

IP3 Presentation 3 - Group 6



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Our Idea



A social tournament web app

- Tournament Generator
 - Games nights
 - Video game tournaments
 - Local sports events
- Inspiration
 - Pandemic

Early Wireframe

Create New Tournament

Tournament Name:

Description:

Game/Sport:

Tournament Size:

Tournament Type:

Start Date:

S	M	T	W	Th	F	S
1	2	3	4	5	6	
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

End Date:

S	M	T	W	Th	F	S
1	2	3	4	5	6	
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

Figure 1: Screenshot of a Kanban board used to track back-end development.

A social tournament web app

- Live Discussion boards
 - Likes and Dislikes

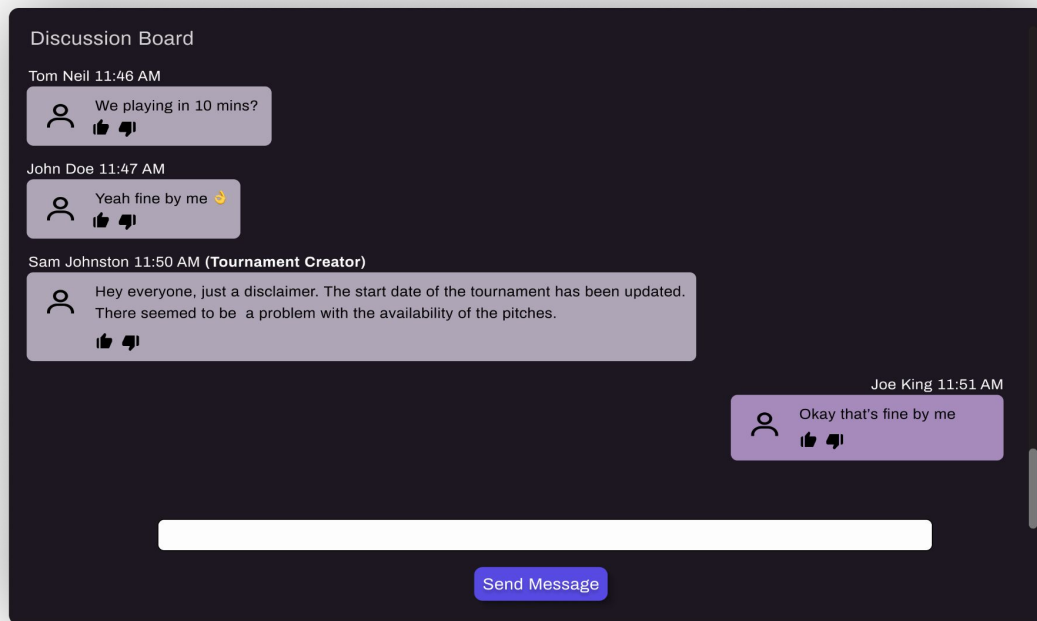


Figure 2: Discussion board mock-up.

A social tournament web app

- Team Panels
 - Twitter integration
 - Public tournaments
- Future plans
 - Twitter integration
 - Public tournaments
- Target Audience
 - Local sports teams
 - Friends/Families

