PROJECT PLAN

Start Date: 24.04.2022
End Date: 10.06.2022
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1. Introduction

This documents contains the information about the synthesis assignment – an individual assignment where all learning outcomes must be proven.

2. Problem Description

The company DuelSys inc. wants a software solution to allow their customers (sport associations) to
manage their sport tournaments. For now, the software must support a round-robin tournament
system for badminton, but DuelSys inc. also wants the software to have the potential to support
other types of tournament systems and sports.

A tournament has multiple players competing in badminton games to determine who is the best
(e.g. gold, silver and bronze medal). To determine this, the purpose of the software is to register all
the results of each game.

This software solution will be used by sport association staff (staff) to organize tournaments and by
players to find information about the tournament(s) they want to participate in

3.   Project Goals

Our project will consist of two parts

- A desktop application

    In the desktop application, admins can fully manage the tournaments
- A web application

    The web application will let users register and log in to their accounts. From
    there they will be able to view tournaments, participate in them and
    retrieve results for previous tournaments. The user is also able to update
    his information

4. Project outcome

4.1 Deliverables

- Project plan
- Test plan and test report
- UML Class diagram
- Software solution
  - Source code
  - Unit tests
  - Database

5. Constraints

Mocking data	There is no real data, everything can be fake data
UX	Modern design, proper UX and common practices such as hiding sensitive data like passwords
Technology	C# with Windows Forms and ASP.Net Core Razor Pages; for a web application you may use a layout framework, such as Bootstrap, but not an ORM. The database must be a MySQL database.
Meetings	Weekly meetings with tutor are mandatory
Deadline	Friday 10th of June 2022 before 16.00.
Usage of version control system	Should be made use of a version control system such as git and all teachers must be added with appropriate access
Website	Should run on Luna server

Database	Should run on Hera server

6. Phasing

1. Week 11
- Kick-off by WKS teacher
- Start project plan
- Start URS
- Start test plan

2. Week 12
- Q&A/Feedback with WKS teacher
- Project plan
- URS
- Test plan
- Tutor meeting

3. Week 13
- Project plan
- URS
- Test plan
- Tutor meeting
- Start UML Class Diagram

4. Week 14

- UML Class Diagram
- Database Design
- Start Desktop Application
- Start Web Application
- Start of unit testing
- Tutor meeting

5. Week 15

- Continue working on Desktop Application

- Continue working on Web Application
- Unit testing
- Tutor meeting

6. Week 16

- Final version desktop application
- Final version web application
- Finish Unit testing