

CS 3450 Introduction to Software Engineering Project Plan

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1 Project Description

Create a Web app to manage and track Golf tournaments for a put put golf tournament bar and grill. The application will serve five actors: managers, owners, players, drink meisters, and sponsors. These actors will be served via the application or app, which houses features to manage and order drinks, setup the Golf tournament, keep track of players scores in the tournament, and advertise sponsors.

1.1 Development Process

We will follow the Software Development as such order: Requirement Gathering, high level design, low level design, development, testing, deployment, maintenance, wrap-up.

1.2 Policies

Our group, the 4th Dimension, believe in team work, communication, and clean code. We will follow a coding standard to ensure a working, tested, and functional deliverable. Sprints will begin with a sprint planning kick-off meeting, where goals are set and issues are added. Daily stand ups will be held at 11:20am.

1.3 Procedures

We will follow a test-driven development process to ensure functional code. Version control will be handled by Git. The code base and scrum board will be hosted on Git Hub. Follow the README.md file for setup and commands. Team communication will take place on Discord for voice and chat.

1.4 Tool Stack

We will be using Django to make a RESTful API backend service with React JS to handle the front end. This application will be hosted on an uWSGI online server with EngineX for management. uWSGI connects Django to EngineX. Django will connect to a MySQL database to hold all persisted data.

1.5 Risk

The risks in the case of failure include: Loss of time, loss of money for the domain name and web server, and a bad grade. Considerable man hours will be put into this project, and time is money. If failure occurs, time will be our most loss resource. Our team will exercise all efforts in order to prevent failure of this project.