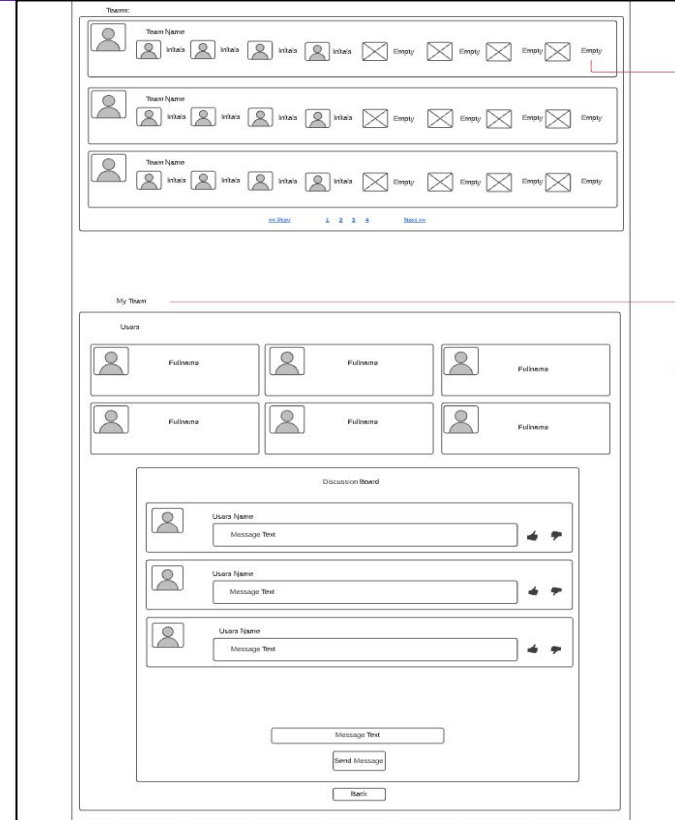


Figure 3: Mock-up of tournament team view.

Our proposed delivery split

What we plan to deliver -

- 70% Development based
 - Prototyped development first approach
 - Aiming for Minimal viable product
- 30% Design and Documentation
 - Design
 - Testing
 - Reports

Prototypes



Prototypes

Login/Register

- Features
 - Logs in/registers user
 - Validation
 - UI Flash response
 - Valid email
 - Password min length
 - Email/password DB match
- No issues

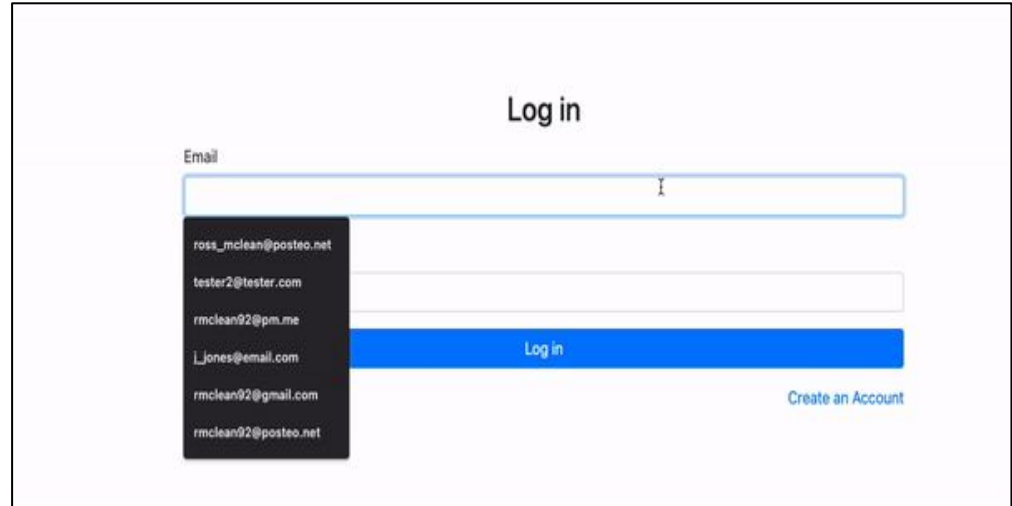


Figure 4: Animation demonstrating login/register prototype.

