INTRODUZIONE:

“Sport_challange_online” è un’applicazione web e desktop che permette agli sportivi di prenotare un campo o di partecipare ad eventi sportivi e al gestore degli impianti di creare eventi sportivi e mettere a disposizione i campi.

Lo sportivo può invitare amici in modo tale che anche loro possano partecipare al torneo.

Per quanto riguarda lo svolgimento del torneo e l’impianto sportivo viene messo a disposizione il meteo tramite il sito “ilmeteo.it”.

USER STORIES:

Paolo Campus:

- As a sportsman, I want to specifymyfavourite sport, so I can see first of all the events related to that.

-As a renter, I want to set a minimal age to book an event, so I can excludetooyounger players.

-As a renter, I want to decide the terms of payment, so I can refuseelectronic money if I would.

Nicola Rossi:

- As a sportsman, I want to specifymy skill level, so I can play with players at the samelevel.

-As a renter, I want to define a minimum number of participants for event, so I can decide ifdoingit or not.

-As a sportsman, I want to read the names and the level of the otherpartecipants in the tournament, so I can meet new people.

FUNCTIONAL REQUIREMENTS:

Paolo Campus:

-The system shallallow the user to unsubscribe.

-The system shallprovide a messagewhen a booking isconfirmed.

-The system shall sort the events by date in ascending order.

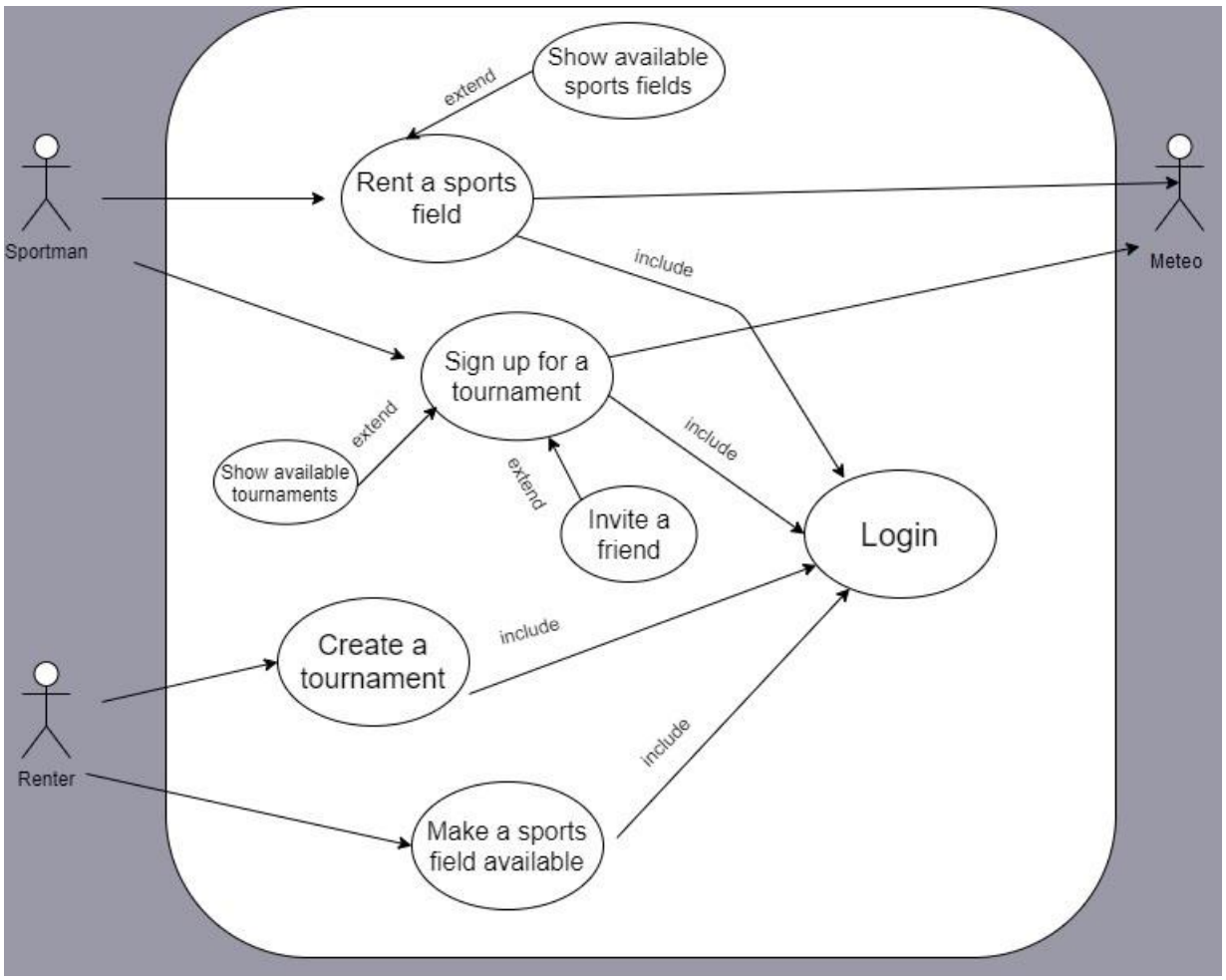
Nicola Rossi:

-The system shallpermit a booking to a logged user.

-The system shallrefuse a booking after a determinate date.

-The system shallprovide the registrationonly to sportsman user with minimum age 14.

