

Project plan

Synthesis Assignment



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# 1. Case description

The company DuelSys Inc. wants a software solution to allow their customers (sport associations) to manage their sport tournaments. For now, the software must support a round-robin[[1]](#footnote-1) tournament system for badminton[[2]](#footnote-2), but DuelSys Inc. also wants the software to have the potential to support other types of tournament systems and sports.

A tournament has multiple players competing in badminton games to determine who is the best (e.g., gold, silver and bronze medal). To determine this, the purpose of the software is to register all the results of each game.

This software solution will be used by sport association staff (staff) to organize tournaments and by players to find information about the tournament(s) they want to participate in.

# 2. Project Overview

## 2.1 Project goal

This project will have to start from scratch and be built upon from there to achieve our goal:  
To present an administrative software system which can add, remove or change data related to the tournaments and a web application that will allow users to register and take parts in tournaments in a user-friendly manner.

## 2.2 Deliverables

The client wants the following deliverables:

* Project plan
* URS
* Test plan and test report
* UML Class diagram
* Software solution
  + Source code
  + Unit tests
  + Database

## 2.3 Limitations

### 2.3.1 Constraints

|  |  |
| --- | --- |
|  | *Description* |
| *Mocking Data* | The case is simulated and there is no real data. |
| *UX* | The software solution is as expected for modern application, 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 deadline |

# 3. Phasing

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| --- | --- | --- |
| **Week** | **Activities** | **Deliverables** |
| **Week 12:**  Project Plan  URS | In the first week the focus will be on starting the documentation:   * Creating Project plan * Creating URS * Creating UML | Deadline:  15.05.2022, 19:00   * First drafts of Project plan, URS, UML |
| **Week 13:**  Updating documentation and start of Implementation | This week the documentation will be updated, and implementation will be started based on tournament functionalities (CRUD operations of tournaments) and registering players in the web application.   * Updating URS * Updating UML * Creating Database * Starting the implementation of the tournament functionality in the Desktop application * Starting the implementation of the user’s registering and log in functionality in the web application | Deadline:  22.05.2022, 19:00   * Updated URS, UML * Created Database * CRUD operation in the desktop application * Register and log in in the web application |
| **Week 14:**  Updating documentation and continuing of Implementation.  Creating Test plan. | Updating documentation based on feedback and new functionalities and implementing new functionalities regarding the scheduling of tournaments and matches and registering of players in matches in the software application and web application.   * Updating URS * Updating UML * Starting the implementation of scheduling in the Desktop application * Starting of the implementation on calendar in the web application * Creating test plan | Deadline:  29.05.2022, 19:00   * Updated URS, UML * Scheduler in the desktop application * Calendar/schedule in the web application * Created Test plan |
| **Week 15:**  Finishing documentation and Implementation.  Updating Test plan | Updating documentation with the last functionalities and implementing them in the software application and web application. Updating Test report based on feedback and new Use Cases.   * Finishing URS * Finishing UML diagram * Finalizing desktop application – registering results of games, ranking players in tournament * Finalizing web application – adding profile page, adding a way to see results of matches * Creating Test plan | Deadline:  05.06.2022, 19:00   * Final version of URS, UML * Finalized desktop and web application * Updated Test plan |
| **Week 16:**  Software presentation | In the final week everything will be submitted and ready for presentation.   * Presenting the project | Deadline:  10.06.2022, 17:00   * Final version of the applications |

1. Round-robin is an all-play-all type of tournament system; see https://en.wikipedia.org/wiki/Roundrobin\_tournament [↑](#footnote-ref-1)
2. Badminton is a racquet sport played using racquets to hit a shuttlecock across a net; see https://en.wikipedia.org/wiki/Badminton [↑](#footnote-ref-2)