

Project Tender

Project: OnlyRugby

Kobus Coetzee

Team: Men at Work

Ivan Henning (13008219)

Muller Potgieter (12003672)

Johan van Rooyen (11205131)

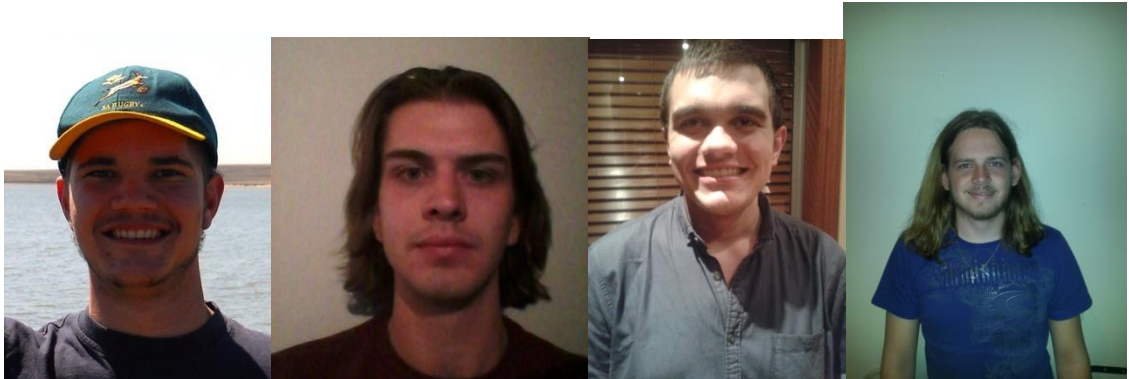
Herman WillemKeuris (13037618)

Department of Computer Science, University of Pretoria

Date: 2015-05-04

The Team

Ivan Henning





Interests

- IT programming
- Latest technology
- Gaming
- Sport (cricket, rugby and hockey)

Technical Skills

Experienced in coding in the following languages/mark-ups/standards:

C, C++, C#, Java, Pascal, HTML, CSS, XML, XSLT, JavaScript, JNode, PHP, AJAX, JQuery and MySQL.

Experience in working in the following fields:

- Operating Systems
- Networks
- Website Development
- Web Systems (server- and client side processing)
- Database management

Past Experiences

- I have work on a lot of website development and experience with using PHP and MySQL.
- I have worked on a project before that involved creating a web site that allows users to sell and buy products. Many of the features of that website are the same as the current project.
- Also somewhat of a rugby fan and knowledge about the game.

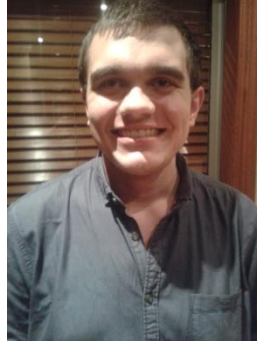
Non-technical Strengths

- Work well in a team to accomplish goals.
- Quick learner.
- Organised.
- Work well under pressure.
- I'm realistic and debate matters logically.
- Task orientated and objective.
- Thinks outside of the box.

What makes you want to do the project?

It is always exciting to develop a website as it is interesting and fun.

Joseph Jurgen Muller Potgieter



Interests

- Reading
- Computer Games
- Documentaries

Technical Skills

- C++ and C
- Java
- HTML, CSS and Javascript Coding
- PHP Development
- SQL Programming (Database Management)

Past Experiences

- Worked in team projects for university assignments.
- Competed in public speaking, meaning I am comfortable in such situations

Non-technical Strengths

- Comfortable in groups
- Good time manager
- Dedicated worker

What makes you want to do the project?

The project seems as though it will present an interesting challenge and provide an educational experience that will benefit me in future endeavors.

