LateJoiners

# 

# The Team

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# TipPlus Sports Tipping App

A Web application that will allow users to sign up and place their predictions of the results of a variety of sporting tournaments, and track their success against other users.

Users will be able to select from a variety of upcoming matches, with the option not just to choose the outcome, but predict scores/results as well.

The application will be available to users across a variety of devices, from desktop browsers, to tablets and mobile devices.

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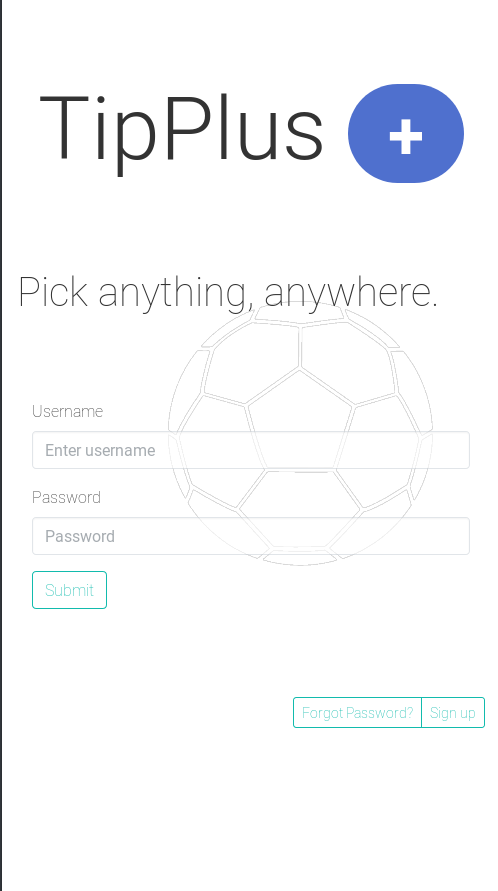
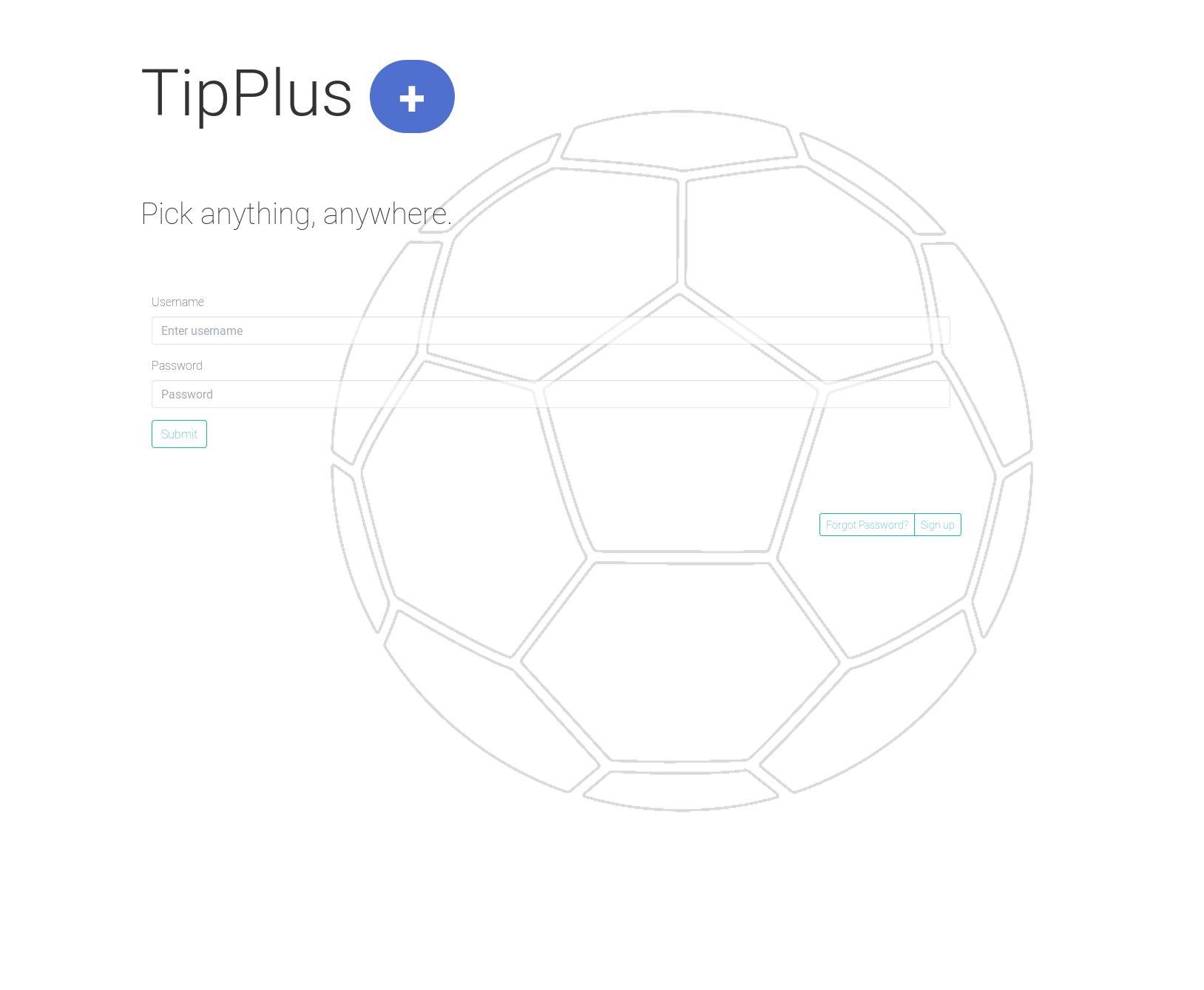
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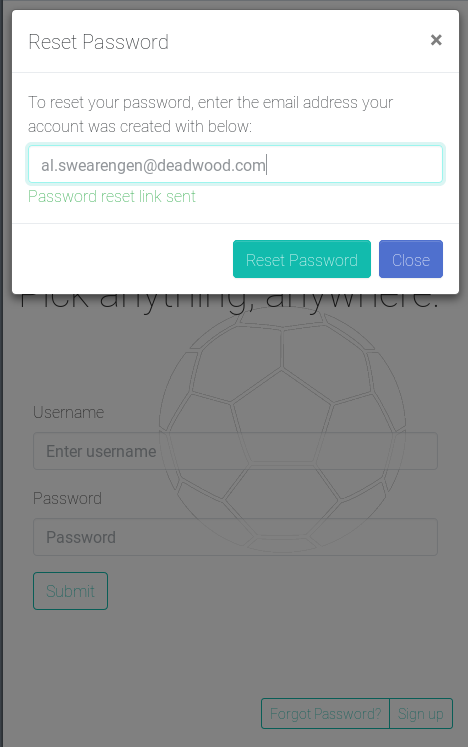
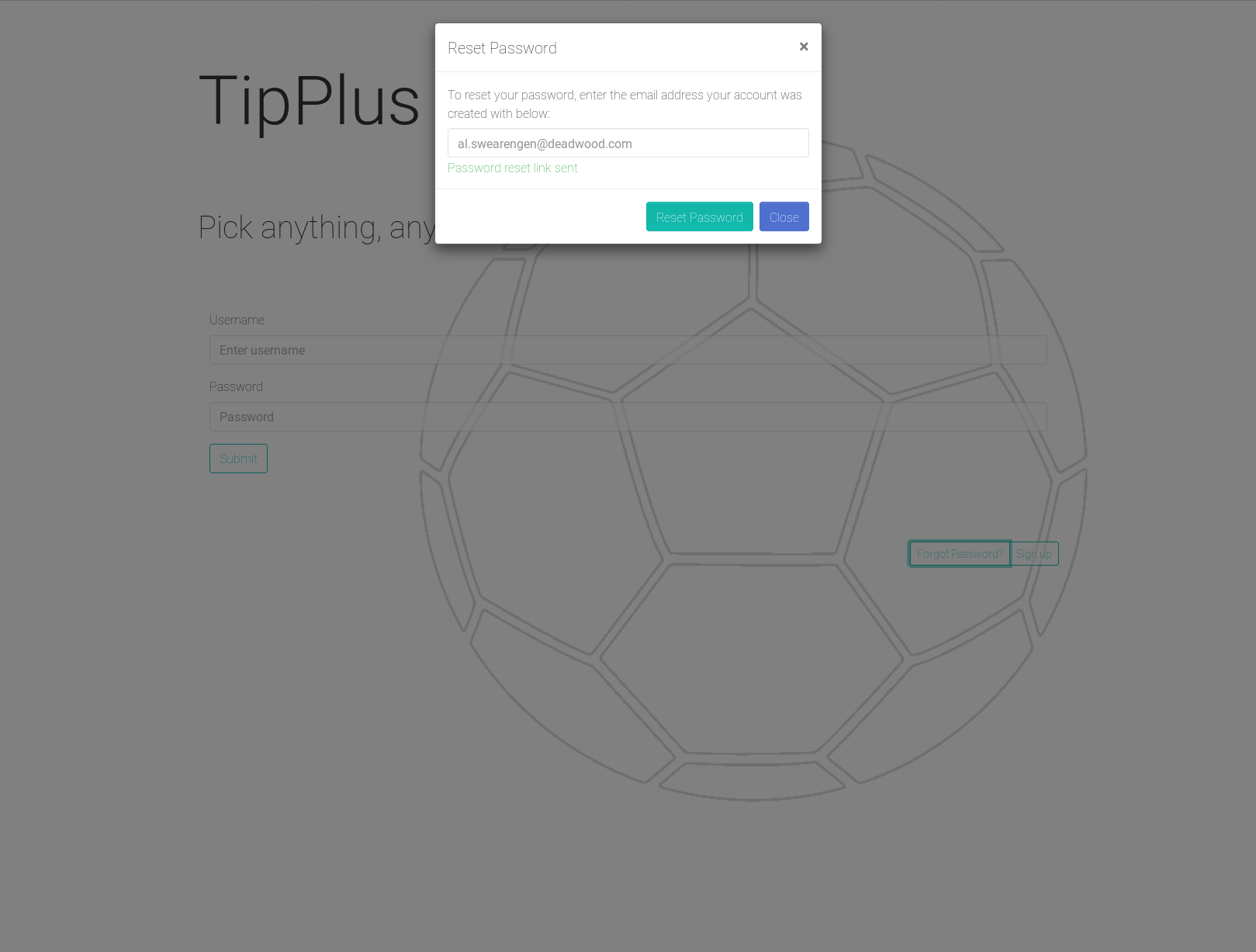
# Core Features

