mostly) done.<br>The test plan should contain the things for the account management.<br>The Class Diagram for the account management should be done.<br>The implantation of this should be done without crossing the border with the tournament management.<br>The general design should also be done | 20 |
| *Week 13* | In this phase the URS and test plan should be updated to contain the tournament management, and the UML class diagram for this should also be done. | 20 |
| *Week 14* | In this phase it's about scheduling of the tournament and the result of the matches.<br>The URS, Test plan, database and UML class diagram will contain this. | 18 |
| *Week 15* | In this phase it's about the major (adding another sport type) and minor requirement (leader board).<br>The URS, Test plan, database and UML class diagram should reflect this.<br>This is also the moment to check if some things can be done differently and is also extendable. | 20 |