

# Online Sports Management System

Presentation By:

Jason McGlammary  
Alice Guerrieri  
Dan DeCamillo

# Presentation Overview

---

- ◉ Objective Summary
- ◉ Goals and Constraints
- ◉ Use Case Diagram
- ◉ Deployment Diagram
- ◉ Data Flow
- ◉ Database Design
- ◉ Concept Diagram (UML/MVC)
- ◉ Tools Used
- ◉ Demonstration

# Objective Summary

---

- The purpose of this software is to facilitate the scheduling and organizing of intramural sports by users.
- This goal is to be accomplished using a web based infrastructure that allows accessibility from multiple devices in real time.

# Goals and Constraints

---

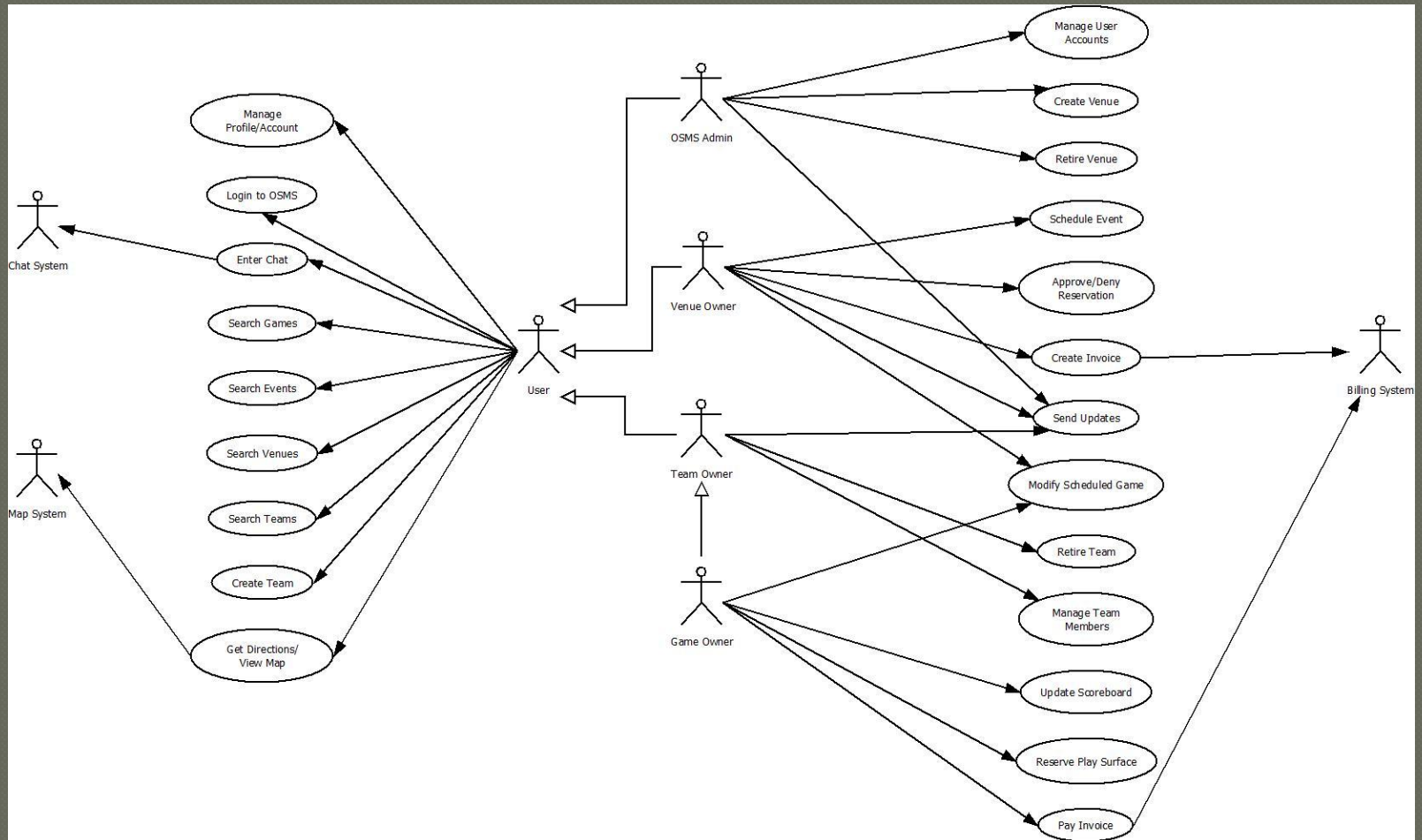
## ● Goals

- The System must facilitate searching for Venues, Teams, and Games according to proximity to a user-selected area.
- The System must facilitate scheduling Games at available Venues by requesting Teams composed of Individual Users of the System.
- The System must be accessible through standard web browser over the Internet.
- The System must provide directions to scheduled games.