## Core Feature 1 (User Accounts)

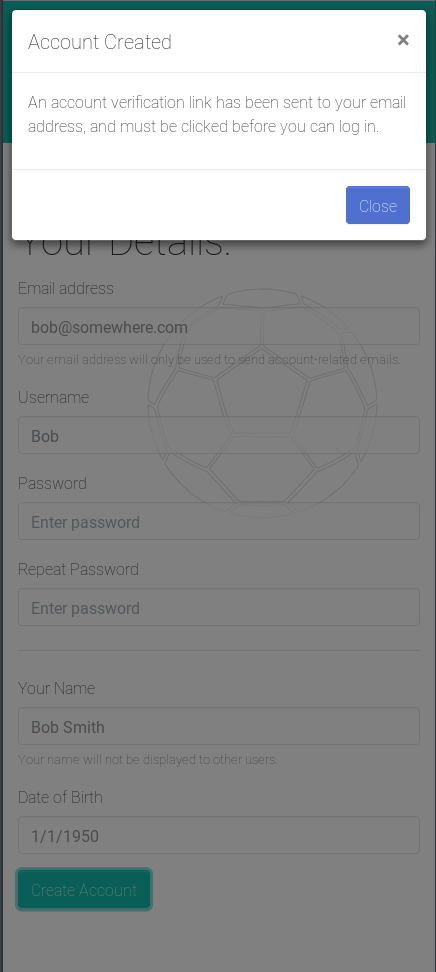
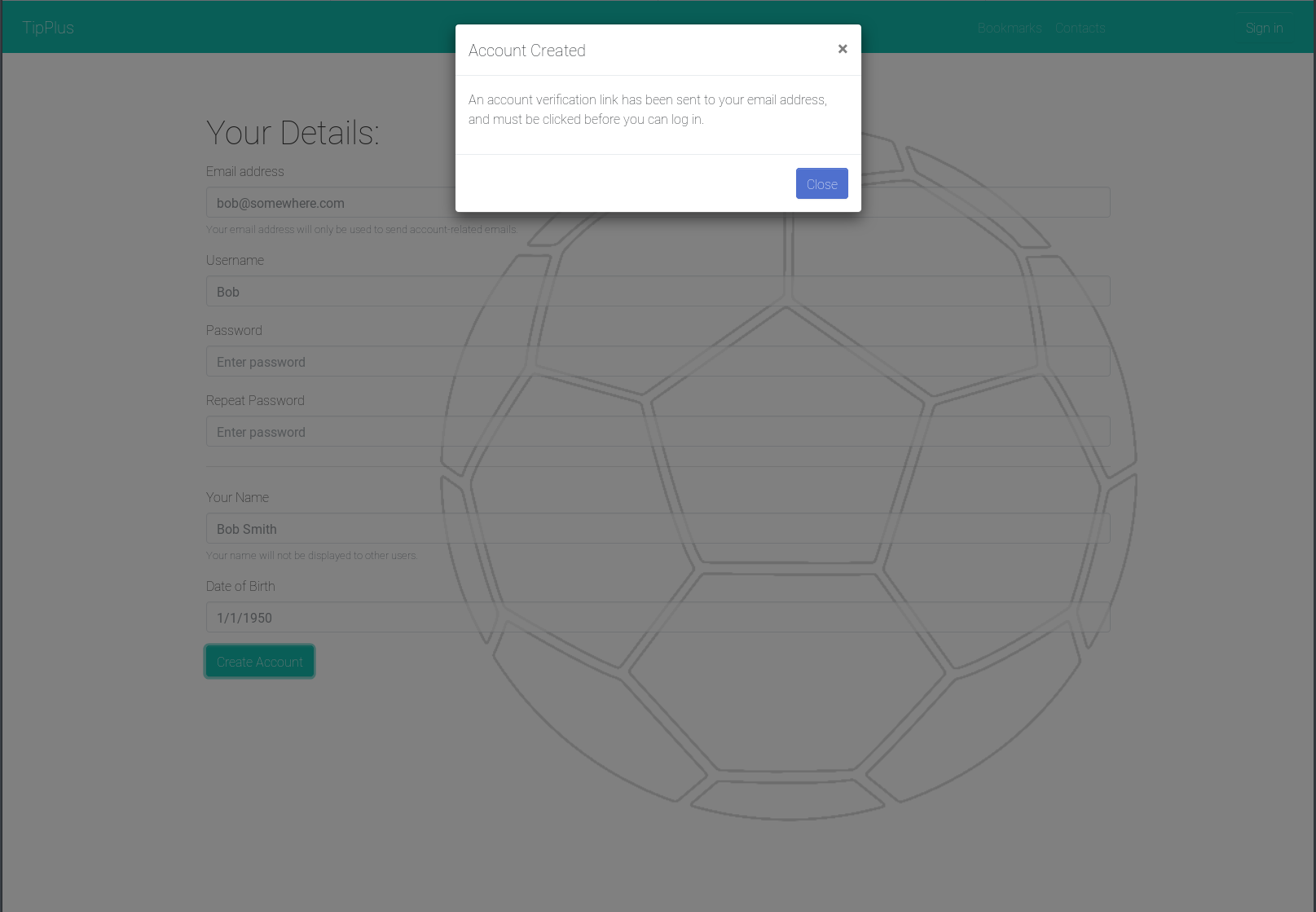
## Login screen (desktop and mobile)