USE CASE DIAGRAM



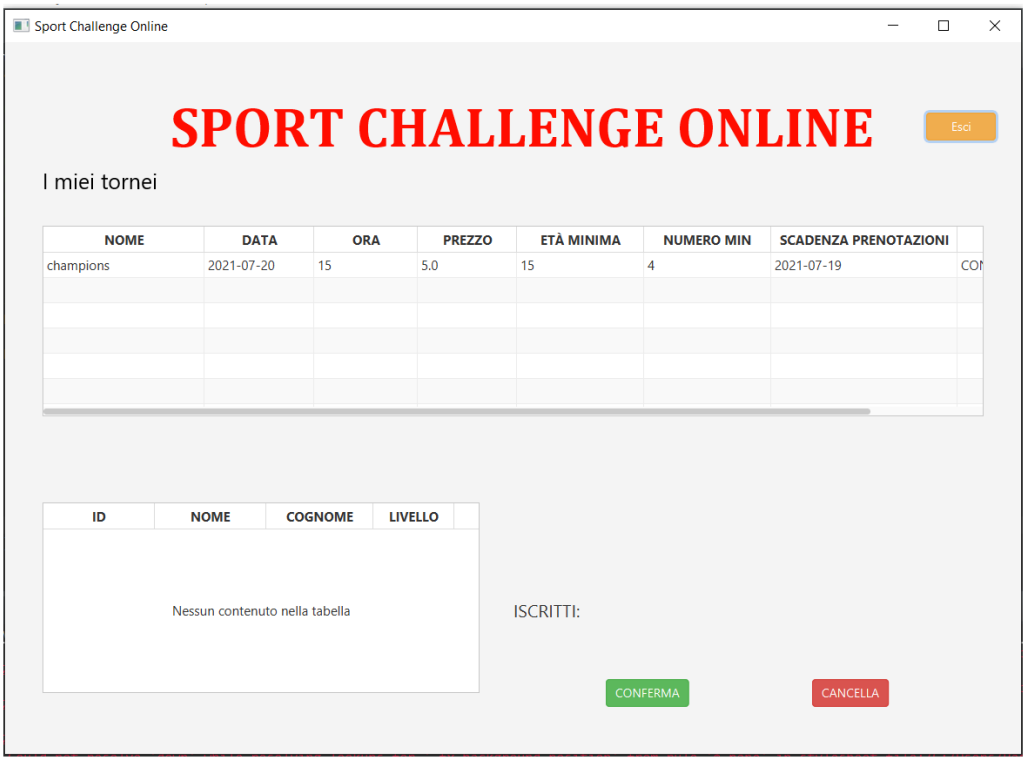
STORYBOARDS:

Paolo Campus


Sport Challenge Online
SPORT CHALLENGE ONLINE
pacampus@hotmail.it
LOGIN
ISCRIVITI
ACCESSO ESEGUITO
Conferma
Bentornato, PAOLO
OK
Annulla

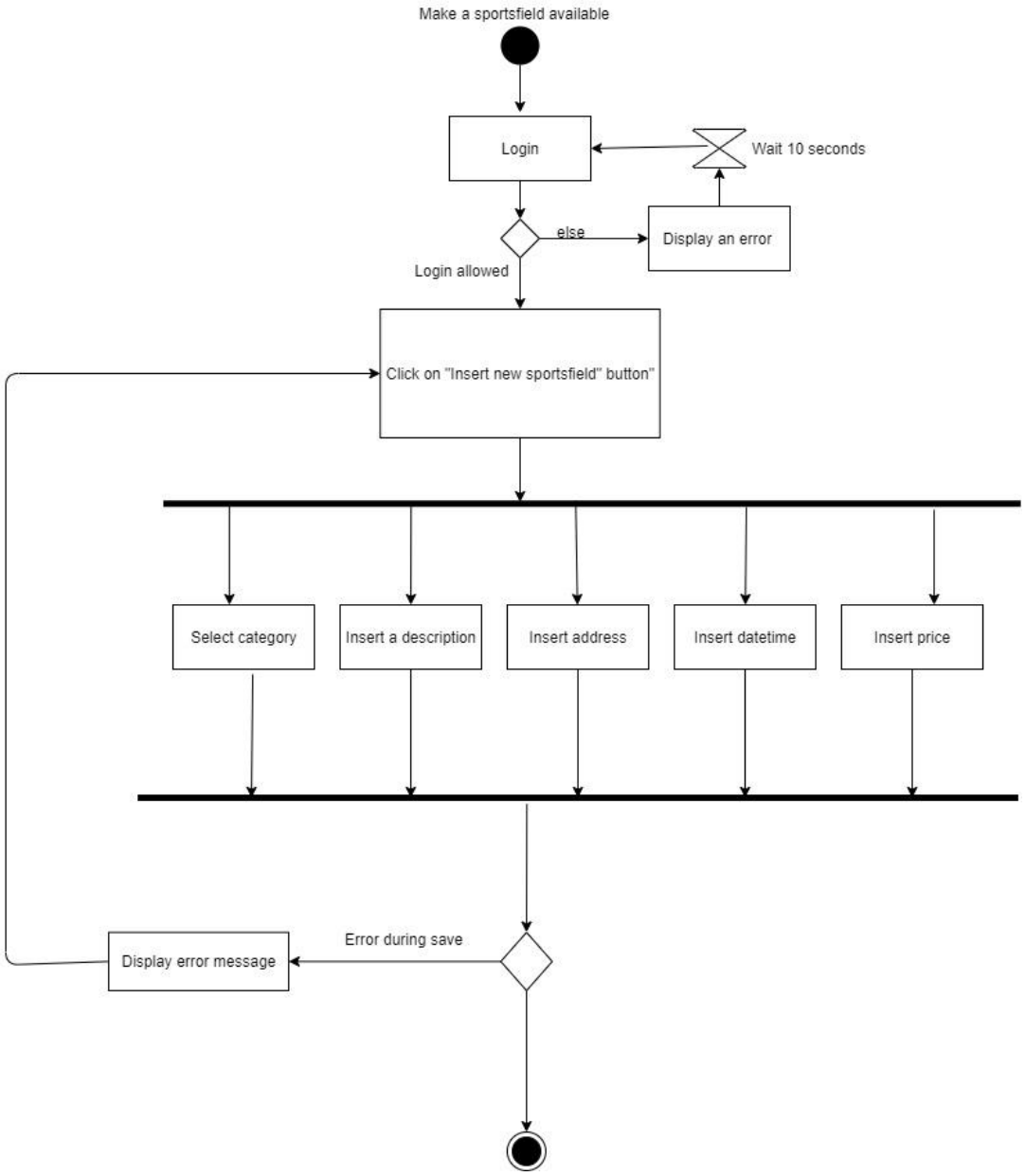

Sport Challenge Online
SPORT CHALLENGE ONLINE
Esci
Home
Cerca Campo Sportivo
Cerca Torneo
Opzioni:
I miei eventi
Specifica il tuo livello
Imposta sport preferito
Disiscriviti

