

Problem Statement and Goals

Sandlot

Team 29
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Table 1: Revision History

| Date | Developer(s) | Change |
|--------------------|-----------------|------------------------|
| September 23, 2024 | NFI, JL, CG, AV | Initial Draft |
| Date2 | Name(s) | Description of changes |
| ... | ... | ... |

1 Problem Statement

1.1 Background

[You should check your problem statement with the problem statement checklist. —SS]

[You can change the section headings, as long as you include the required information. —SS]

The McMaster GSA softball league is used every summer by 30-40 teams and as many as 1,000 unique participants. The league is currently organized through an old software platform accessible via a web browser, but it is outdated and does not include features for administrators to maintain the site without extensive knowledge of computer programming.

1.2 Problem

The GSA league is aware that paid-for and ad-supported services are available, and features present in those applications should be explored and added if possible. The GSA league is a minimal-cost non-profit and would like a personalized platform by which to operate without committing to paid-for services. The platform will be responsible for including all functionalities such as scheduling,

division management, communication between captains, waiver management, rescheduling, score and league standings management, and other tasks identified by the stakeholders. The platform would be a web-based service with the same functionalities, but in an updated form that also enables league and schedule management from a convenient user interface (specific access privileges for team representatives and league administrators).

1.3 Inputs and Outputs

1.3.1 Inputs

- Player/Captain/Commissioner login information
- Player/Captain/Commissioner contact information
- Team name
- Game score

1.3.2 Outputs

- League standings
- League scheduling

[Characterize the problem in terms of “high level” inputs and outputs. Use abstraction so that you can avoid details. —SS]

1.4 Stakeholders

- The supervisor of the project, Dr. Jake Nease
- Captains and players of the softball league

1.5 Environment

Software Windows, Linux or Mac OS

Hardware Computers with access to the internet

[Hardware and software environment —SS]

2 Goals

Goal1 desc

Goal2 desc

Goal3 desc

Goal4 desc

Goal5 desc

3 Stretch Goals

Goal1 desc

Goal2 desc

Goal3 desc

4 Challenge Level and Extras

[State your expected challenge level (advanced, general or basic). The challenge can come through the required domain knowledge, the implementation or something else. Usually the greater the novelty of a project the greater its challenge level. You should include your rationale for the selected level. Approval of the level will be part of the discussion with the instructor for approving the project. The challenge level, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

[Teams may wish to include extras as either potential bonus grades, or to make up for a less advanced challenge level. Potential extras include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. Normally the maximum number of extras will be two. Approval of the extras will be part of the discussion with the instructor for approving the project. The extras, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

Appendix — Reflection

[Not required for CAS 741 —SS]

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How did you and your team adjust the scope of your goals to ensure they are suitable for a Capstone project (not overly ambitious but also of appropriate complexity for a senior design project)?