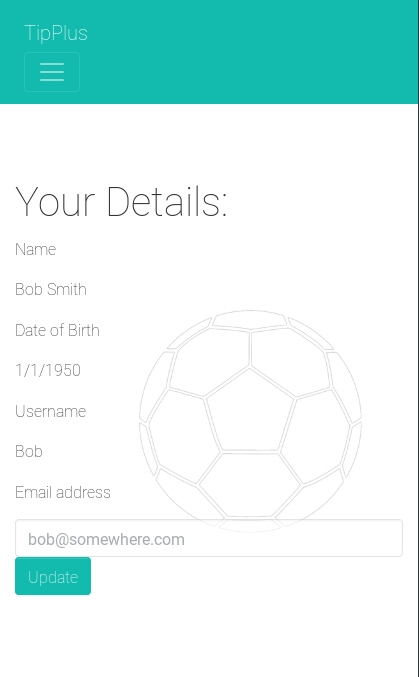
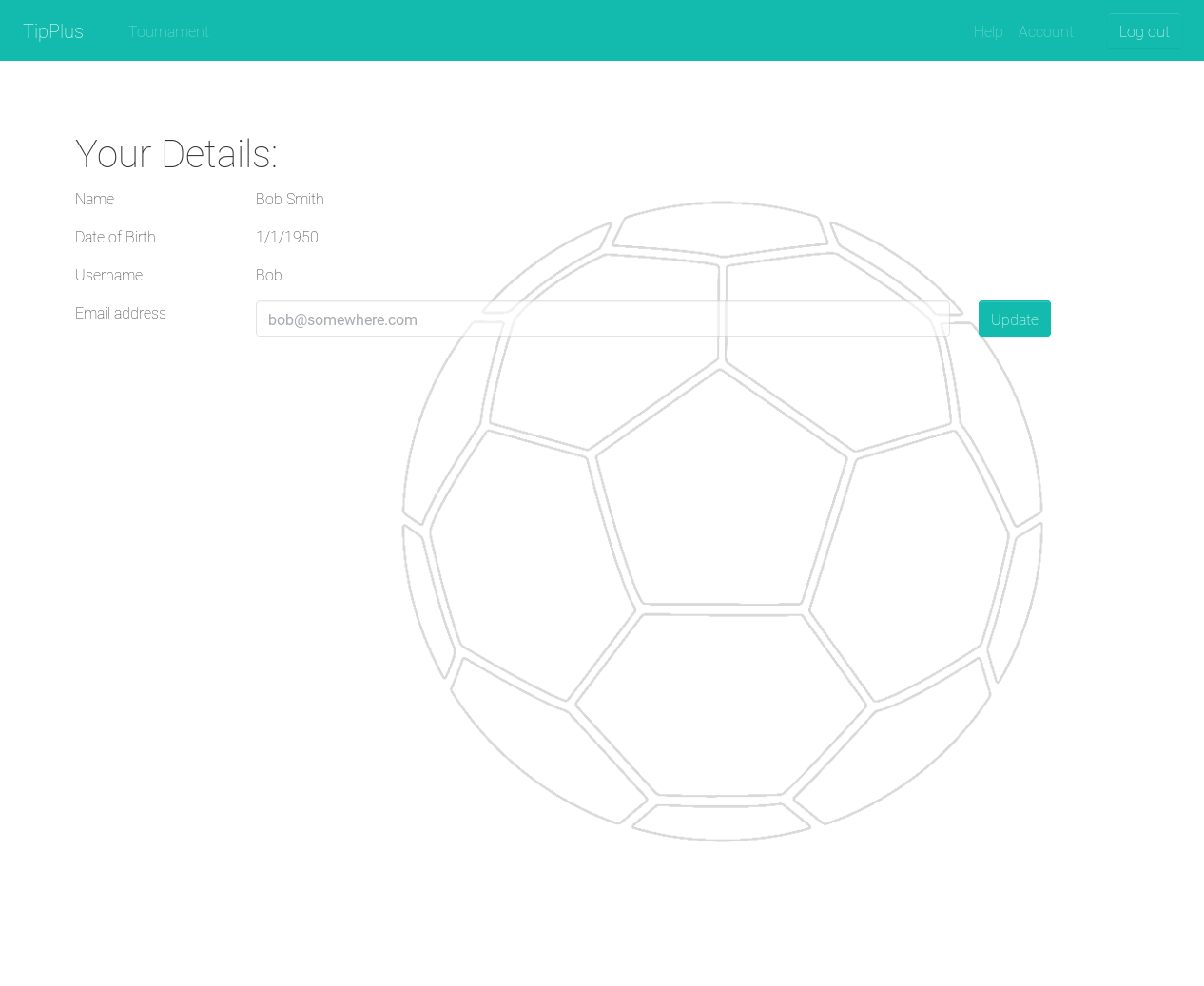
Forgot password (desktop and mobile)



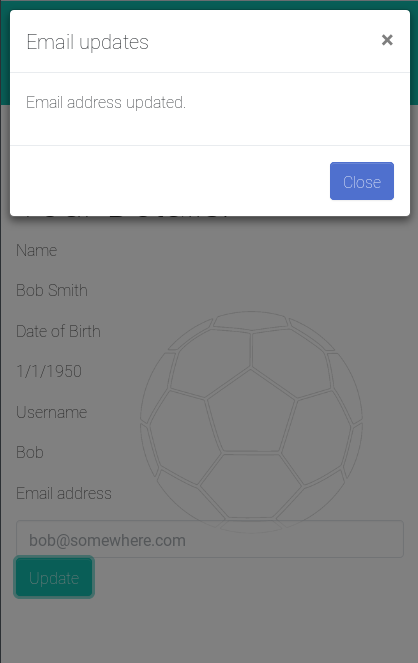
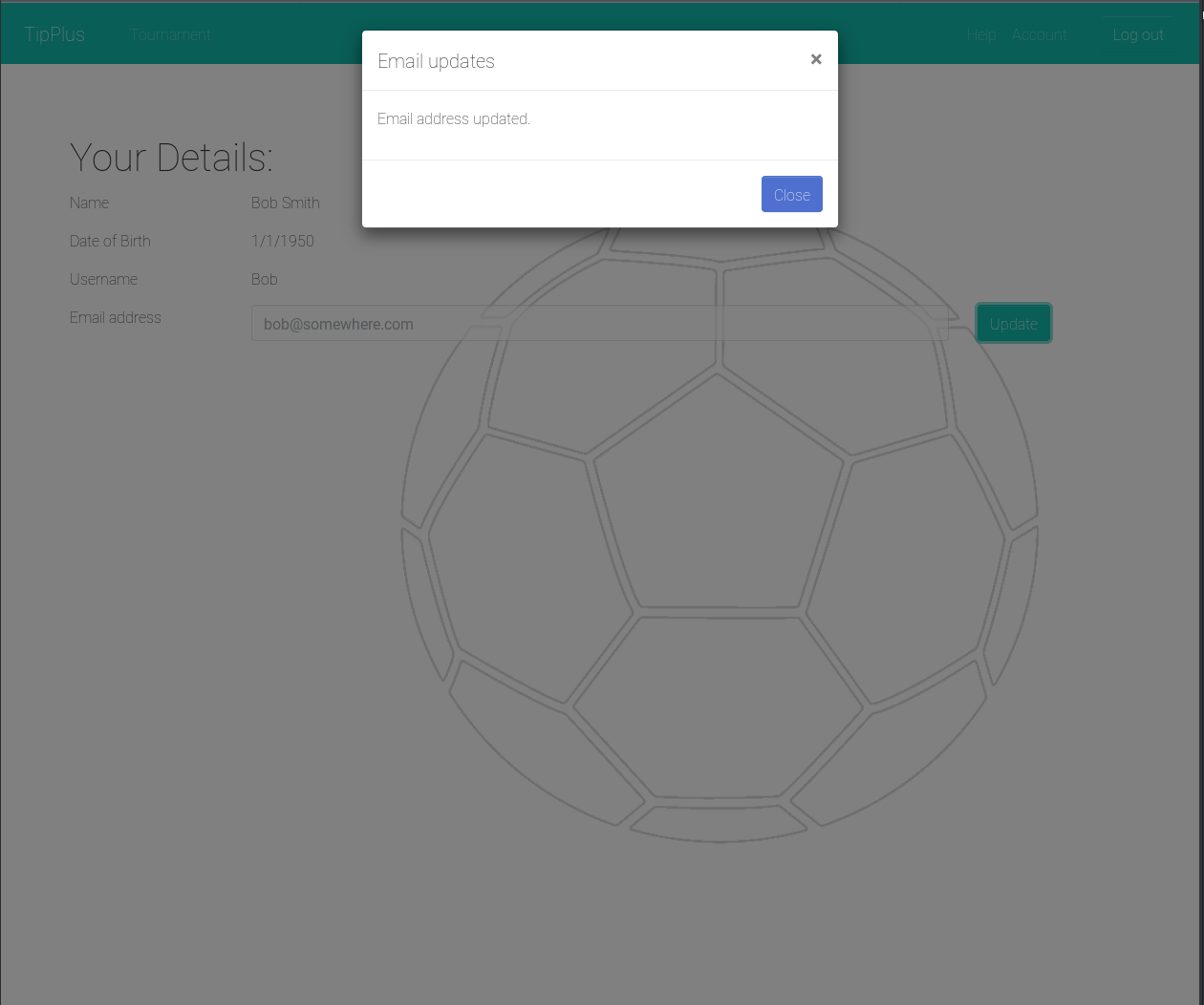
Account creation/Sign up (desktop and mobile)