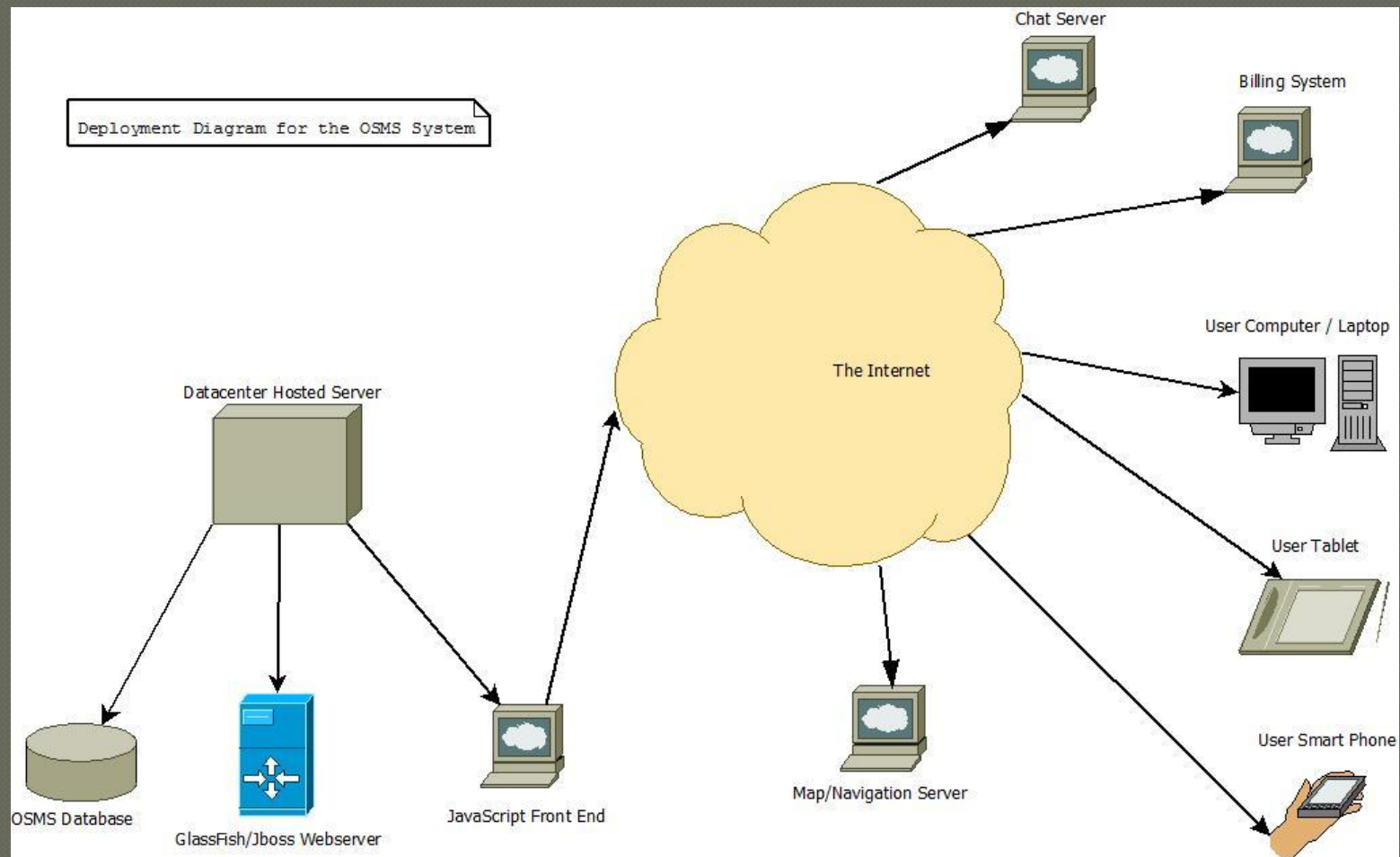
## ● Constraints

- The System must provide a billing mechanism for Venues.
- System Users' profiles must allow storing of user preferences.
- The System must automatically logout users after a period of inactivity.
- The System must log User activity within the System.
- The System must provide a Chat functionality to allow communication between Users.
- The System must accommodate changing and expanding types of Games.

