

Software Tender



E-Sports Portal

Team Members

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Introduction

We are a team of third year Computer Science students that are passionate about computers; specifically programming and gaming. We are not only interested in how modern technology can make our lives easier, but also how it can make our lives fun and enjoyable. We realise that online gaming is a huge aspect of today's community, and would love to take on the project to help facilitate e-sports leagues.

Problem Description

Since online gaming is so popular these days, it is essential to have a good system to manage such activities. However, it is not a trivial task. There are many things that need to be taken into account when designing and implementing such a system. The experience for the final clients (the gamers that will be using the system) needs to be considered, so that it will be a pleasant one. A system like this needs to be easy to use and flexible, so any upgrades can be easily carried out.

Proposed Solutions

Our solution is to develop a well-structured, high quality system that is trustworthy and scalable. We have experience in working with web applications, including databases, client- and server-side scripting. During the last three years while studying, we have learnt about various design patterns, which allow us to develop reliable programs that can be easily maintained and upgraded.

We are an ideal group for this project because we have members that actively take part in online gaming, so they have a rough idea of what needs to be done. We are confident we will be able to deliver the system that meets the company's requirements and maintains a high standard.

Technical Plan

The team will make use of a range of technologies in the project. We are each experienced with the technologies and feel confident with them.

The technologies we plan on using are as follows:

- **Website structure:** HTML 5 and CSS
- **Website client-side scripting:** Javascript
- **Website server-side scripting:** PHP
- **Database:** MySQL
- **Android platform:** Java (logic) and XML (user interface)

Management Plan

Our team plans on continually communicating with the client, because we believe that they should have complete control over the project. We will contact the client if we have queries about anything, and we also plan on sending them regular updates, so that they can send feedback on the progress so far. We will be using a version control system (GitHub, specifically), which will allow the client to view our progress at any time, as well as report issues when necessary.

Our team structure and responsibilities are as follows:

- **Michael Johnston:** interface layout; coding; testing and debugging
- **Po-Han Chiu:** client communication; testing and debugging; logic development
- **Uteshlen Nadesan:** team leader; logic development; coding

Vision of End Product

We envision the final product to be a user-friendly (for both gamers and moderators/administrators) online gaming portal that allows for full control over all of the features. Since two of the three members of our team are regular, online gamers, we have an idea of what is expected and how the system should look.

Thank you for your time. We would enjoy working on your project as it would be something that we may use in the future.

Yours faithfully,

Michael, Po-Han and Uteshlen.