Account details screen (desktop and mobile)

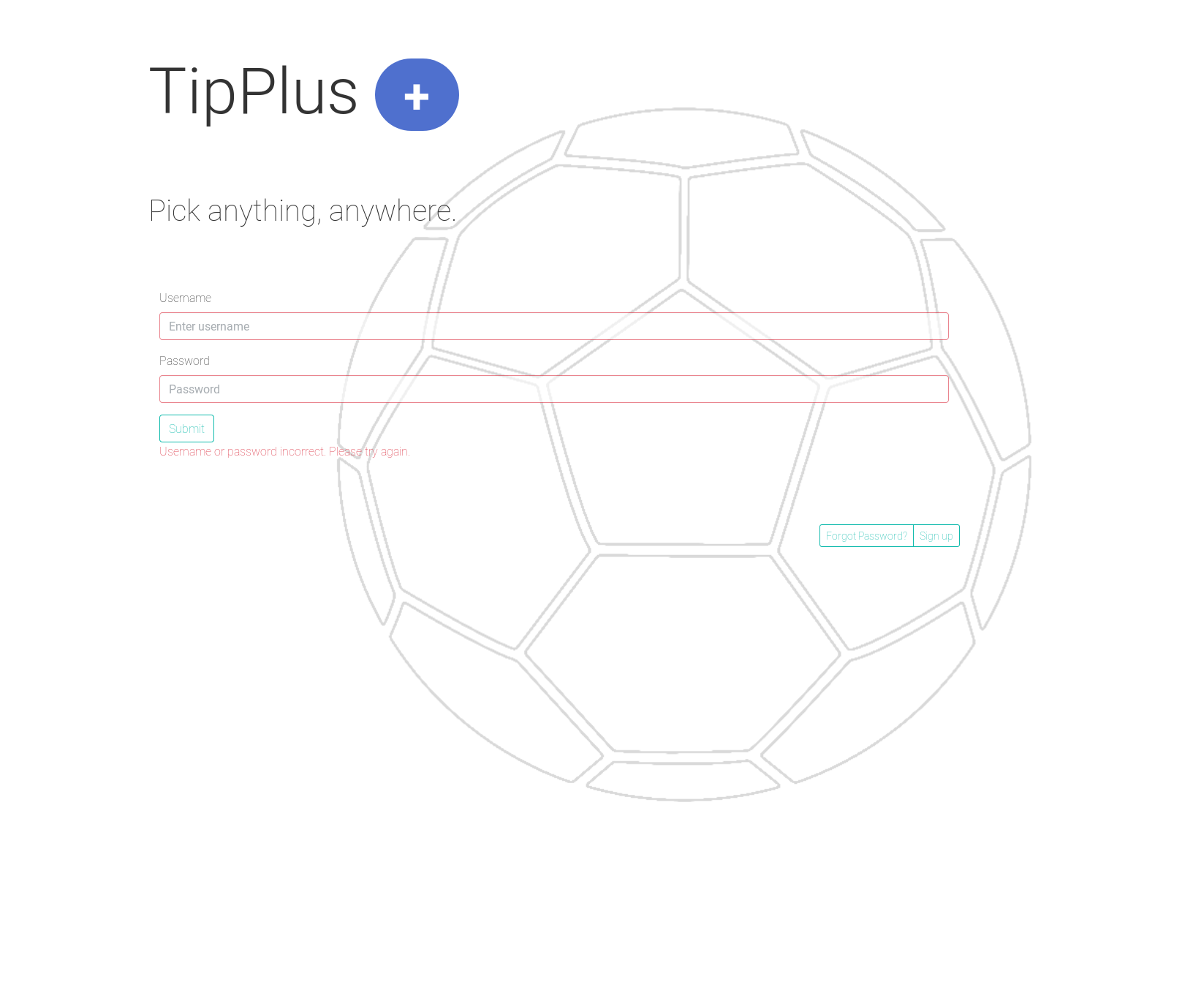


Account details screen/update email address (desktop and mobile)

