VANIER
CÉGEP/COLLEGE

Faculty of Science and Technology

420-436-VA | System Development

Project Report

Due Date:

December 11, 2025

Green Team

Aaron Ho Tim Fat, 2314854
Helene Rousseau, 6229734
Abdulmajeed Kakar, 6206316
Said Becerra, 6234475

Client: Sports de combats

Contact Name: Bryan Nguyen

SIGNATURES

We certify that this assignment is our own work

I, **Said Becerra, Student ID #6234475,** certify that I have contributed to this deliverable, S – B

I, **Aaron Ho Tim Fat, Student ID #2314854**, certify that I have contributed to this deliverable, A–H–T-F

I, **Abdulmajeed Kakar, Student ID #6206316,** certify that I have contributed to this deliverable, A – B

I, **Helene Rousseau, Student ID #6229734,** certify that I have contributed to this deliverable, H – R

STATEMENT

Code from our eCommerce class will be used to develop certain features of this project.

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DELIVERABLE 1

Green Team

Team Leader

Said Becerra

Minute Taker:

Aaron Ho Tim Fat

Main point of contact:

Hélène Rousseau

EXECUTIVE OVERVIEW

Our client is Bryan Nguyen, the owner of Sport de Combats, a place which specializes in various weapon-related hobbies. The goal of our project is to make his business a website that is more user-friendly, with a clearer, more functioning website than the one he currently has. The project will also include a clear and effective reservation system so that clients can easily make bookings as well as a consistent shop with a secure payment system.

Our client offers a place for people to not only learn certain hobbies but for them to practice whenever they want. In addition to that, they have a shop to sell a variety of equipment to their clients. Currently, they use their website to handle the reservations and purchases, however the website doesn't meet the quality or functionality that our client requires.

In order to achieve this goal, our team will be handling all meetings on a weekly basis in class. Every Monday from 16:00 – 18:00, Thursday from 12:00 – 14:00, Friday from 8:30 – 11:30. Outside of those meetings, any communication will be handled either at school or on Discord. If the need arises, we have all agreed to be open to having online meetings also through Discord. To track our tasks, issues and progress we will be using GitHub Projects. We will be using Microsoft Project to better plan and visualize our timeline and allocated time for each task. This tool is also useful to create a clear and effective project plan.

For each deliverable, we have assigned a group leader to oversee the progress for that deliverable. This position won't always be held by the same person. We will choose the team leader based on the qualities of the person, personal experience and overall skills. For the actual responsibilities within the project, such as front-end development, back-end development and database implementation, we have decided to divide those tasks among us based on our personal preference, skills and experience with each of these categories. Hélène Rousseau will be our main point of contact with the client throughout the project since she personally knows the owner and his business. This will facilitate communication between us, which will be indispensable for the development of this project.

CLIENT

Description

Our client is Bryan Nguyen, the owner of Sports de Combats, a business located on the plateau in Montreal. His business focuses on 'niche' hobbies, such as archery, weapon throwing, nerf battles and rage cages. While teaching those hobbies, they also propose a membership for members to come and practice when they want, and a 'pro shop' to sell equipment to said members. They mostly advertise and make business through their website, https://sportsdecombats.com/.

Familiarity with technology

Our client does not have limited knowledge about technology, but they also are not able to create and understand the full functioning of a system. They currently have their website made through WordPress and Bryan does have a bit of knowledge of HTML & CSS, but seem to have a bit of difficulty maintaining the website.

Business problem

The problem of sports de combats is that most of their business goes through their website and yet, half of said website is broken. Certain links lead nowhere, the UI is not designed with the client in mind, which makes the website hard to navigate for new users, and their reservation system lacks direction and consistency. Furthermore, their pro shop sometimes appears on their website with some products, while other times it doesn't. To solve those problems, we would remake their website from scratch as well as adding an inventory system for their pro shop. We might look into new solutions for their reservation system, but they are already paying for an API so it will be further discussed later with the client.

TEAM ORGANIZATION

Meetings schedule

Since we're all in the same section, we will have our meetings during our system development classes. Also, we will be using discord for our meetings outside of classes.

Weekday	Time	Type of meeting	Place
Monday	4:00PM – 6:00PM	In-person	Theory class (D-244)
Thursday	12:00PM – 2:00PM	In-person	Lab (D-243)
Friday	8:30AM – 11:30AM	In-person	Lab (D-243)
		Online	Discord

Communication

  Discord will be our primary means of communication outside of in-class meetings. We will also be using discord to message each other in case of emergencies.

Total hours

In total, our team will be meeting for approximately 8 hours per week, divided into about 3 meetings. If needed the fourth meeting could be held any day, which would bring our total hours to 10.

Sample Agenda

We will use the Agenda Template given to us by Alex.