Nicola Rossi

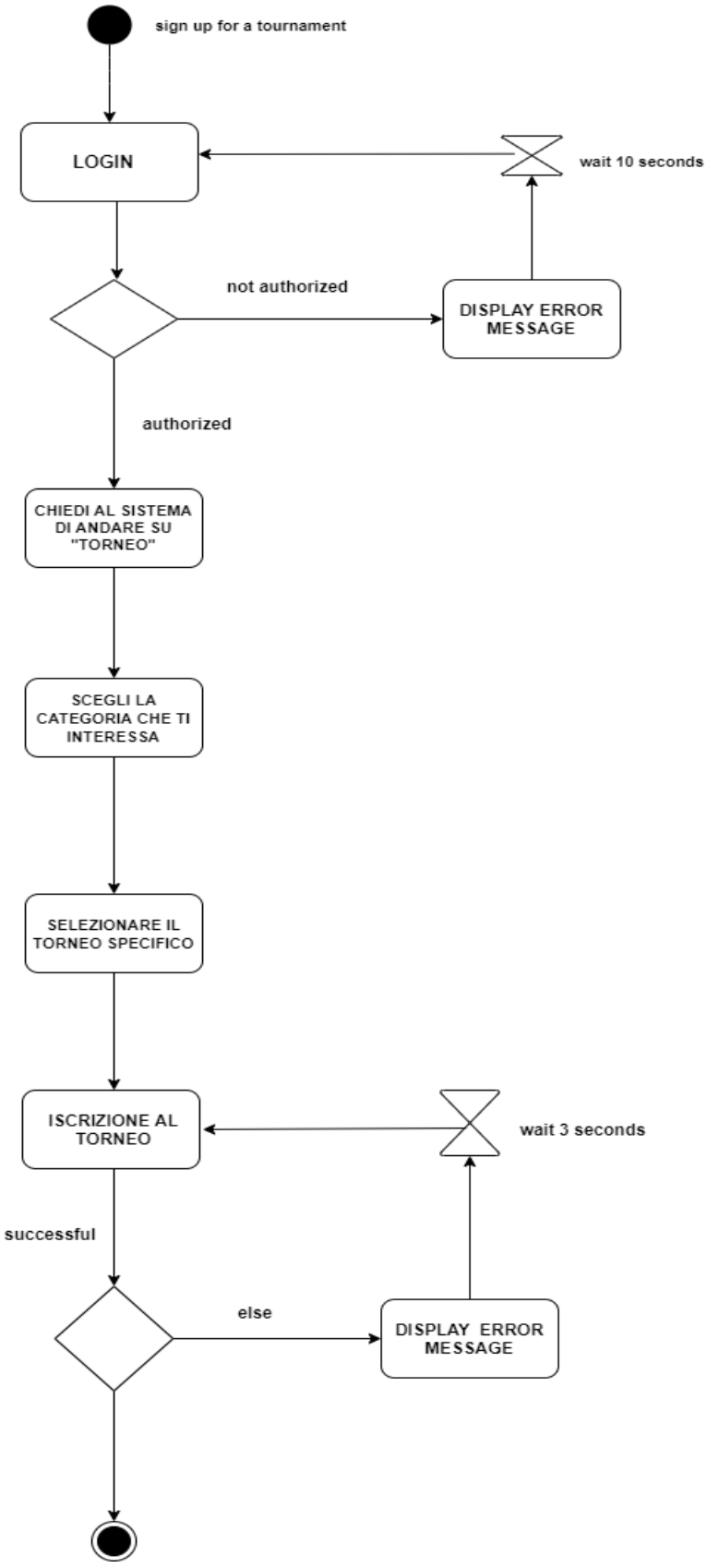


ACTIVITY DIAGRAM

Paolo Campus

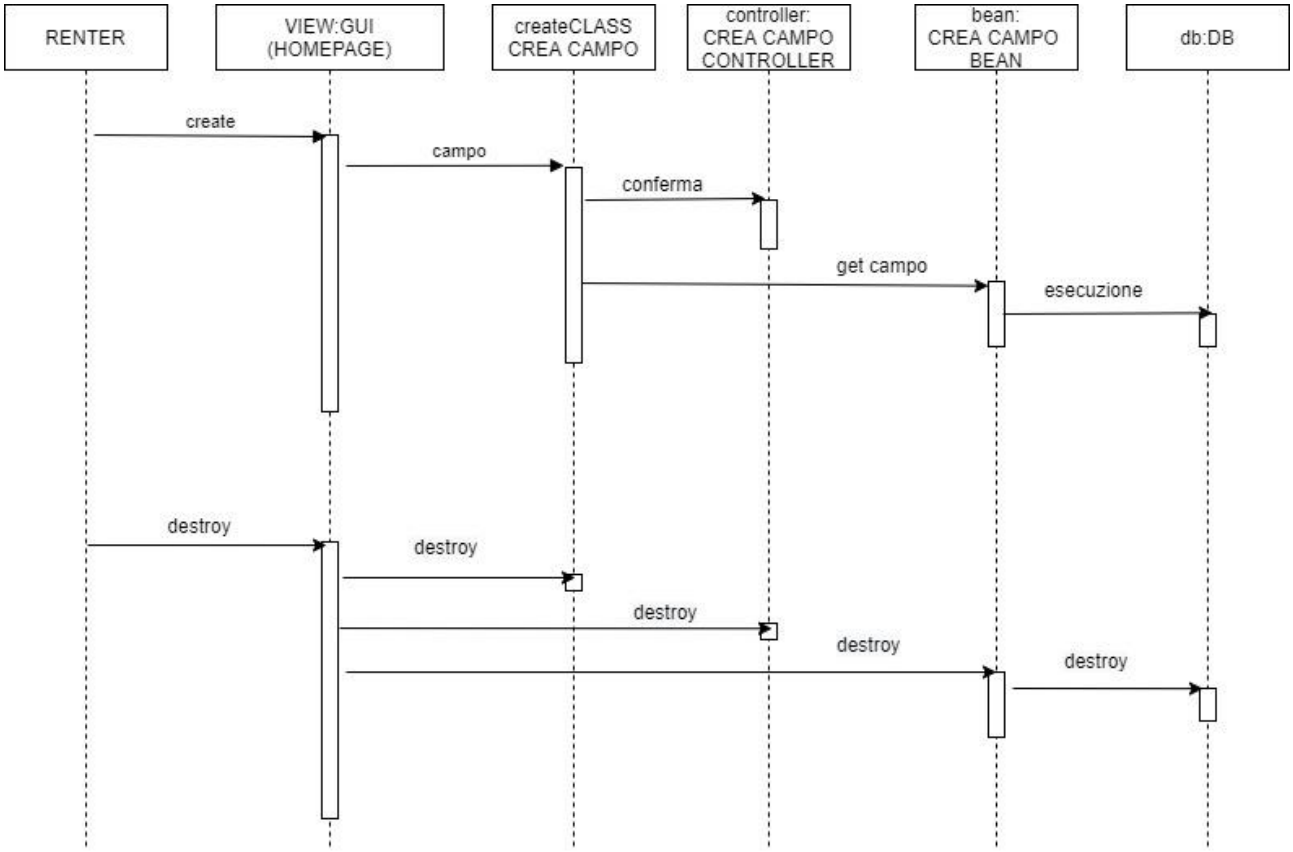


Nicola Rossi

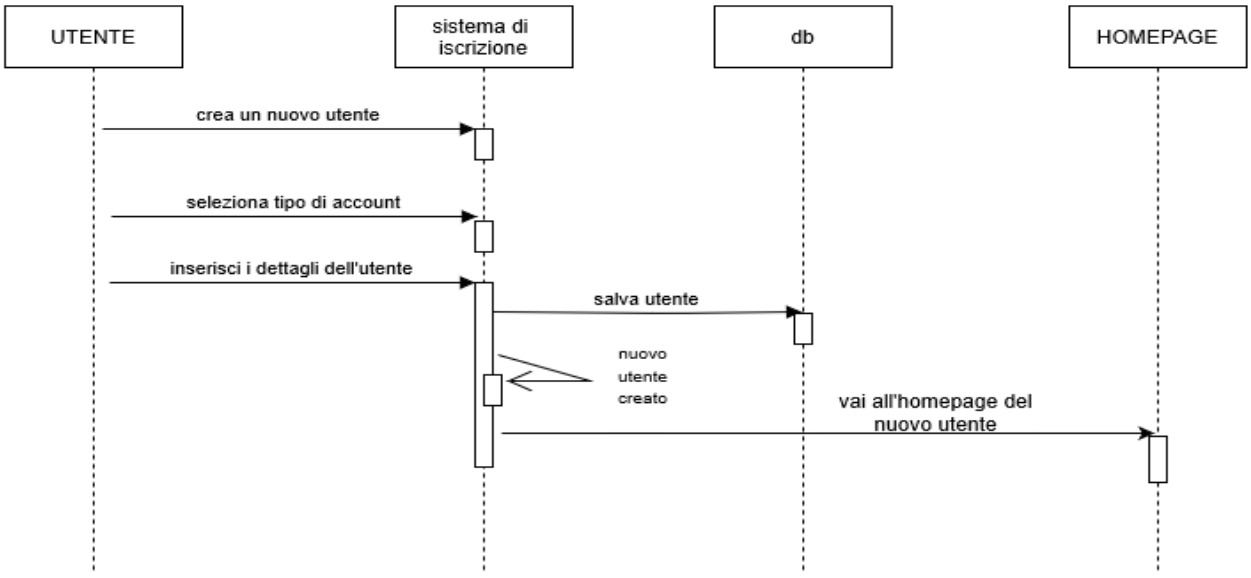

sign up for a tournament
LOGIN
wait 10 seconds
not authorized
DISPLAY ERROR MESSAGE
authorized
CHIEDI AL SISTEMA DI ANDARE SU "TORNEO"
SCEGLI LA CATEGORIA CHE TI INTERESSA
SELEZIONARE IL TORNEO SPECIFICO
ISCRIZIONE AL TORNEO
wait 3 seconds
successful
else
DISPLAY ERROR MESSAGE

