## 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

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# 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 am experienced in C and Java and have worked on the open source operating system MINIX.
* Have also worked on a small server and client program sending text messages to each other.

### 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?

The project about Instant Messaging, which is the buzz word at the moment and is getting bigger every day, looks interesting and would present a challenge especially as it involves the latest technology and apps that people use in their daily lives. My past experience gained would come in very handy in completing this project and the experience that I'll gain would be valuable in the future.

## 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?

This project will provide a good experience to me for future reference, since we will be working on an existing technology that is already out there and has been used by the public for quite some time. This will force me to work harder, as there is a lot of expectations to live up to and a lot of eyes on the project.

## 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 am very experienced in coding in C and Java and have some experience in working with simple operating systems which might prove useful when working with android systems.

### 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 mobile applications. I’m also interested in how programs handle different types of multimedia (such as video and recordings) and would be very interested in learning more about, and using, Session Initiation Protocol elements. I’m also interested in the chance to learn more about cryptography in social applications such as IM’s.

# Project Execution

**Methodology:**

We will be making use of the agile development methodology.

**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:**

**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.
* Location pages: Includes GPS location, information on the venue, parking arraignments, event schedule for the day, photos of the location.
* Admin function: Allow admin users to: create, edit, deactivate and grant privileges to users, create and edit pages, the ability to grant the right to edit specific pages to any specified user, and access to basic statistics.