**Project Summary**: The project we intend to build is a web application that will run a Putt Putt Golf tournament. The users for our application are managers, players, sponsors, and drinkmeisters. There is only one manager at any given time, and he receives all the money from the drink orders and entry fees. The manager also verifies the sponsors and manipulates the drink menu. The sponsors donate money or prizes for the Tournaments and can select which Tournament they would like to sponsor, i.e., Monday’s Tournament or Thursday’s Tournament. Each player tracks which hole they are on and their current score, which is the number of strokes they have taken. The maximum number of strokes per hole is 5 so a lower score is better. The winner of the tournament will be displayed after all players have finished and the players in 1st, 2nd, and 3rd place will receive prizes. Drinkmeisters will be able to make drinks and deliver them once they are ready.

**Team Organization:**

Project Manager: Evelyn Teeples (may change over the course of the project)

Designers and Developers: Carter Parks, Eathan Hodgkinson, Josh Williams, Lane Barnes

**Software Development Process:**

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

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| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

**Communication Information:** Our team will be meeting through discord every Monday, Wednesday, and Friday from 12:20 – 1:00 to discuss how the project is going as well as any concerns someone might have. This is also when new tasks will be assigned.

Discord – Main channel for communication. Used for group calls, file sharing, and other collaborative

activities.

Google Drive – Storage for files needing collaborative efforts.

GitHub – Formal repository used for submissions, version control, data tracking, and communication

with Professor Dan Watson.

**Risk Analysis:**

**Please see the ReadMe.md file for the configuration management plan.**