Project code repository

https://github.com/Ash-a9236/SYS_DEV_PRJ_F2025.git

Name	Username
Aaron Ho Tim Fat	AaronHTF
Helene Rousseau	Ash-a9236
Abdulmajeed Kakar	majeedcs
Said Becerra	SaidBecerra

Word SharePoint:

We will use Microsoft Word's SharePoint feature to synchronously edit all of our documents. This will make it easier to communicate and share documents with the team.

Git Project:

In addition to Microsoft projects, which we will use to organize the tasks, we will use git project to organize the tasks using the Gantt chart format.

POLICIES & COMMUNICATIONS

Throughout the entire project and during all the meetings, we will have to respect policies to have a respectful environment. When meetings happen, everyone should have an input in the decisions taken. Allowing everyone to express their opinions and ideas will ensure that we are able to reach a better understanding of each other. So, to create a respectful environment we will have to follow these rules and policies.

Policies	Description
1 – Be Punctual	Always be on time for the meetings. If someone is going to be late or has an emergency, they have to make sure to warn the other team members beforehand.
2 – Contribute to the meeting goals	During the meetings, we should make sure to discuss the current issues and make sure to stay on track and not go off topic.
3 – Allow everyone to participate	Every team member should have an input in all the decisions taken so that everyone is on the same page.
4 – Listen when someone is speaking	Pay attention when someone else is talking. Don't be distracted because we don't want to have to repeat ourselves.
5 – Explain your reasoning and intent	Explain the reasoning behind each decision to come to an understanding more easily. Make sure to explain your thought behind all of your choices.
6 – Don't interrupt when someone is speaking	When a team member is speaking don't speak over them, wait for them to finish what they have to say.
7 – Provide feedback	Give feedback to team members on their work. Feedback gives reassurance and allows us to grow and learn.

RESPONSIBILITIES

Team leader

We are alternating the role of "Team leader" with each deliverable. If one of us seems to be a better fit for the job, then they would be asked to take that responsibility more often if they please.

Minute taker

Our minute taker will be Aaron Jonathan Ho Tim Fat. He will be responsible for taking notes during our meetings. Such notes will include important topics we discussed, any issues that need to be reviewed at the next meeting, a review of previous solutions that we have made, and just general ideas or questions regarding the project.

Primary client contact

Our primary client contact will be Hélène Rousseau since she and our client know each other quite well outside of the course's setting. They will mostly communicate through private messages and in person meetings to update one another. This way, our client will feel more at ease to bring up issues if they arise during the creation of the website, and we will receive feedback more quickly which will help us make the best product we can.

Shift of roles

Most of our roles aren't set in stone, our primary client contact however will stay the same for the entirety of the project since she already knows the client and is very knowledgeable of not only his business, but of the problem we're aiming to solve. Our minute taker is also going to remain the same thorough the duration of the project, however, if he decides to step down for any reason, we will choose another person that is the most apt for that role. Aside from these roles, each of the roles will

be open to change if as a team we believe that someone else might be more apt for the role based on their qualities, skills, experiences and preferences.

Development team structure

Implementation task	Team member
Front-end Development	Abdulmajeed Kakar, Said Becerra
Back-end Development	Hélène Rousseau, Aaron Jonathan Ho Tim Fat
Database	Hélène Rousseau, Aaron Jonathan Ho Tim Fat

Reports

It is the team leader's responsibility to ensure that every member of the team is doing their part of the deliverable. This includes the team logbook, the meeting agendas and that week's deliverable. Each member is responsible for their own personal journal. This way the team can stay on track and meet the project deadlines.

This board contains each team leader and their assigned delivery:

Delivery	Team Leader
Delivery 1 – Project Plan	Said Becerra
Delivery 2 – Requirements gathering and analysis	TBD
Delivery 3 – UML Diagrams	TBD
Delivery 4 – Prototype User Interface	TBD
Delivery 5 – DB Design	TBD
Delivery 6 – Implementation and Clients Comments	TBD

CONTACT INFORMATION

This is the contact information for each team member.

Full name	Email	Phone	Discord
Aaron Ho Tim Fat	ajhotimfat@gmail.com	514-969-1388	aaronhtf
Helene Rousseau	helene.m.rousseau@gmail.com	438 528 9317	ash_4211
Abdulmajeed Kakar	send.abdulmajeed@gmail.com	514-216-4390	mjd3902
Said Becerra	Saidbecerra57@gmail.com	438-521-3282	WildPenta

PROJECT PLAN

This is our project plan for the whole project. The estimated durations for specific tasks are bound to change for deliverables beyond deliverable 1. In addition to that, we still haven't specified ressources for tasks beyond deliverable 1 as it is impossible to predict who will hold what role by those points and who will be available to do what.