Prototypes

Discussion Board

- Features

- Post message
 - Author
 - Content
- Validation
 - Min, max
 - Required

- Issues

- Requires refresh

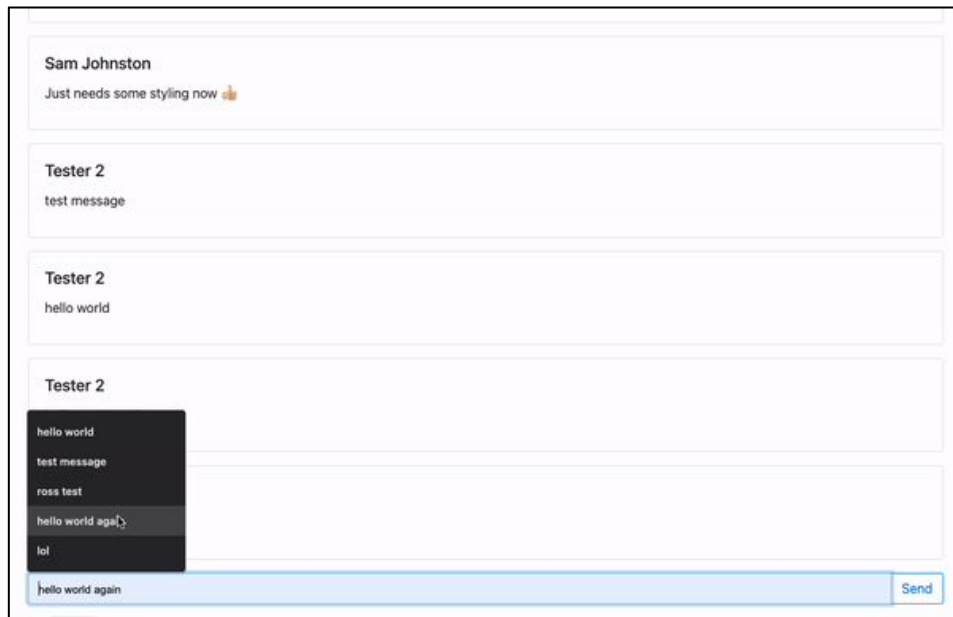


Figure 5: Animation demonstrating tournament discussion board prototype.

Prototypes

Brackets

- Features
 - Generated
 - Name editing
- Issues
 - Anyone can edit names
 - Name changes are not preserved
 - No teams supported (yet)



Figure 6: Animation demonstrating tournament bracket prototype.

Prototypes

Users

- Features

- Generate link
- Add user
- Validation
 - Invalid URL
 - Existing user
 - Tournament max limit

- Issues

- No blocking users
- No kicking users

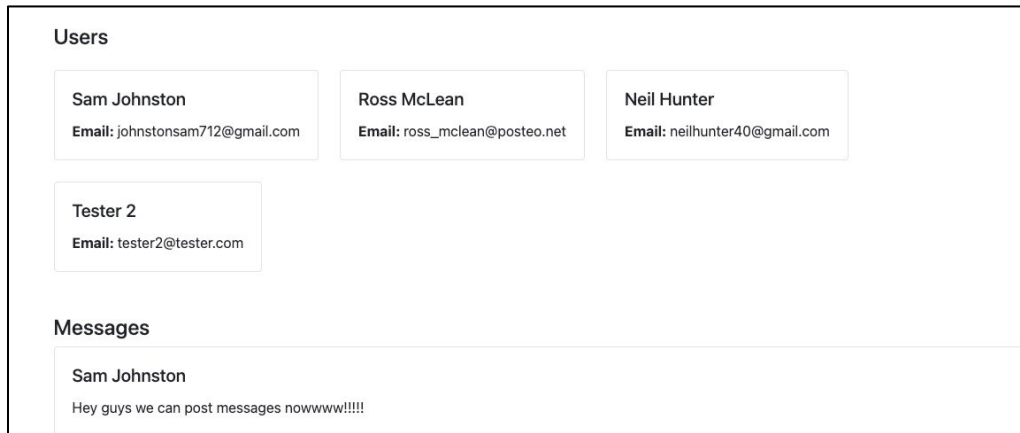


Figure 7: Image demonstrating users populated within a tournament.

