Group 38 – Esports App

LO1: Plan, manage and track a substantial group activity.

LO2: Take an open-ended problem, collect and analyse relevant information and define and refine the requirements.

LO3: Independently and systematically design, develop and test a piece of software that is data-driven and has non-trivial functionality.

LO4: Compare and evaluate alternative problem solutions according to given criteria including from a technical perspective.

LO5: Effectively present, communicate and market ideas and solutions to different audiences.

LO6: Understand and apply the principles of professional and ethical behaviour in a group context.

LO7: Reflect and learn from the group project experience.

Requirements Specification (Done)

User Cases

Entity/Class relationship diagrams

GUI design

Database setup

Api’s to use: