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| Yordan Doykov |
| Project plan |
| For Synthesis assignment |



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# About the client

## Who is the client

The client is a made-up company and is called “DuelSys inc.”. They are an association that organizes sports tournaments.

## How can the client be contacted?

Since the company does not actually exist, the people that can possibly be contacted are the three teachers:

**Sabina Pencheva**:

Email: s.pencheva@fontys.nl

**Jacco Snoeren:**

Email: j.snoeren@fontys.nl

**John Wijnen:**

Email: john.wijnen@fontys.nl

All of them can also be contacted through Microsoft teams

# Problem description

## What problem does the client have?

DuelSys inc. wants a software solution to allow their customers (sport associations) to manage their sport tournaments.

## Means of solving presented problem

The way it has been decided to solve the management issue is through an internal system which can oversee all aspects of tournament management.

In laments terms, the solution involves a computer application which allows staff members to log in and manipulate the necessary info, whilst allowing players to register for tournaments on a website.

# Project Goal

## What does the project attempt to achieve?

The project intends to ease the work of management, providing relatable information and to help staff members involved in managing tournaments.

Players will be able to retrieve information about tournaments and participate in them, while also viewing the outcomes of each match and tournament.

# Deliverables

## What products are going to be delivered?

Desktop application which can store information related to tournaments, give the staff members the power to view, add or remove tournaments from the system and input results of games from the tournaments. The solution would also automatically determine the games between players in tournaments.

Web application which is centered towards the players that are interested in participating in the tournaments organized by associations. There players would be able to register for tournaments and view their performance and participation in those tournaments.

## What is not going to be delivered?

1. Mobile (Android/iOS) application

Note: A phone application is out of the scope for this project and is not going to be delivered.

# Constraints

## What are the project limits?

### 1. Time constraints

4 Weeks – Deadline 10th June 2022 before 16:00

### 2. Quality constraints

With a definite time constraint and a mandatory quality constraint on the features requested, the scope of the project involves strictly the ability for staff to manage tournaments whilst giving players the opportunity reflect their participation in a website. Any other features are not promised in the final product.

### 3. programming languages and tools

The development of the created application revolves around C# using the .NET and ASP.NET frameworks and Windows Forms. The data will be stored in a MySQL database.

### 4.Other constraints

Mocking data – The case is simulated and there is no real data. Everything can be made-up

UX – Solution is as expected for modern applications – Proper UX, user feedback, common practices are expected

Meetings – Weekly meeting with the assigned tutor are mandatory

Source control – FHICT Gitlab

Website should run on Luna server

Database should run on Hera server

# Phasing

## Plan for conducting the project

The main plan involves a waterfall style. Considering the small scope of the project this would be the preferred way of working. It can also be considered a single sprint in an agile style.

Week 12:

Agreement on Major/Minor requirements

Creation of project plan, URS, Test cases

Week 13:

Get feedback on URS & Test plan and start designing the UML Class Diagram

Week 14:

Get feedback on design and start implementation of system.

Week 15:

Continue implementation of system & unit tests.

Week 16:

Finish implementation & unit tests, create test report and polish all deliverables.