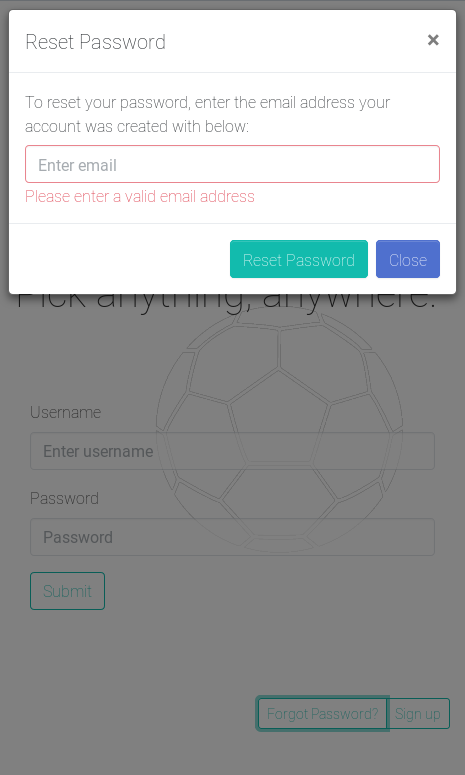
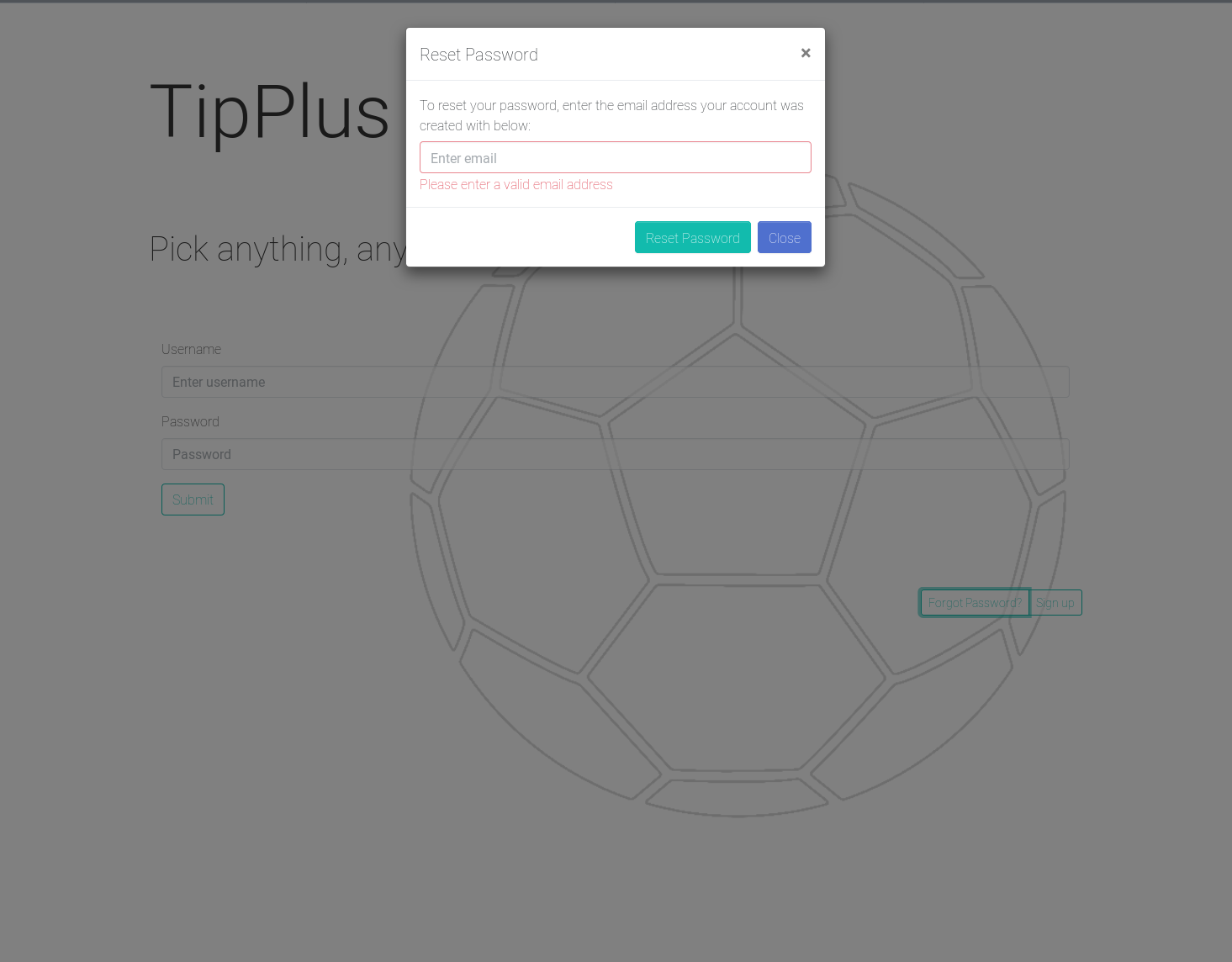


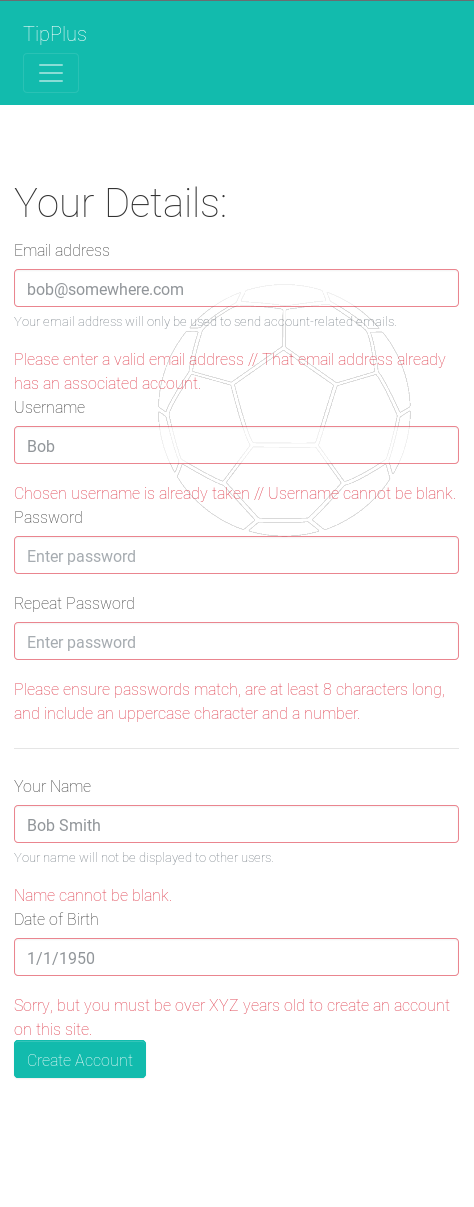
### Core Feature 1 Validation Testing:

## Login screen (desktop and mobile)



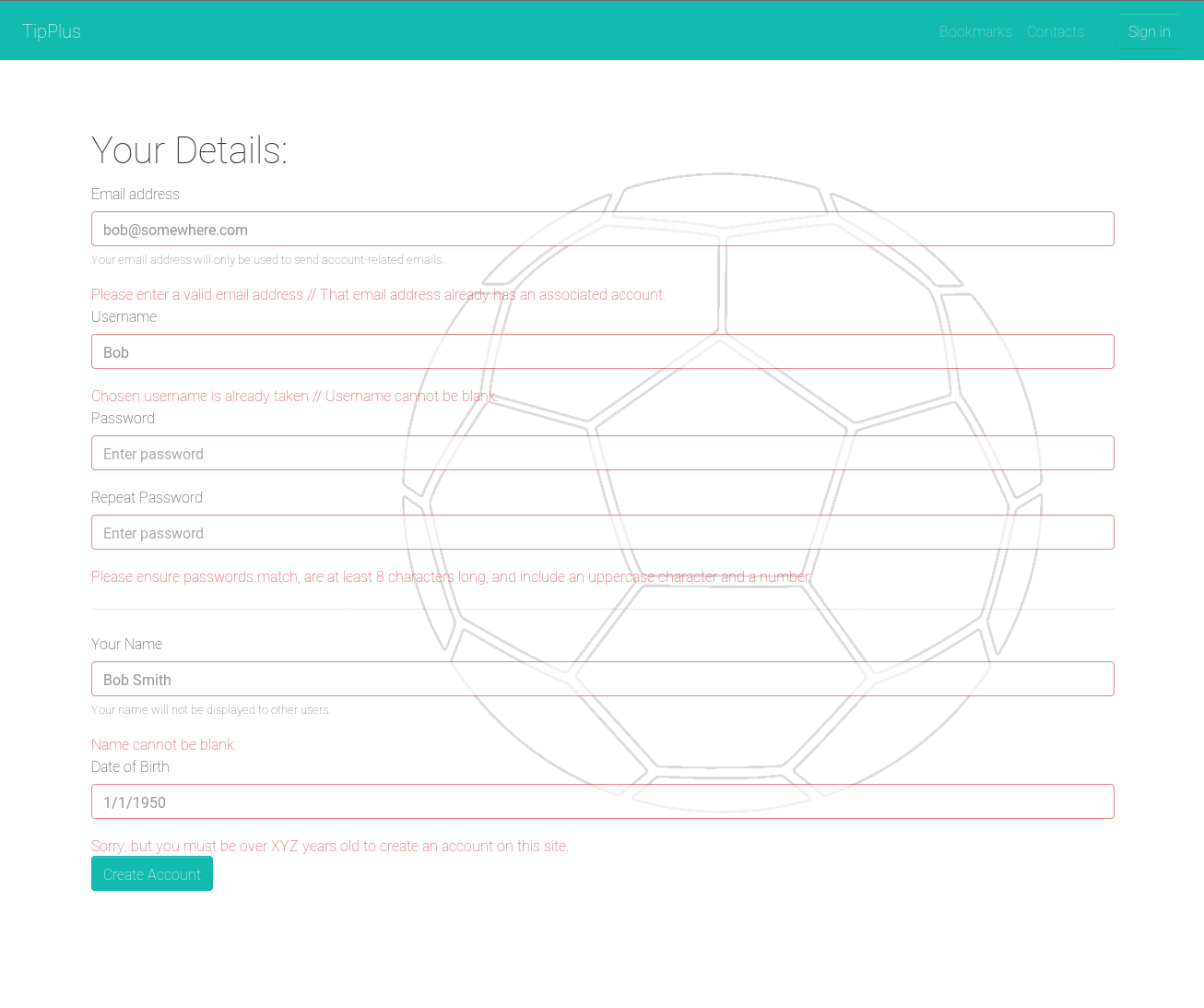
Forgot password (desktop and mobile)



