Simply Rugby

Inception Planning Document

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# Introduction

Simply Rugby are a Scottish based rugby club which are looking for a new computerised system that will allow their coaches to keep track of:

* Player details for each squad
* Player skill development
* Game details
* Training session details

Simply rugby have squads playing at all the age grades supported by the Scottish Rugby Union, mini, midi and senior. Details of all members will also be stored within this system; for legal reasons and to be able to send information to all members when required.

Player details that I believe would be suitable for storing would be at minimum:

* First name
* Last name
* Date of Birth
* Address
* Phone Number
* Emergency Contact Details
* Next of kin Details
* Doctor Details

Coaches will be able to access their squad’s info within the system; this will be done through a login feature and all the squads that the coach is involved with (if multiple) will be available to be viewed and managed by that coach. The coach can store notes on each individual player, keeping track of their skills development, other info can also be stored about this player such as current position.

Match history will also be kept track of within the system, each squad will have a match history and notes about the match, including which player played in which position and how well they performed. The system will also store information about each training session.

In summary, Coaches will be able to login and will be able to see the squads that they coach, after entering that squad’s section they are able to:

* Create member profiles and add them to the squad they belong to
* Store training details about each individual player
* Add match results / details
* View match results / details
* Store details about each training session

The way that the player profiles are stored allows for the player to be easily removed from one squad and be added to another. If a player moves into another squad then they can easily be removed from one squad on the system and added to the other without any previous details / information being lost. If this information is not needed then it can be removed or updated by the coach of the squad they now belong to. When a player is not assigned to a squad they will be listed as “unassigned” within the system, when adding a player to a squad there will be a list of unassigned players, players can be taken from this list and added to the squad which they belong to.

The membership secretary will have their own login and will be able to view all details of all members, they will also be able to edit or update these details. This will be the main Administration account. Coaches will also be able to store or update personal details about each player but not any other type of member.

The 4 types of users are Admin, Coach, Player and general member. Players and general members will be given login details from the admin or the coach and will not differ greatly in functionality, they will both be able to see match history and match details, but Players will be able to see what squad they are assigned to and potentially any details they may be required to see or access.

# Functional and non-Functional Requirements

## Functional

1. There will be 4 types of user:
   1. Admin
   2. Coach
   3. Player
   4. General Member
2. The system will have a login, depending on the user type more functionality will be available (Players + General members may have limited functionality for the time being)
3. Minimum details required for Players:
   1. First name
   2. Last name
   3. Email
   4. Date of Birth
   5. Address
   6. Phone Number
   7. Emergency Contact
   8. Next of kin Details
   9. Doctor Details
4. Minimum details required for all other members:
   1. First name
   2. Last name
   3. Email
   4. Date of Birth
   5. Address
   6. Phone Number
5. An admin will create accounts for all member types and store details for these accounts.
6. Coaches can create player accounts and store details for these accounts.
7. After the Admin or Coach creates an account that account will be generated a unique username and password which will then be given to the owner of the account, allowing them to login
8. Admins will be able to view and edit all account details of any users who have an account on the system.
9. Coaches will be able to:
   1. Create player profiles and add them to the squad they belong to
   2. Store training details about each individual player
   3. Add match results / details
   4. View match results / details
   5. Store details about each training session
10. Players will be able to:
    1. Login and see which squad they are in
    2. View match history /results
11. General Members will be able to:
    1. See match history / results
12. Appropriate measures will be taken to ensure that all data is safe and secure. Steps will be taken to ensure only the accounts with access privileges will be able to see pages that include sensitive user information. (e.g. General members will not be able to see an admin dashboard)

## Non-Functional

1. Schedule / Key Dates:

|  |  |
| --- | --- |
| **Milestone** | **Due Date** |
| Stage 1 - Questions for the client | 15/02/2021 |
| Stage 1 – Inception Planning Document | 1/03/2021 |
| Stage 1 – Top Level Use Case Diagram | 1/03/2021 |
| Stage 1 – Top Level Conceptual Class Diagram | 1/03/2021 |
| Stage 1 – Solution Planning | 17/05/2021 |
| Stage 2 – Implementation Project | 17/05/2021 |
| Stage 2 – Testing | 24/05/2021 |
| Stage 2 – Documentation | 24/05/2021 |
| Stage 2 – Portfolio of Evidence | 24/05/2021 |
| Stage 3 - Evaluation | 31/05/2021 |

1. All key dates are listed above, and this is when all sections of the project must be completed. The final project, if all goes to plan, should be completed by June 1st 2021.
2. Cost:

There is no budget for this project which means open source software / resources can be made use of. An example may be Eclipse, an open source IDE.

1. Privacy:

Since this system is handling user data and information there are specific laws regarding this in the UK, The Data Protection Act 2018. This is the UK’s implementation of the GDPR. As this system is using user’s data and personal information we must abide by the following rules and ensure that information is:

* Used fairly, lawfully and transparently
* Used in a way that is adequate, relevant and limited to only what is necessary
* Accurate and kept up to date
* Kept for no longer than needed

These are not all the rules, more important information can be found at the following web address. <https://www.gov.uk/data-protection>

1. Insurance:

It is important that all players are registered with the Scottish Rugby Union (SRU) and have an SRU number. This will mean that the player is covered under the SRU insurance scheme, which more can be found out about at the following web page.

<https://www.scottishrugby.org/rules-and-regulations/player-welfare/insurance>

# Aims of the project assignment

For my aims for this project I mainly wish to show what I have learned over the course of the year, I wish to show that I can design, create, test and document effectively and to the required standards of the client and anyone using the application.

Areas which I wish to excel in include:

* Researching and applying a suitable methodology which will meet the specific needs of the project
* Implementation of the project, writing strong code with minimal bugs is a major goal of mine
* Having a strong test plan / strategy. A strong test plan should mean potentially more bugs shall surface, which can then be fixed
* Writing good documentation for the project, including a user guide and my evidence portfolios
* Having great time management skills, meeting deadlines, keeping with the project plan etc.

Although I wish to demonstrate my strong understanding and skills within this project I also wish to keep learning throughout, new techniques and methods which I will keep using moving forward.

However I believe with the knowledge that I already have and that I am yet to gain I will be able to produce a system suitable to the client’s needs and will be able to stick to the project plan and meet delivery dates for the project as a whole.

# Resources

As for resources for the project the minimum requirements for creating and working on this project will be 8GB of RAM and a computer running a windows operating system, Windows 10 is recommended. Windows 7 is not supported anymore meaning this OS may become vulnerable to security risks, therefore I would not recommend using windows 7.

With no funding for this project free or open source software must be used, such as eclipse which will be used as the IDE of choice.

For areas outside of development there are several freely accessible applications which will be used. For myself I will be using the following applications at various stages in the project:

* Visual Paradigm
* Microsoft Word
* Microsoft Excel
* Draw.io
* Balsamiq Mockups 3

# Project Plan

