**Live Score Hub**

**Day 1: Tuesday, August 12**

**1. Initial Project Setup (2 hours)**

* Set up Spring Boot project with required dependencies. (15 minute)
* Configure application properties (database, server port). (45 minutes)
* Set up database schema. (1 hour)

**3. AppUser and Role Classes (4 hours 15 minutes)**

* Implement AppUser and Role entities. (1 hour)
* Set up relationships between AppUser and Role. (45 minutes)
* Create AppUserRepository and RoleRepository interfaces. (1.5 hours)
* Implement AppUserService with CRUD operations. (1 hours)

**Day 2: Wednesday, August 13**

**2. User Authentication and Authorization (3 hours)**

* Implement user authentication using Spring Security. (2 hours)
* Set up role-based access control. (1 hour)

**3. Team and Game Classes (3 hours)**

* Implement Team and Game entities with fields for API integration. (1 hour)
* Define relationships between Team, Game, and AppUser. (2 hour)

**Day 3: Thursday, August 14**

**1. Team and Game Repositories/Services (6 hours)**

* Set up integration with the Sportspage Feed API. (1 hour)
* Create TeamRepository and GameRepository. (1 hour)
* Implement methods to fetch and store data for games and teams. (1 hour)
* Implement TeamService and GameService for CRUD operations and API data handling. (1 hours)
* Testing: Write unit tests for TeamRepository and GameRepository. (1 hour)
* Testing: Write unit tests for TeamService, GameService. (1 hour)

**Day 4: Friday, August 15**

**1. WebSocket Configuration (5 hours)**

* Set up WebSocket configuration in Spring Boot. (3 hours)
* Create endpoints for live score updates. (1 hour)
* Testing: Test WebSocket setup and endpoints. (1 hour)

**2. Live Score Broadcasting (4 hours)**

* Implement backend logic to broadcast game score updates. (3 hours)
* Testing: Verify WebSocket broadcasting with frontend integration. (1 hour)

**Day 5: Saturday, August 16**

**1. Notification System (3 hours)**

* Create a basic notification system to send updates to users based on their tracked teams. (2 hours)
* Testing: Test notification delivery and accuracy. (1 hour)

**2. Final Backend Testing and Debugging (8 hours)**

* Conduct comprehensive testing of all backend components. (4 hours)
* Fix any bugs or issues that arise. (2 hours)
* Finalize and review backend code. (2 hours)

**Day 6: Sunday, August 17**

**1. Basic UI Setup (4 hours)**

* Set up basic layout using React. (2 hours)
* Integrate Bootstrap for styling. (2 hours)

**2. User Authentication UI (4 hours)**

* Implement login and registration forms. (2 hours)
* Handle authentication and authorization in React. (2 hours)

**3. Team and Game Display (4 hours)**

* Create components to display team and game information. (2.5 hours)
* Integrate API data into the UI. (1.5 hours)

**Day 7: Monday, August 18**

**1. Live Score Updates UI (4 hours)**

* Implement live score display using WebSocket data. (3 hours)
* Testing: Ensure real-time updates reflect on the frontend. (1 hour)

**2. Calendar UI Implementation (4 hours)**

* Use a library like react-calendar. (2.5 hours)
* Display games for selected dates. (1.5 hours)

**Day 8: Tuesday, August 19**

**1. UI Testing and Debugging (8 hours)**

* Conduct comprehensive testing of all frontend components. (4 hours)
* Fix any bugs or issues that arise. (4 hours)

**2. Final Polishing (4 hours)**

* Finalize UI design and improve user experience. (2 hours)
* Final review of the entire project. (2 hours)

**Day 9: Wednesday, August 20 & Thursday August 21**

**1. Prepare for presentation (~ 8 hours)**