Online Sports Management System

Software Architecture Document

Version 1.0

**Revision History**

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| **Date** | **Version** | **Description** | **Author** |
| 09 May 2014 | 1.0 | Initial Demonstration Explanation for UDEL CPEG612 Spring 2014 Team #1 | Dan DeCamillo |
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**Web Application and Android Application Calendar Demonstration for the OSMS System**

The Online Sports Management System primarily centralizes around the ability for users to schedule intramural sports games between one another. Many of the goals of the system is to facilitate this scheduling as well as provide information about these scheduled events, such as location, time, venue teams playing, and the type of sport being played. We feel that the best way to present and enter this information would be through a calendar based web application.

The goals of the OSMS were well in lines with the “ility” that we chose to represent our system. We chose usability because the goals and constraints are all user centric and making the user experience fit these requirements is central to a good software design. Using the EXTJS front end to demonstrate on both a PC and Smartphone Platform we are able to provide not only a functional demonstration but also a graphical view of how other pages of the application will use similar interfaces.

The calendar demonstrated demonstrates the ability for the user to effectively input games and events as well as the ability to interact with created events to get information about the Venue and Teams.

It was important to us to use a Software Design, the calendar, which is familiar to users. Users use calendars similar to the one in the OSMS application every day at home or at work. This familiarity will benefit the users experience as well as the usability of the application.

Focusing on the user experience with the interactive calendar provides a good demonstrational basis to give the stakeholder a functional, graphical, and organizational view of the important “ility” as well as a precursor to how the rest of the architecture will be presented to the end user.