Design Artefacts



Design Artefacts - Use Case Diagrams

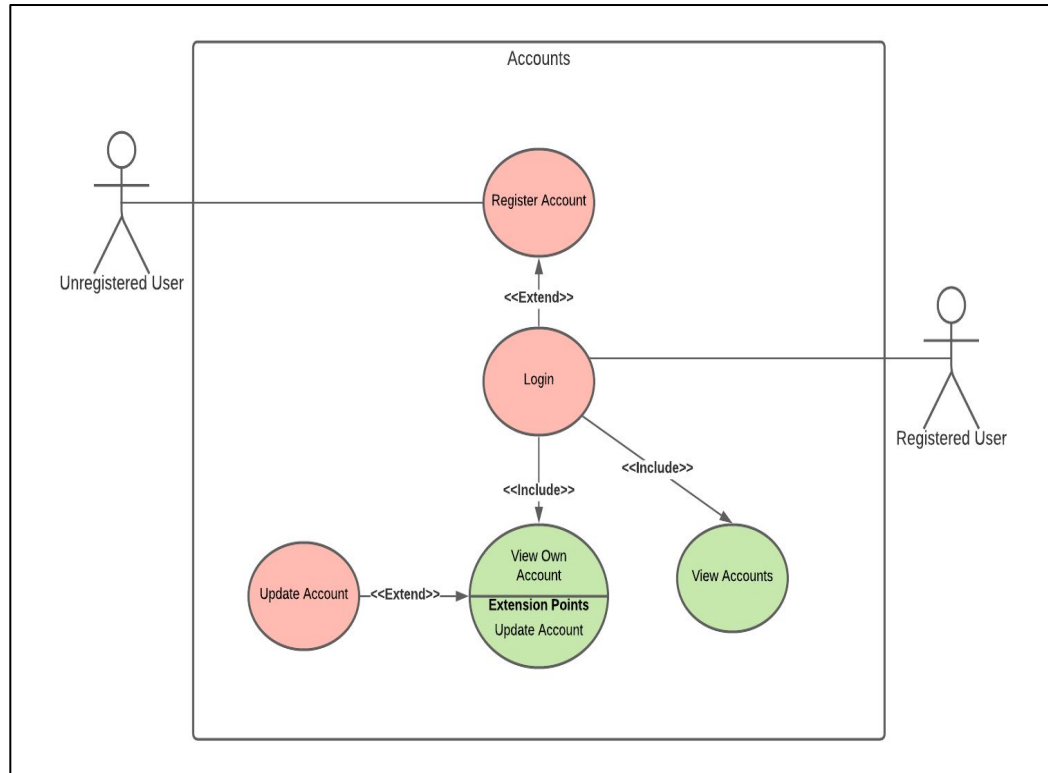


Figure 8: Use-case diagram demonstrating accounts user roles.

Design Artefacts - Use Case Diagrams

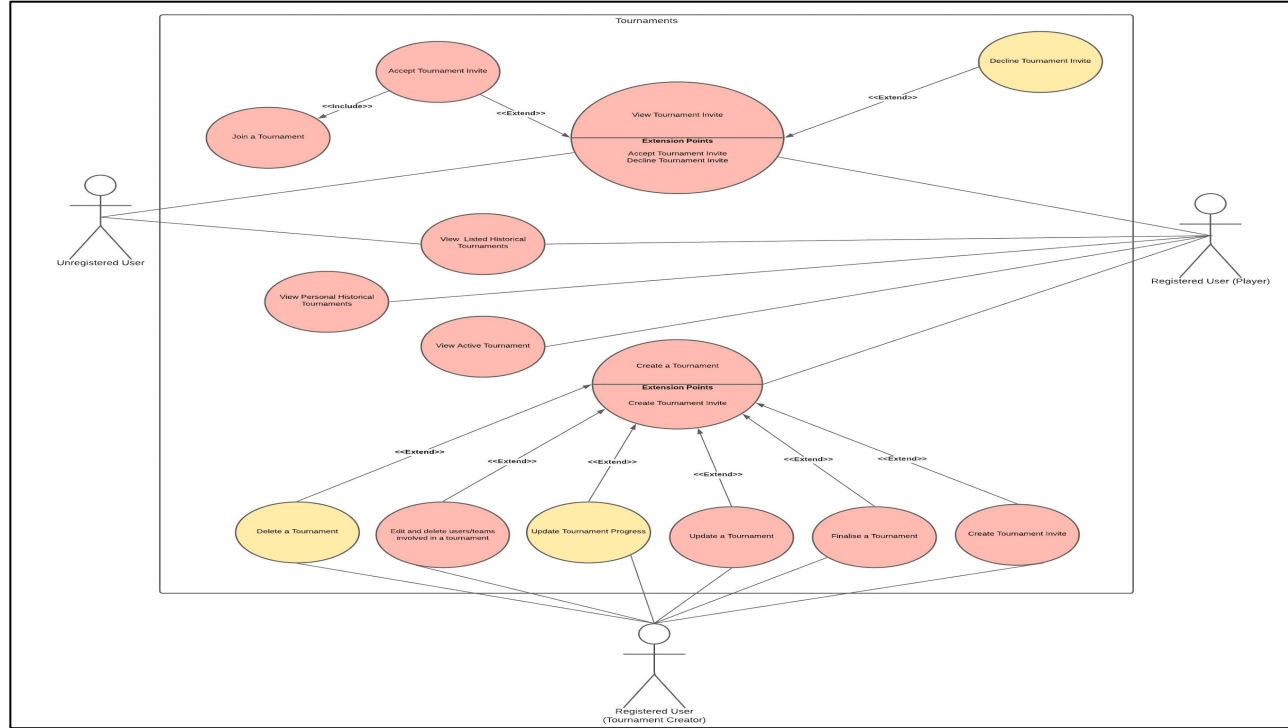


Figure 9: Use-case diagram demonstrating tournaments user roles.