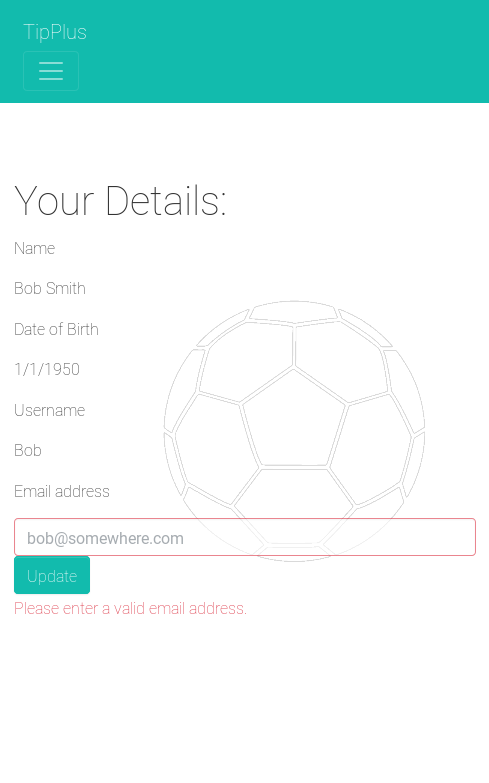
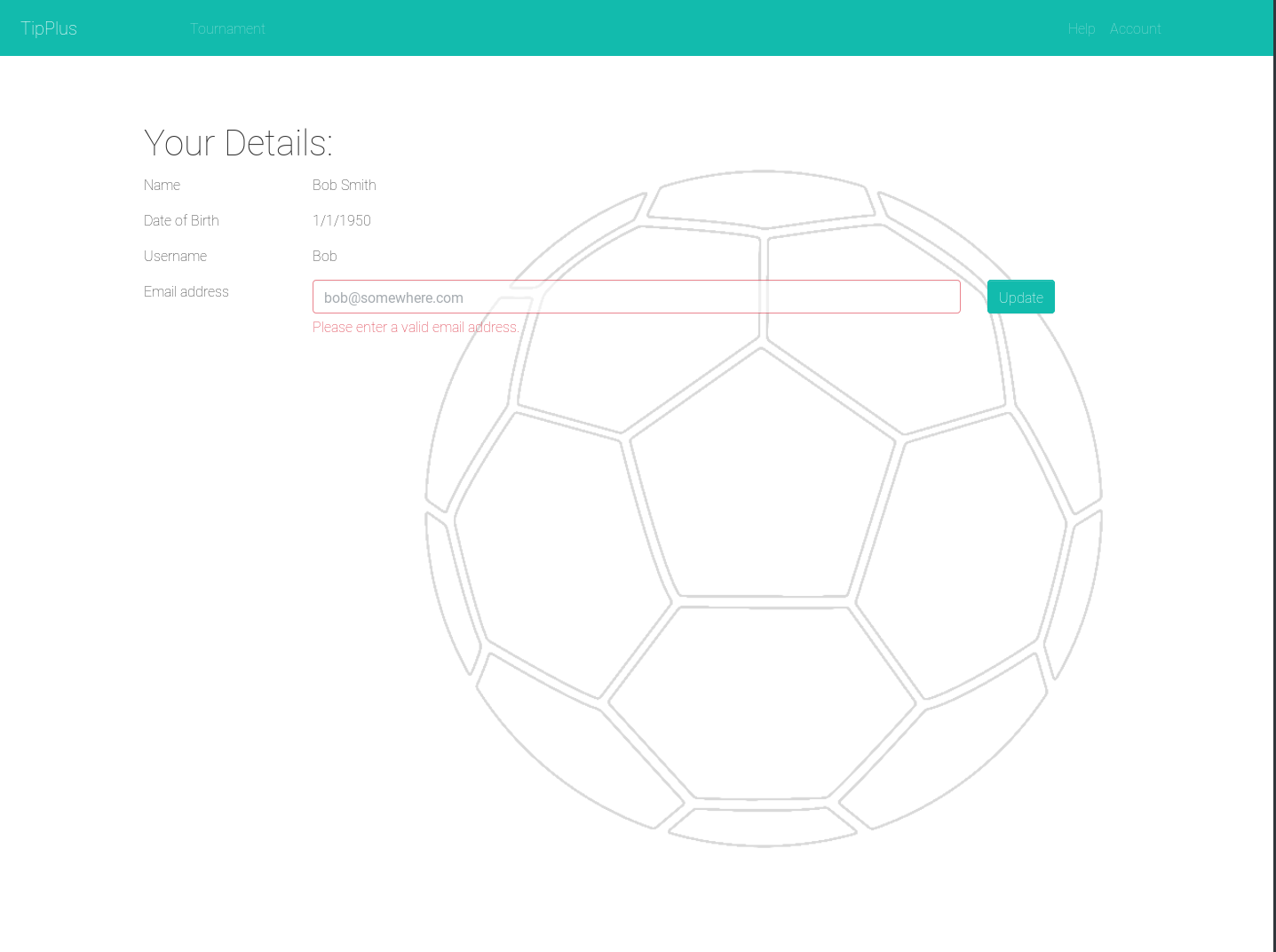


Account creation/Sign up (desktop and mobile) –

all possible error conditions shown



Account details screen/update email address (desktop and mobile)



**Author:** Blair Fraser **Create Date:** 11/7/18

## Core Feature 2 (Tournament/Match data storage)

### **Database Design and Storage**

The project will be using a NoSQL databased called MongoDB. This means stepping back from normalisation in favour of fast reads and easy data manipulation.