Johan van Rooyen



Interests

- Fishing
- Hunting
- Adrenaline sports
- Computer Games
- Website design
- Electronic components and building small appliances

Technical Skills

- C++ and C
- Java
- HTML, CSS and Javascript Coding
- PHP Development
- SQL Programming (Database Management)
- Novice Android Development
- Technical Support

Past Experiences

- Worked as a web developer for 12 months in 2011, writing new and editing existing sites, managing resources on a remote server and working in weekly sprints to finish the project.
- Worked with an international team on a web design project, where meetings took place over Skype and collaborating through an private server made transfer of resources possible.

Non-technical Strengths

- Good Communication skills
- Collaborate well with a team
- Good business knowledge

- Knowledge of Law in South Africa
- Good time management
- Organizational and Management skills
- Great problem solving abilities
- Go-getter
- Work well under pressure

What makes you want to do the project?

Writing the website an required functionality completely from scratch is something that provides me with a great sense of accomplishment and is a fulfilling thing to do. It will give me that chance to really show what I can do and provide rugby fans around the world a platform where they can find information regarding all things rugby-related. This project is definitely something I want to do.

Herman WillemKeuris



Interests

- My two greatest interests are music and IT (especially Artificial Intelligence, Web design and multimedia orientated software).

Technical Skills

Experienced in coding in the following languages/mark-ups/standards:

C, C++, Java, Python, Delphi, HTML, CSS, XML, JavaScript, JNode, PHP, AJAX, JQuery and MySQL

Experience in working in the following fields:

- Operating Systems
- Networks
- Web Systems (server- and client side processing)
- Database management

Past Experiences

- I have experience in designing and implementing websites. I work well with HTML, CSS, XML (to style the website) and JavaScript, PHP, AJAX, JQuery and JNode (to handle all client- and server side processing).

Non-technical Strengths

- Work well in group settings.
- Hard working.
- Practically orientated (like to plan out things in advance rather than progressing without clear goals or expectations).
- Good at abstracting complex data systems into more understandable and manageable segments.
- Quick learner.

What makes you want to do the project?

I am very interested in programs associated with social media (e.g. social networking) and designing websites.

Project Execution

Methodology:

We will be making use of the agile development methodology with weekly sprints.

Our design process will be split into the following phases:

- Phase1: Writing out requirements (System Requirements Document) and Design Documentation (including Plan for Software Aspects of Certification (PSAC) and Software Development Process (SDP) documents). Then get client feedback.
- Phase2: Re-evaluate requirements. Update documents. Get client feedback.
- Phase3: Pre-sprint planning.
- Phase4: Sprint. Write code, unit tests and automated tests.
- Phase5: Review sprint. Update Software Verification Cases and Procedures document (SVCP) and Design Documents (i.e. PSAC and SDP).
- Cycle through Phases 2 to 5 until satisfied

Client communication:

We will be kept in constant contact with client in the form of emails, sms's, WhatsApp messages and in person meetings every few weeks (these meetings will be more frequent during the implementation phase). We will also make a GitHub repository available so that any interested party can keep tabs on our progress.

Initial ideas:

- The website will contain links to popular social networks such as Facebook and Twitter. The user will also be able to do various actions related with these websites such as share information about the current match on Facebook or Twitter, or link their “onlyRugby” profile to their Facebook profile.
- A leaderboard could be implemented to keep track of which players and teams had the best statistics.

Technologies:

The app will be developed using:

- a Linux environment
- Eclipse IDE
- Laravel MVC framework
- Vagrant virtualization manager
- MySQL database
- GitHub

All source code will be coded in PHP and JavaScript.

Final product:

The final product will have the following functionality:

- Login functionality: Must be able to login, logout and signup a user; reset a user’s password, edit a user’s email address and verify the user’s information (i.e. password and email address).
- Club page: A page where a school/club can post and edit information about themselves, upload logos and photos, post on a wall, create links to events, provide team information and important locations (e.g. school).
- Events page: Showing information on matches and special events. The information displayed includes teams, date/times, scores, status’s (e.g. yellow/red card, injured, etc.) and reports.
- Player pages: Pages for each individual player with links to events (e.g. matches played), personal details and statistics, pictures and videos.
- Coach pages: Pages coaches can use to organise their teams. Allows them to set their team, view player- and events pages.