Design Artefacts - Activity Diagrams

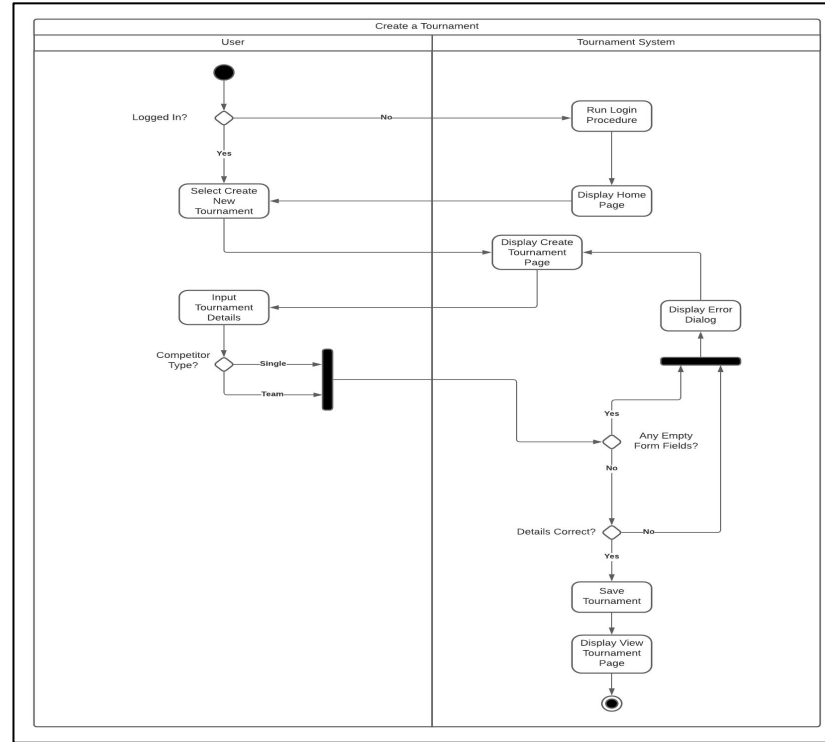


Figure 10: Activity diagram demonstrating tournament creation flow.

Design Artefacts - Activity Diagrams

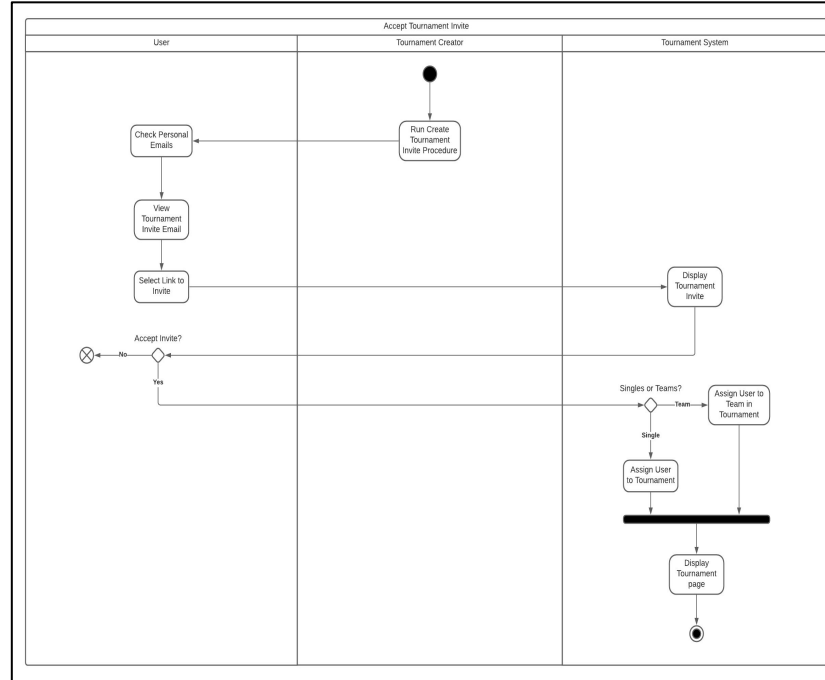


Figure 11: Activity diagram demonstrating tournament accept flow.