The following is the proposed data structure for the for our MVFs:

Note - Underscores indicate a link to another piece of data in the same collection or from another collection

#### Users

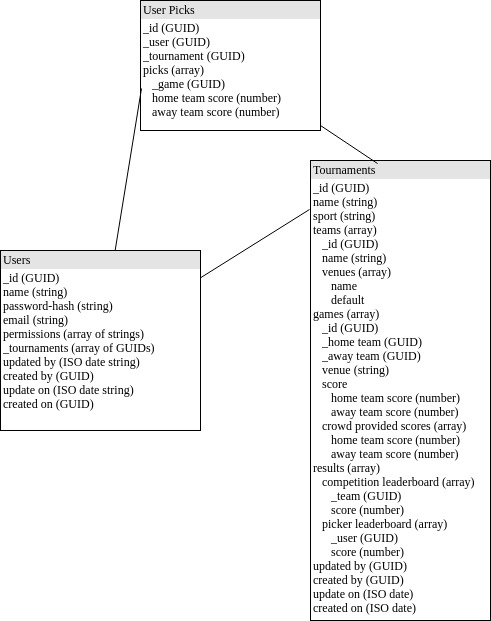
* \_id (GUID)
* name (string)
* password-hash (string)
* email (string)
* permissions (array of strings)
* \_tournaments (array of GUIDs)
* updated by (ISO date string)
* created by (GUID)
* update on (ISO date string)
* created on (GUID)

#### Tournaments

* \_id (GUID)
* name (string)
* sport (string)
* teams (array)
  + \_id (GUID)
  + name (string)
  + venues (array)
    - name
    - default
* games (array)
  + \_id
  + \_home team (GUID)
  + \_away team (GUID)
  + venue (string)
  + score
    - home team score (number)
    - away team score (number)
    - crowd provided scores (array)
      * home team score (number)
      * away team score (number)
* results (array)
  + competition leaderboard (array)
    - \_team (GUID)
    - score (number)
  + picker leaderboard (array)
    - \_user (GUID)
    - score (number)
* updated by (GUID)
* created by (GUID)
* update on (ISO date)
* created on (ISO date)

#### **User Picks**

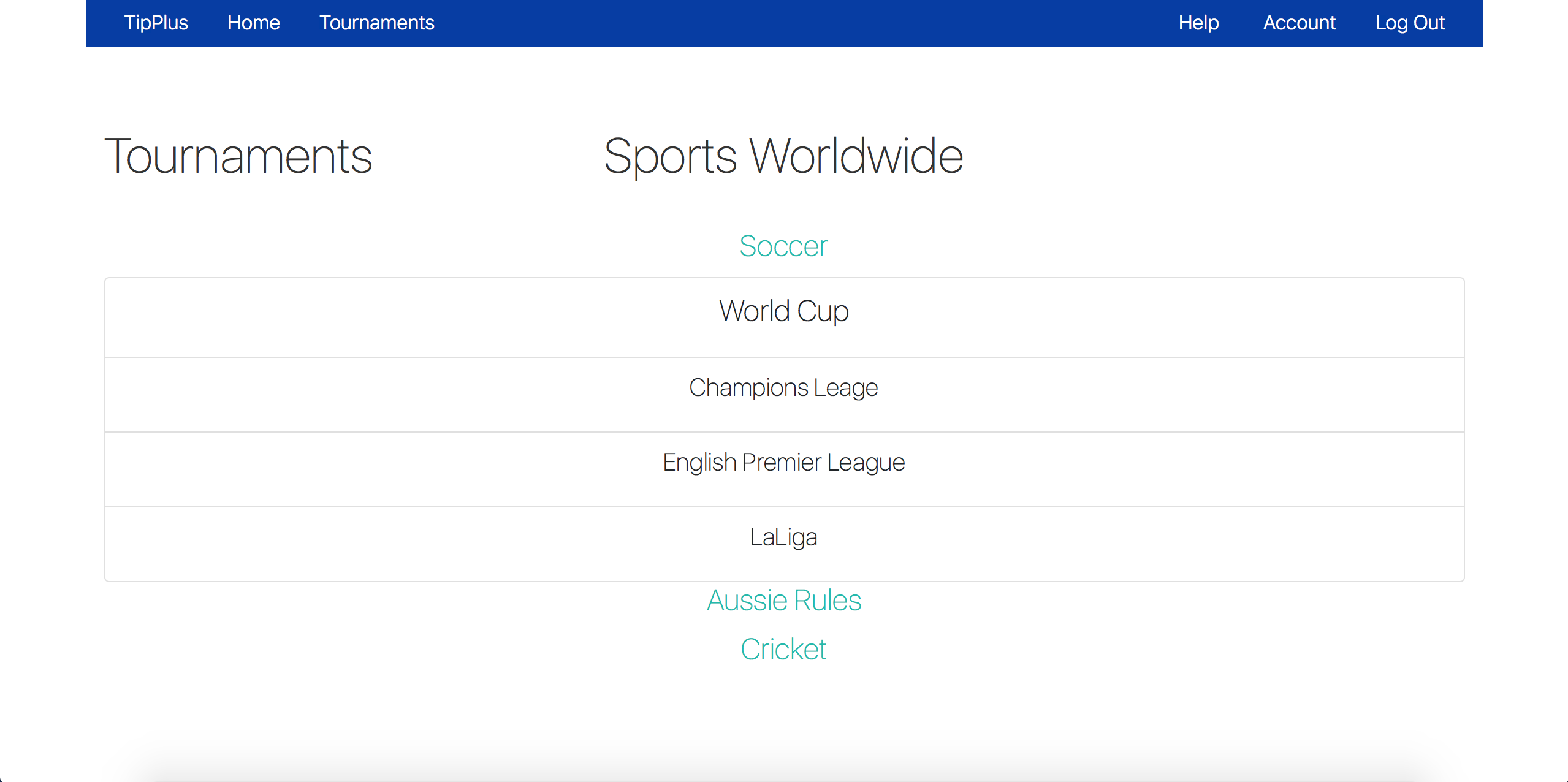
\_id (GUID) \_user (GUID) \_tournament (GUID) picks (array) \_game (GUID) home team score (number) away team score (number)

****

**Author:** Luke Warren

**Create Date:** 19/7/18

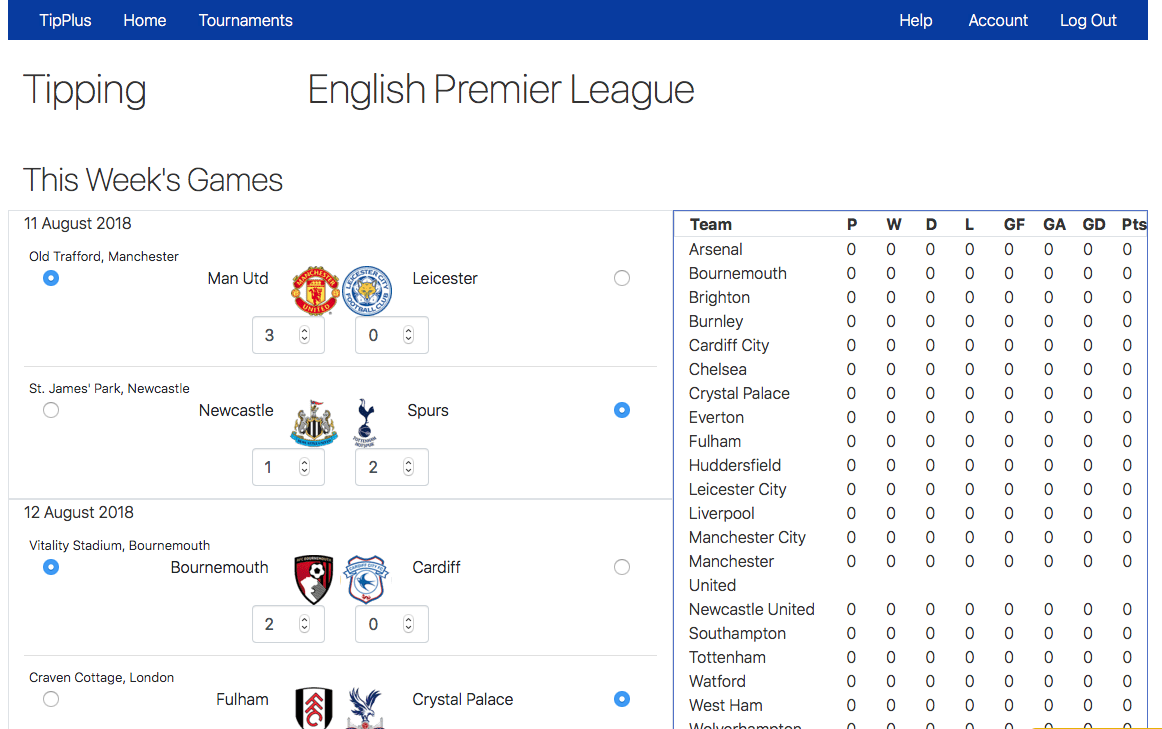
## Core Feature 3 (Tournament/Match display)



