

# SportConnect Project Plan

## 1. Project Overview

**Project Name:** SportConnect

**Project Duration:** March 17, 2025 – April 10, 2025 (4 weeks)

**Project Objective:**

Develop a **social networking platform for sports enthusiasts** to connect, organize activities, and track sports participation. The project will be developed in **PHP (Laravel)** with **MySQL** as the database and hosted on **VMWare (Net Lab)**.

## 2. Project Scope

**Core Features:**

- 1. **User Authentication** – Secure user registration and login.
- 2. **User Profiles** – Users can create profiles and select sports interests.
- 3. **Event Management** – Users can create, invite, and RSVP to sports events.
- 4. **Messaging System** – Users can chat with event participants.
- 5. **Review & Rating System** – Users can rate and review events.
- 6. **Player Ranking System** – Users can be rated by peers and have a proficiency ranking for each sport.
- 7. **Security & Performance Enhancements** – Ensuring data protection and scalability.

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## 3. Project Timeline & Milestones

Week	Tasks	Deliverables
Week 1 (March 17-21)	Planning & Initial Development	Project Plan, UI Wireframes, Database Schema, User Authentication System
Week 2 (March 24-28)	Core Features Implementation	User Profiles, Event Creation, Invitation System, RSVP Functionality, Player Ranking System

Week	Tasks	Deliverables
<b>Week 3 (March 31- April 4)</b>	Community & Engagement Features	Messaging System, Review & Rating System, Sports Tracking Features
<b>Week 4 (April 7-10)</b>	Testing, Deployment & Optimization	Tested Prototype, Security Enhancements, Deployment on VMWare, Documentation

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## 4. Team & Responsibilities

Role	Responsibilities
<b>Project Manager</b>	Oversees project development, timeline management, sprint planning
<b>Backend Developer</b>	Develops API, handles authentication, event management, player ranking, and database integration (PHP, MySQL)
<b>Frontend Developer</b>	Develops UI components, integrates with backend APIs, ensures mobile responsiveness (HTML, CSS, JavaScript)
<b>UI/UX Designer</b>	Designs wireframes, prototypes, and user-friendly interfaces (Figma)
<b>QA Tester</b>	Conducts testing, bug tracking, and ensures security & performance optimizations

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## 5. Technology Stack

Category	Technology
<b>Frontend</b>	HTML, CSS
<b>Backend</b>	PHP
<b>Database</b>	MySQL
<b>Hosting</b>	VMWare (Net Lab)
<b>Design Tools</b>	Figma (for UI wireframes)

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## 6. Risk Assessment & Mitigation

Risk	Mitigation Strategy
Scope Creep	Stick to MVP features and review requirements weekly
Security Issues	Implement encryption, authentication, and regular security audits
Performance Issues	Optimize database queries and load balancing
Time Constraints	Agile sprint planning with weekly reviews

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## 7. Success Criteria

- **A working prototype** with event creation, invitations, messaging, and player rankings.
- **Secure authentication** and data handling (PHP & MySQL security best practices).
- **A user-friendly and responsive UI** tested for usability.
- **Successful deployment on Net Lab (VMWare).**
- **Comprehensive project documentation and final presentation.**

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## Next Steps:

- ✓ Finalize Sprint Assignments
- ✓ Begin UI Wireframing
- ✓ Set Up Initial Development Environment (PHP, MySQL, Apache)

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