SEQUENCE DIAGRAM

Paolo Campus

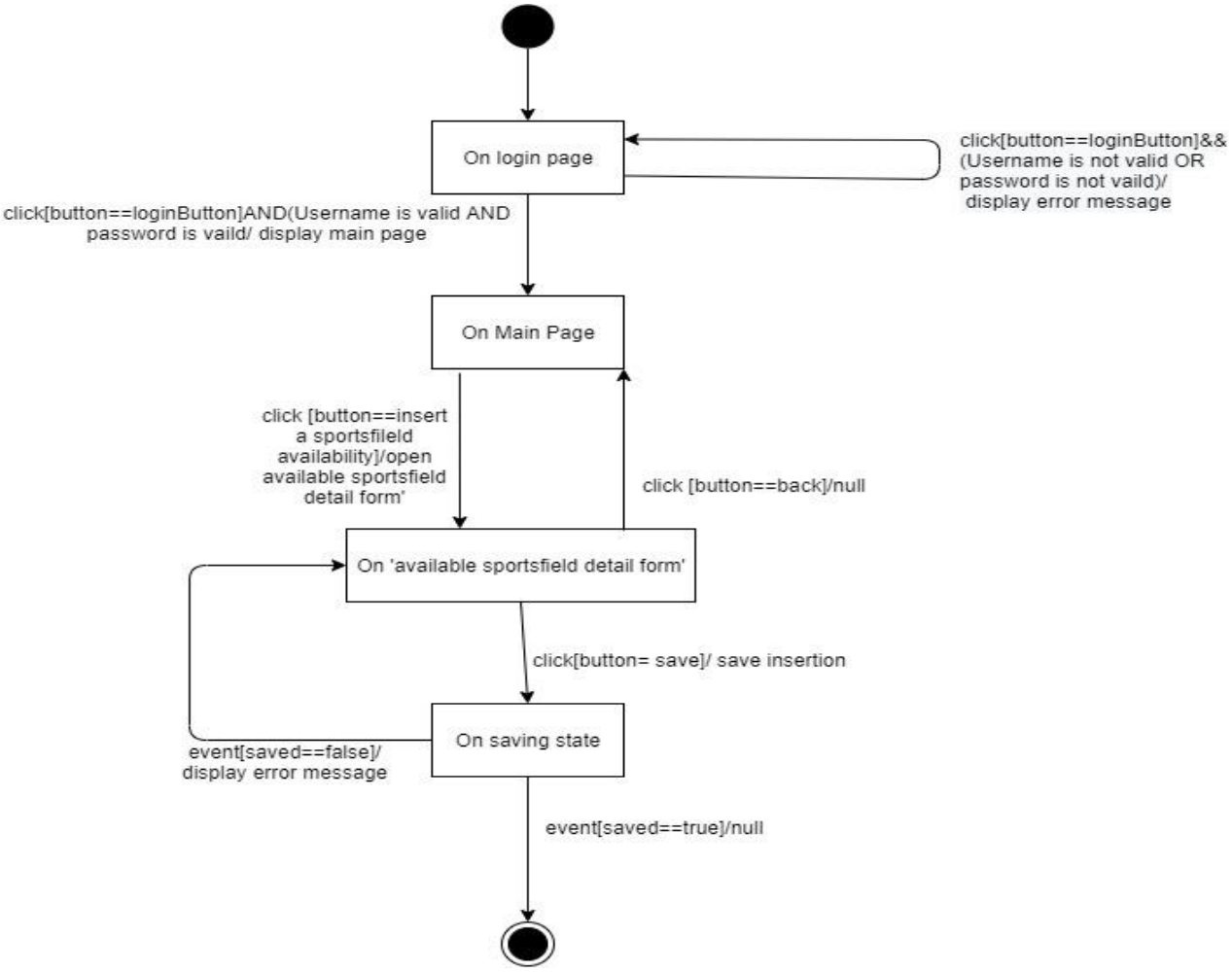


Nicola Rossi

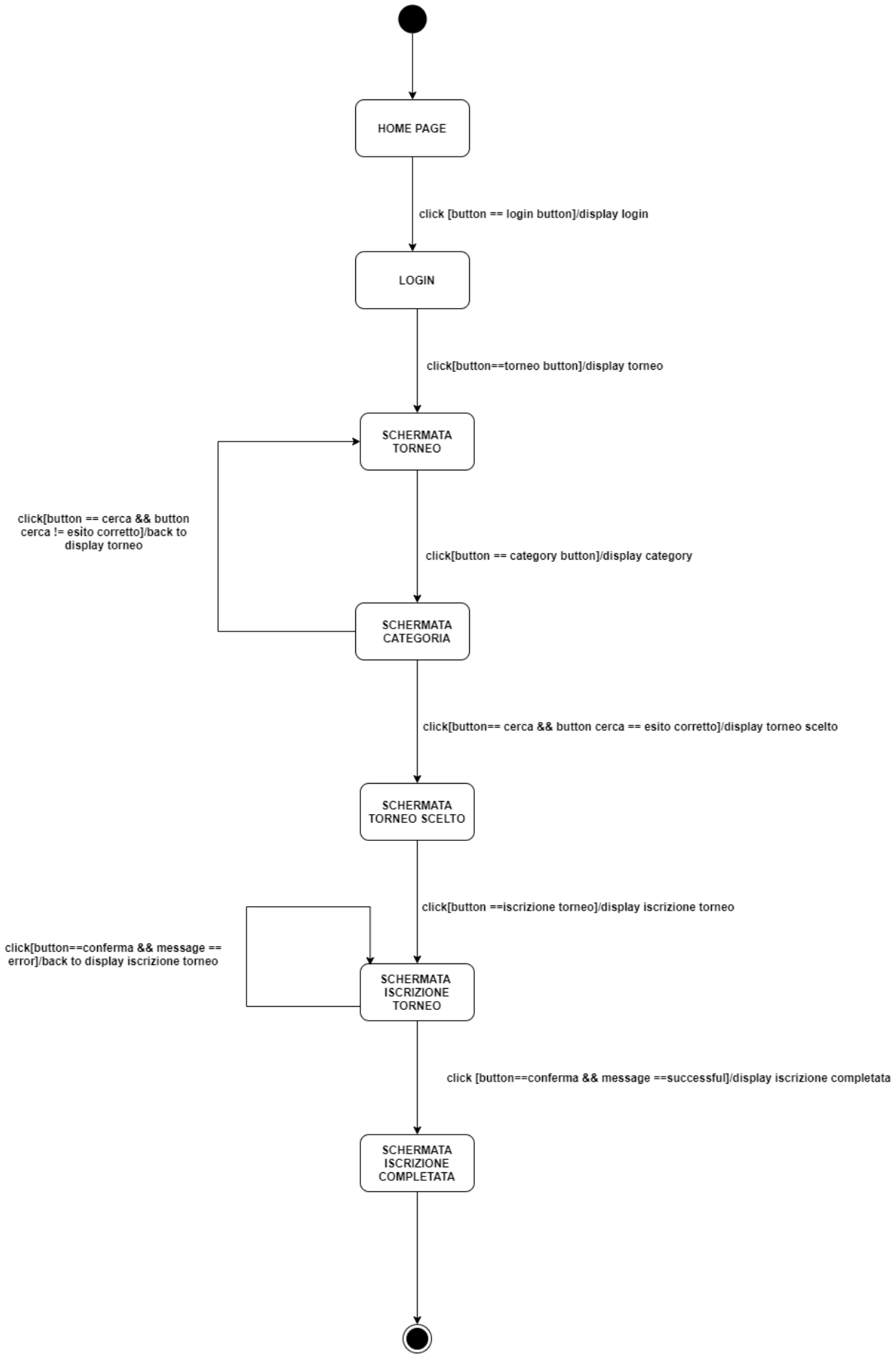


STATE DIAGRAM

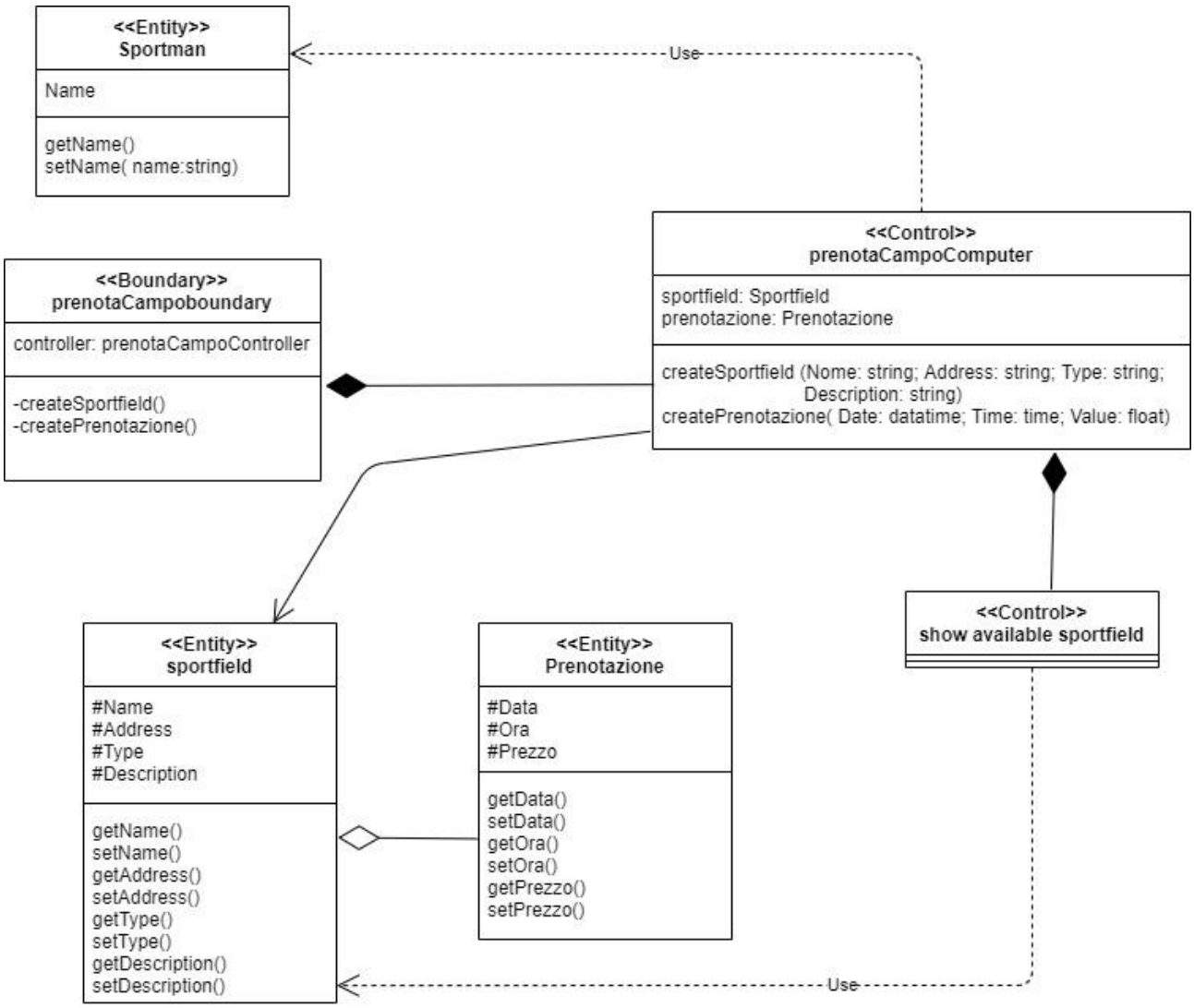
Paolo Campus

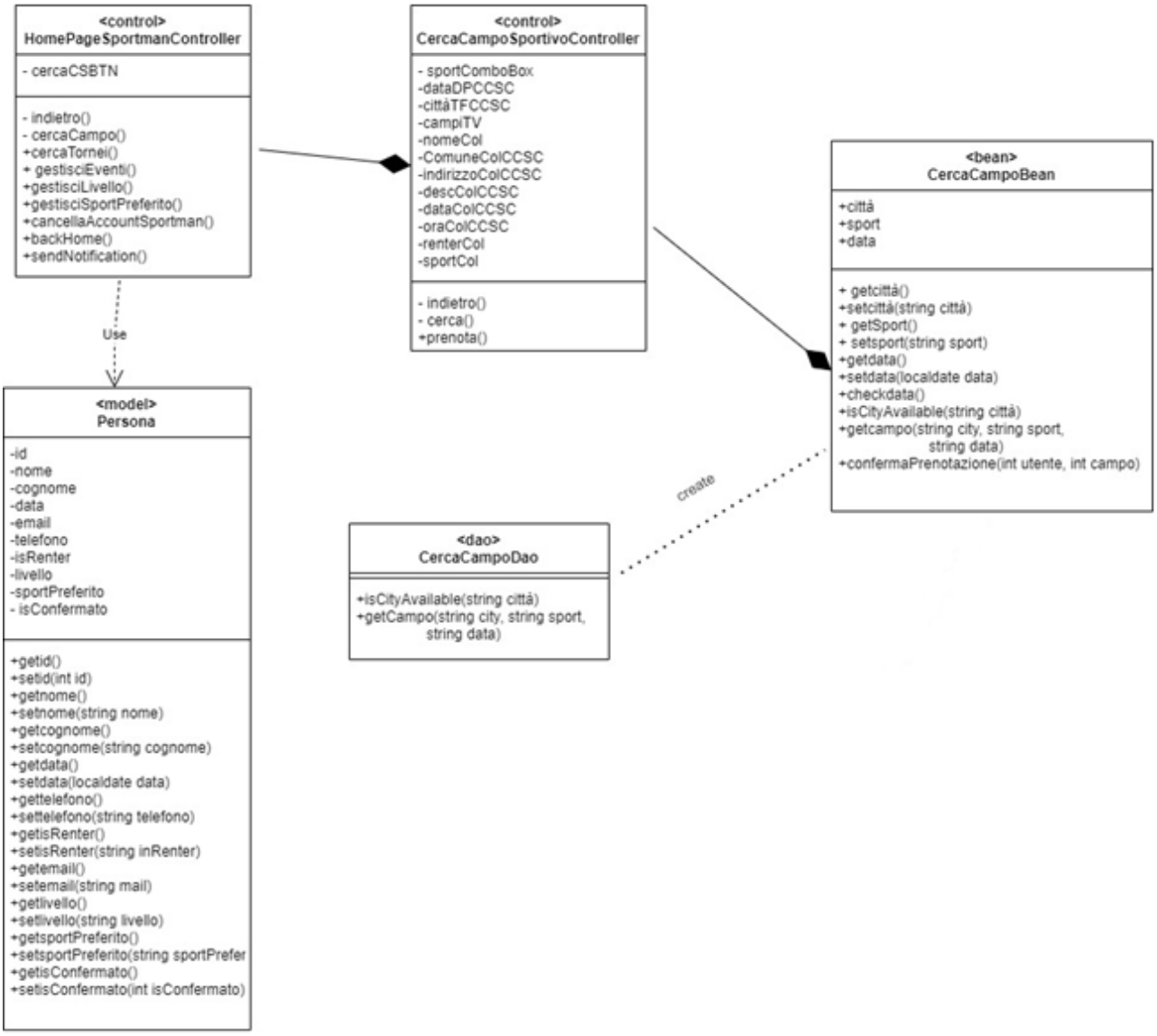


Nicola Rossi

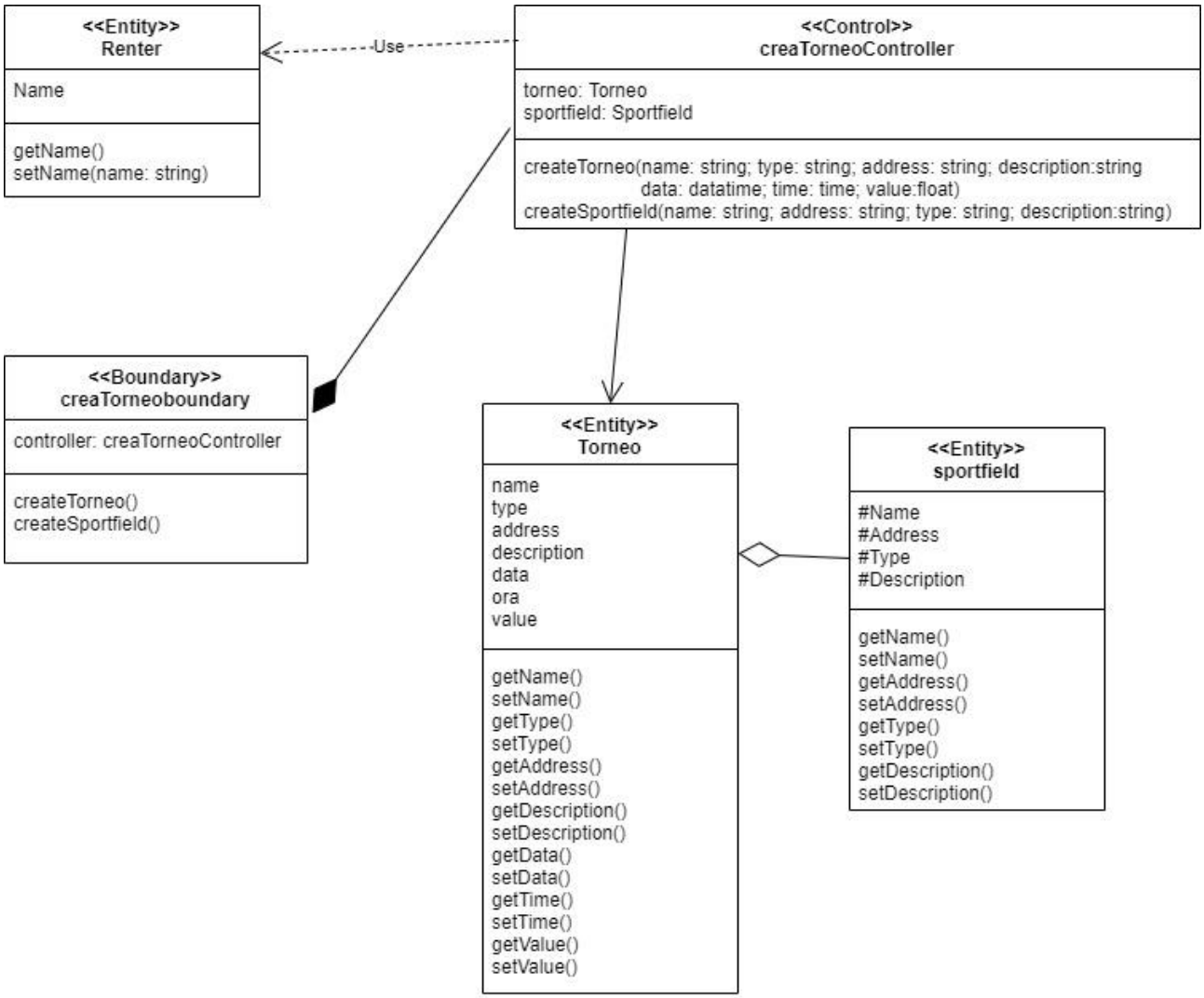


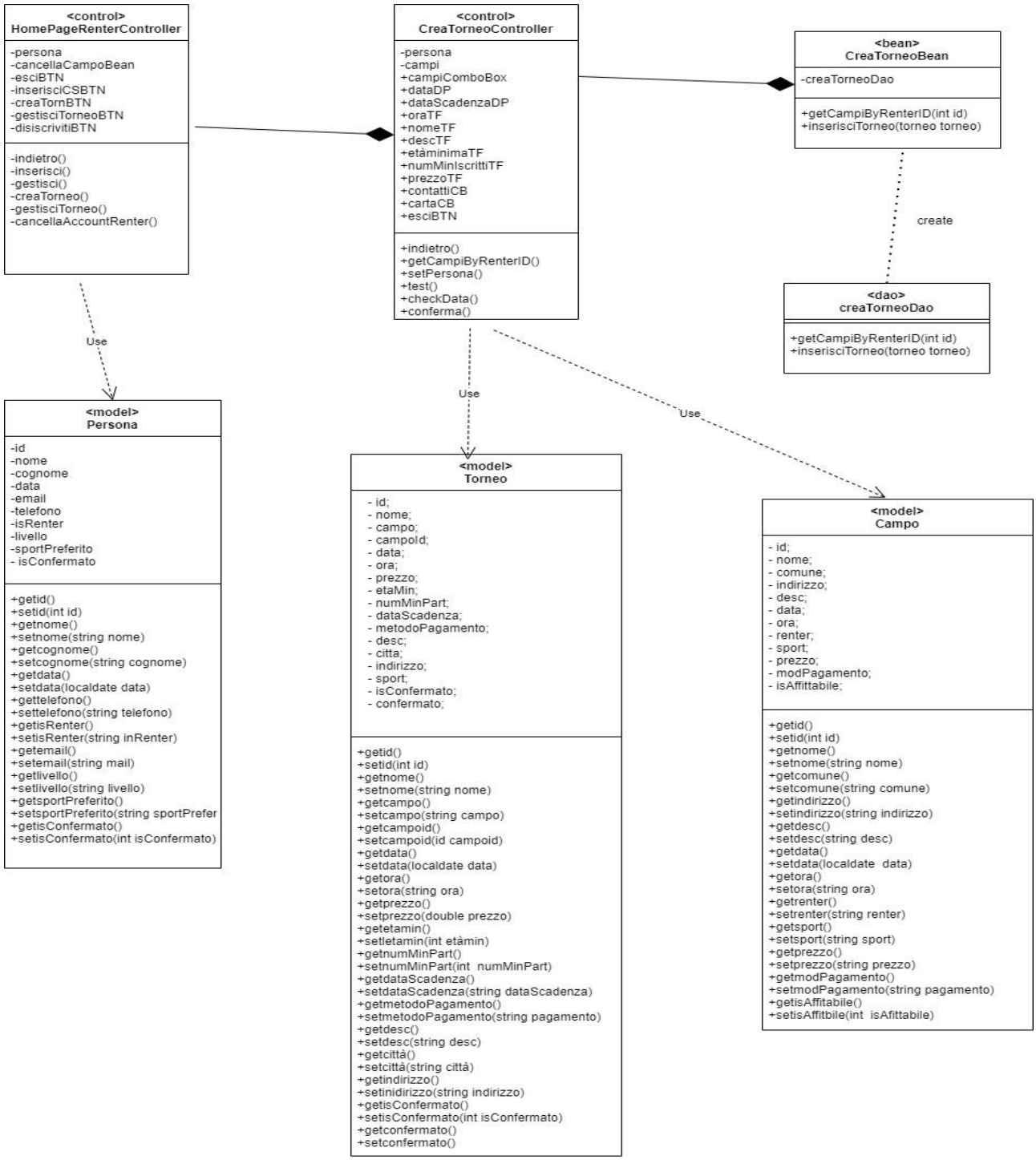
VOPC e DESIGN LEVEL





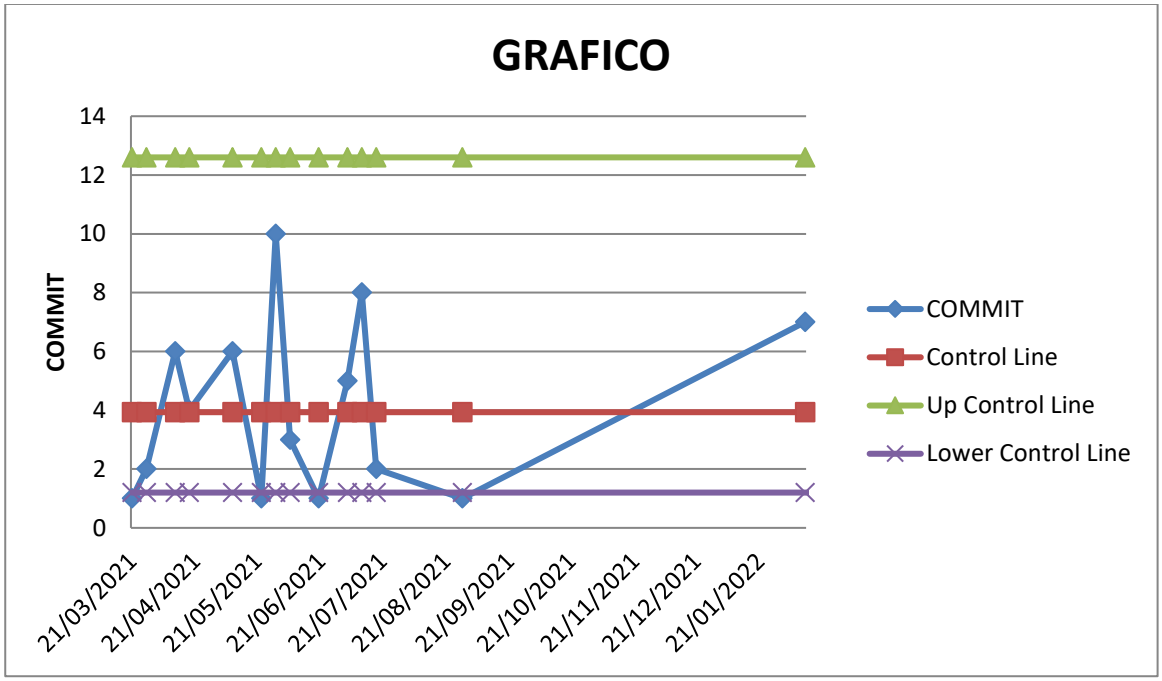