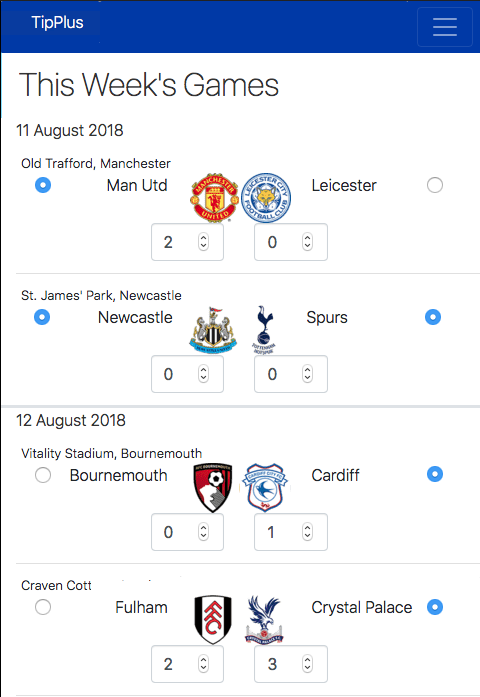
**Author:** Shae Tatlock **Create Date:** 19/7/18

## Core Feature 4 (Allow selection of picks/store picks)

Desktop

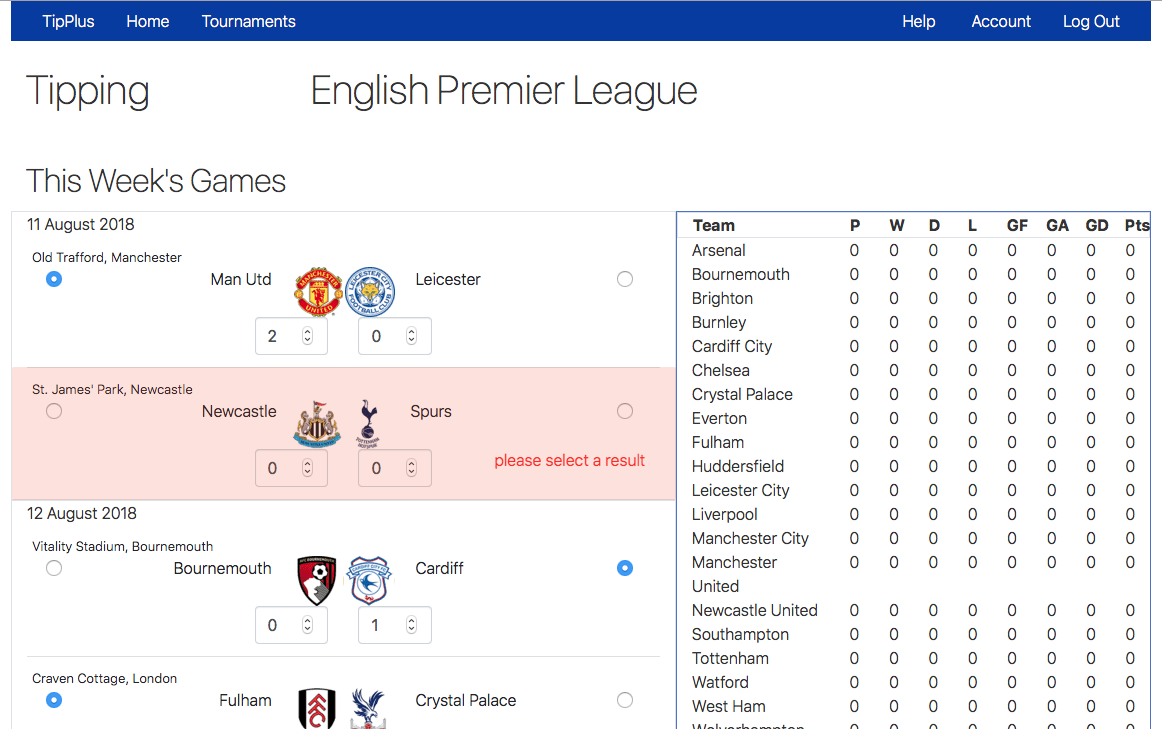
****

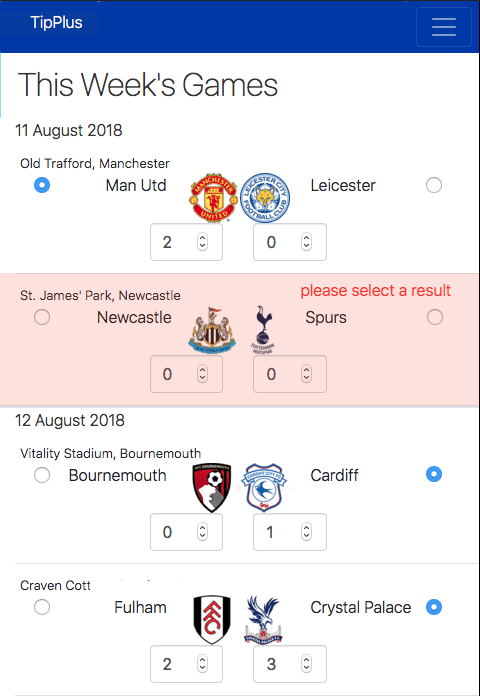
Mobile



### Core Feature 4 Validation Testing:

### Desktop



Mobile

**Author:** Matt Grieg **Create Date:** 16/7/18

## Core Feature 5 (Display results/user record)

### Core Feature 5 Validation Testing:

**Author:** Tyrone Cook **Create Date:** 20/7/18

# Project Estimation

Task Descriptions:

MVFs:

User Accounts: Our system should be able to store information about user accounts, and allow users to create new accounts or delete their currently existing account

Tournament/Match data storage: Our system should be capable of storing information on various soccer tournaments in a mongoDB instance.

Tournament/Match display: Our system should be able to display information on overall tournaments as well as individual matches to the user

Allow selection of picks/store picks: Our system should allow the user to nominate their picks for the currently chosen match (whether simply picking who they think will win or the final score), with this data then being saved in the database.

Display results/user record: Our system should display to users the actual results for games that have concluded where that user had a pick, as well as data about their overall picking record.

EVFs:

Source data from APIs: Our system should source tournament and game data in real-time from APIs for tournaments where an API is available.

Allow result crowd-sourcing: The system should have the ability to 'crowd-source' result information. i.e. Users can enter the score for a game and once a threshold of submitted results have been submitted, the results for the game will be updated and players scored on their picks

Automatic backups: Our system should have a suitable schedule and process for automatic backups of the database. This can be integrated as part of the Heroku platform we plan to deploy on.

# Listing Technologies

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## Collaborative workspaces

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## Software

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## Tools

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## Resources

APPENDIX

# Extended Features

## Extended Feature 1



{Replace Image with your design requirements}

### Extended Feature 1 Validation Testing:

**Author:** { team member / designer } **Create Date:** { dd/mm/yyyy }

## Extended Feature 2



{Replace Image with your design requirements}

### Extended Feature 2 Validation Testing:

**Author:** { team member / designer } **Create Date:** { dd/mm/yyyy }

## Extended Feature 3



{Replace Image with your design requirements}

### Extended Feature 3 Validation Testing:

**Author:** { team member / designer } **Create Date:** { dd/mm/yyyy }