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| Project Concept Proposal |
| MSSE 696 Software Practicum II, Regis University |
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1. **Project Overview**

## **1.1 Application Name**

Scorekeeper Scheduling System

## **1.2 Abstract**

One of the hardest things to do today is to efficiently and effectively allocate resources and staff. Within a single organization there will most likely be a number of departments focused on different aspects of the business. For a parks and recreation district these departments may break down into categories such as adult and youth sports with further breakdowns by sport type such as softball and basketball. Each of these sports will then have venues they are played at that need to be scheduled and staffed appropriately. For many program coordinators tasked with the day-to-day management of various programs, this is a manual task involving a number of spreadsheets or Word documents that require ongoing manual input and updating. These repetitive, manual tasks require a great deal of both time and effort to ensure they reflect the most up-to-date information. The Scorekeeper Scheduling System is therefore intended to automate this process thus streamlining the way that sporting venues, games and activities are scheduled and staffed, ensuring adequate coverage and necessary resources are always available. This tool will take into account part time staff availability and holidays to create a season long schedule that will keep everyone informed and updated as changes occur.

## **1.3 Design Goals**

The final product of this project will be a cloud-based system that enables project coordinators to schedule and manage a number of sporting venues as well as staffing resources for both part time and full-time employees of the parks and recreation district. The system will handle scheduling conflicts for venue usage as well as staffing availability.

## **1.4 Envisioned Architecture**

The envisioned hardware architecture for this project will consist of a web server to host the application and a database server to host client information. The application will be written in Enterprise Java employing the Model, View, Controller design pattern.

## **1.4 Common Good Computing Considerations**

The original impetus for starting this project was the need to relieve program coordinators from copious and extremely tedious manual work in the form of numerous spreadsheets and calendars traditionally used to schedule multiple sporting venues and staffing resources. In the digital age manually creating and maintaining such documents has become antiquated and unnecessarily time consuming. Through the creation of an automated scheduling tool such as the Scorekeeper Scheduling System, program coordinators regain valuable time that may be better spent on their programs. Thus, such a tool not only improves a coordinator's efficiency as well as the efficiency of their staff in a more cost-effective manner it also, by extension, improves product quality for the individuals paying for those services and benefiting from those activities. Put simply, a program coordinator may use the time they reclaim from manual scheduling tasks to improve the quality of the sports programs they offer to the community thereby enriching the lives of those around them to promote a healthy, more active lifestyle.