# Use Case Diagram

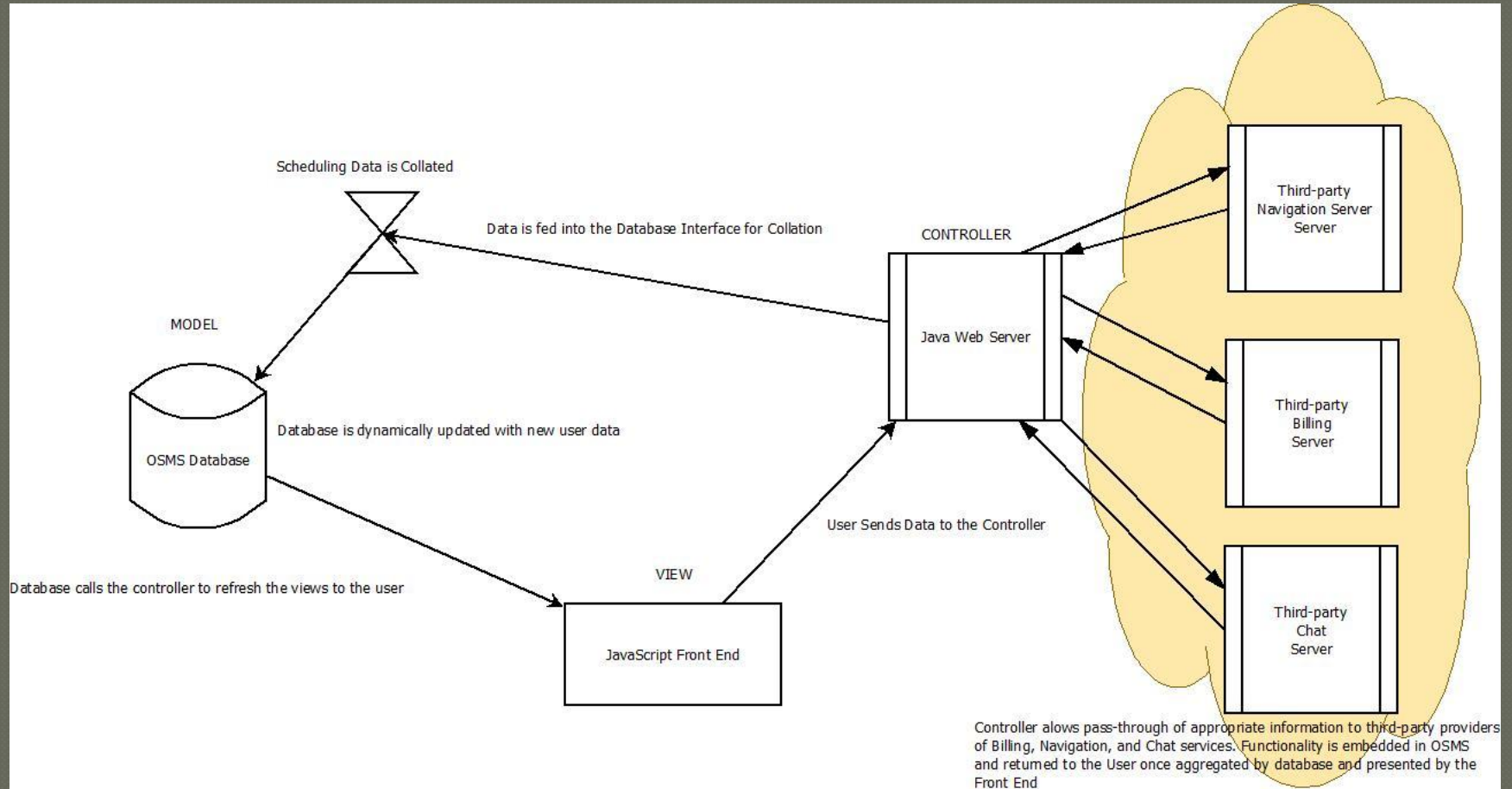


# Deployment Diagram

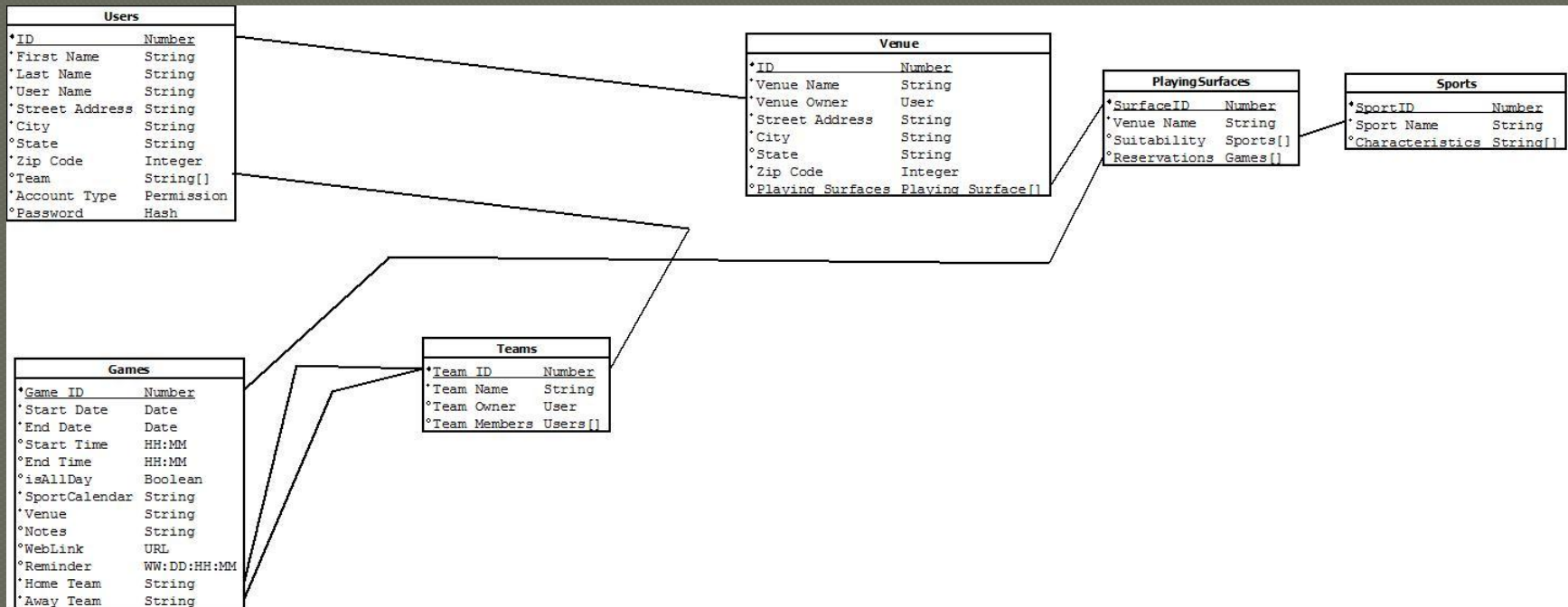




# Data Flow

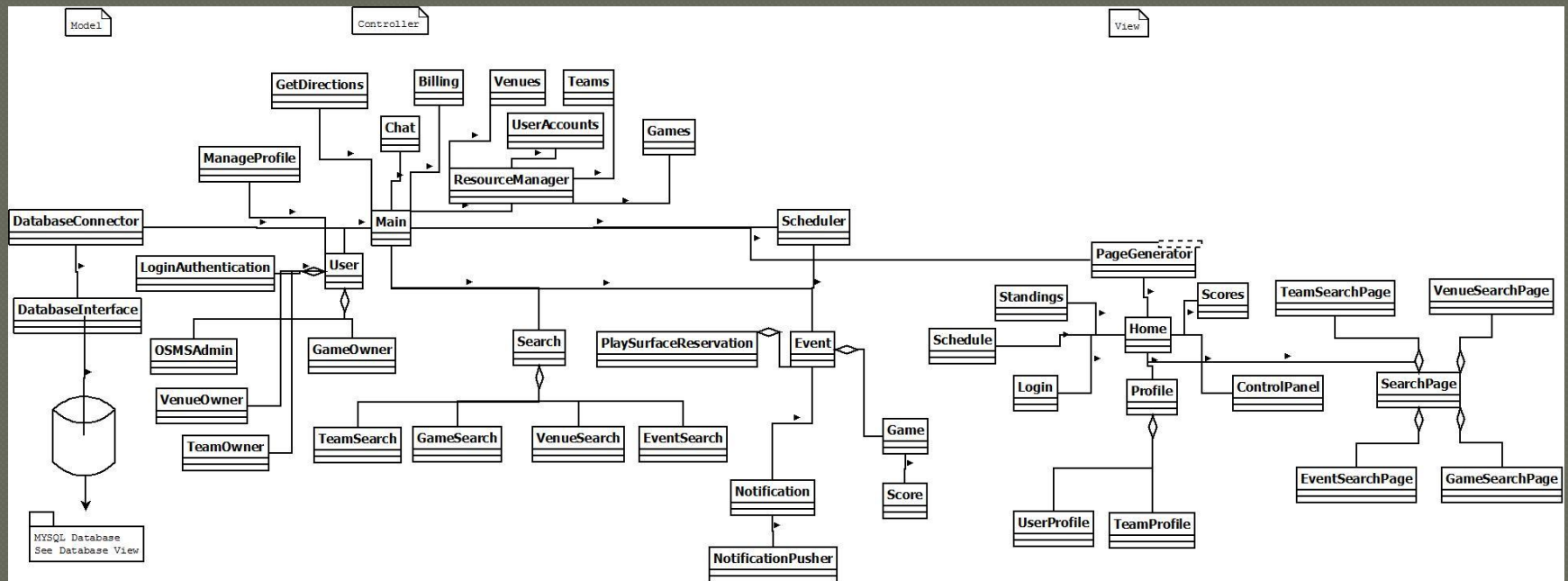


# Database Table Design View





# UML and MVC View



# Tools Used

## REDHAT OPENSIFT

---

- Free Module Based Web Hosting Platform
- Uses “Cartidges” to implement many different popular web platforms.
  - We use the Tomcat, JBOSS, and MySQL Catridges for our webserver hosted at <http://tomcat-cpeg612.rhcloud.com/OSMS>

## TOMCAT & JBOSS

---

- Open Source Web Server and servlet container for Java Based Web Applications
  - EXTJS Front End is hosted on this platform.
- Open Source Java EE application server to translate front end to backend operations.
  - JSON String Translation to Database