Paolo Campus


<<Entity>>
Renter
Name
getName()
setName(name: string)
Use
<<Control>>
creaTorneoController
torneo: Torneo
sportfield: Sportfield
createTorneo(name: string; type: string; address: string; description:string
data: datatime; time: time; value:float)
createSportfield(name: string; address: string; type: string; description:string)
<<Boundary>>
creaTorneoboundary
controller: creaTorneoController
createTorneo()
createSportfield()
<<Entity>>
Torneo
name
type
address
description
data
ora
value
getName()
setName()
getType()
setType()
getAddress()
setAddress()
getDescription()
setDescription()
getData()
setData()
getTime()
setTime()
getValue()
setValue()
<<Entity>>
sportfield
#Name
#Address
#Type
#Description
getName()
setName()
getAddress()
setAddress()
getType()
setType()
getDescription()
setDescription()



Nicola Rossi

GRAFICO DI CONTROLLO:



UCL e LCL rappresentano i limiti entro i quali il processo può essere definito in controllo.
Abbiamo un UCL pari a 12,5 ed un LCL pari ad 1. (UCL = CL+3*S, LCL =CL – 3*S)
CL rappresenta la media del processo in controllo che è pari a 4.
Nel mio caso nessuna misura oltrepassa i due limiti (UCL e LCL), quindi non è richiesta un'azione correttiva.

Il video sta su github