# Tools Used Continued

## EXTJS

---

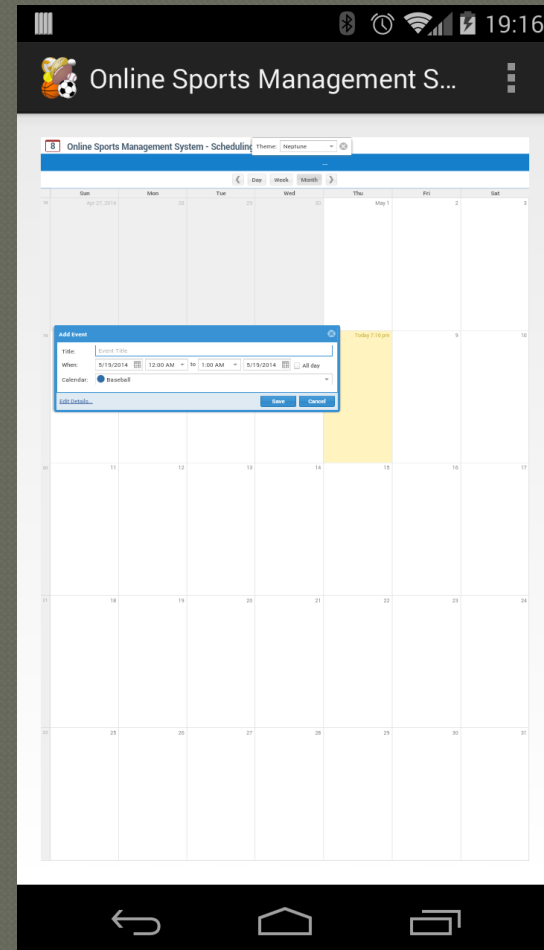
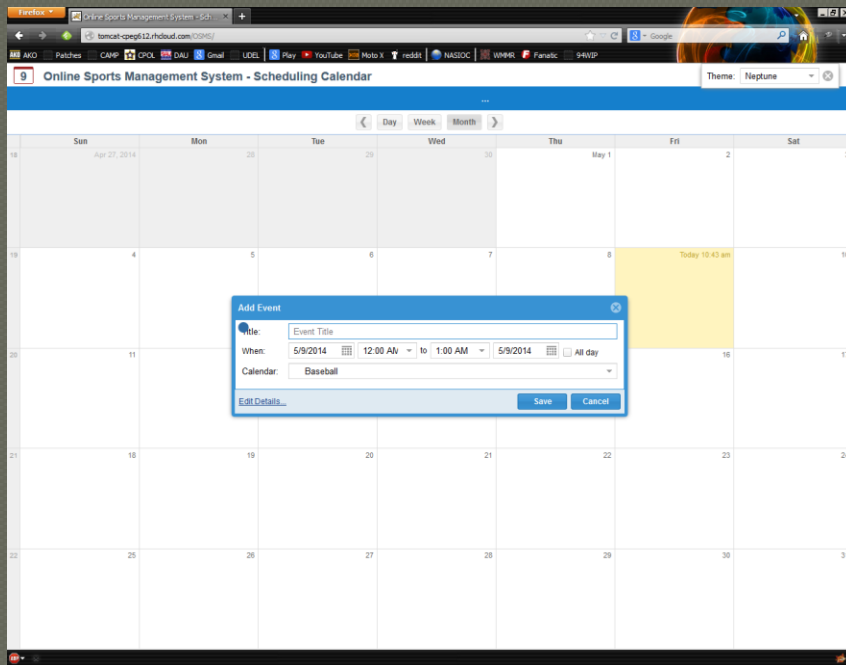
- Pure JavaScript based framework for building interactive web applications.
- Completely decoupled from other external libraries.
- Completely Modular.
- Rapid web application prototyping and interface building
- Many “out-of-the-box controls
- Built by Developers for Developers

## ANDROID STUDIO IDE

---

- An integrated development environment (IDE) for the Android platform.
- Allows for modular development of application layouts and code.
- Allows for direct device testing.

# Demonstration



# Conclusion

Questions?

Thank you for your time and  
attention to this presentation.