Design Artefacts - Wireframes (Desktop)

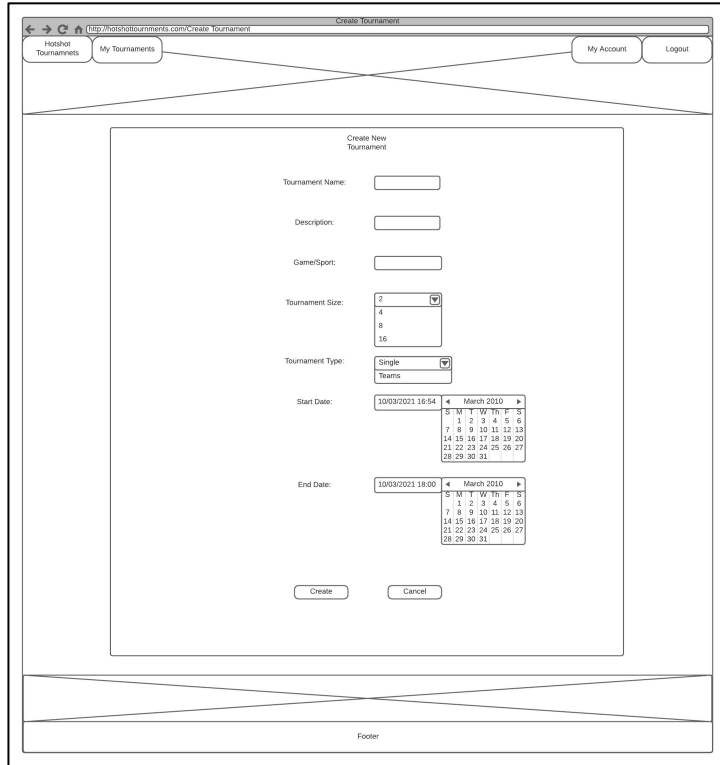


Figure 12: Wireframe demonstrating tournament creation view.

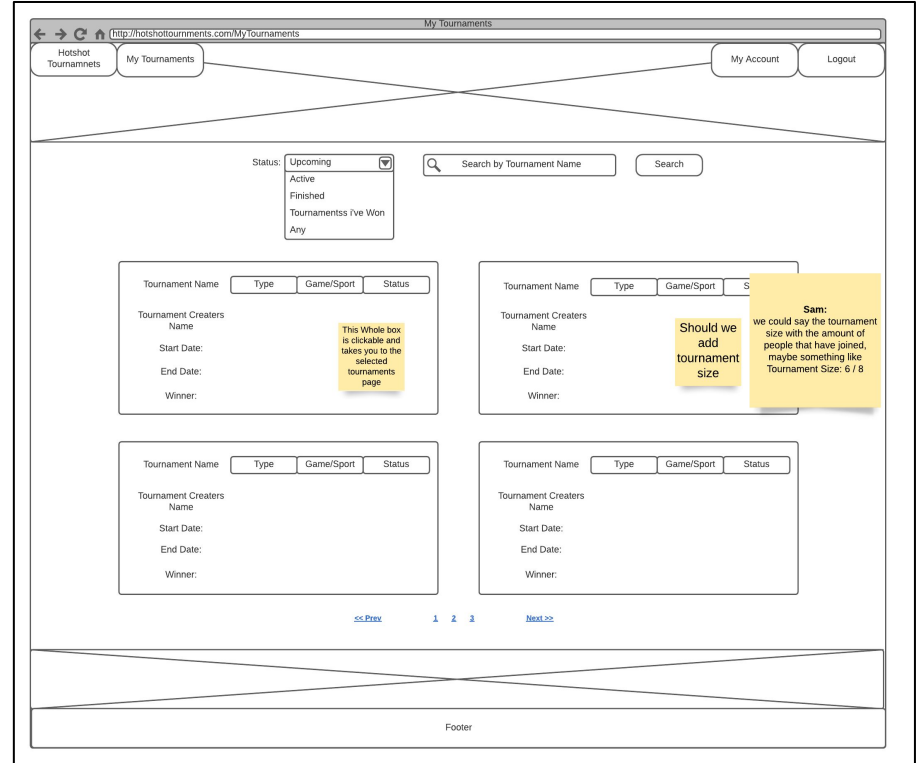


Figure 13: Wireframe demonstrating user tournament view.

Design Artefacts - Wireframes Diagrams (Mobile)



Figure 14: Wireframes demonstrating the My Tournaments page for Mobile

Design Artefacts - Wireframes Diagrams (Mobile)

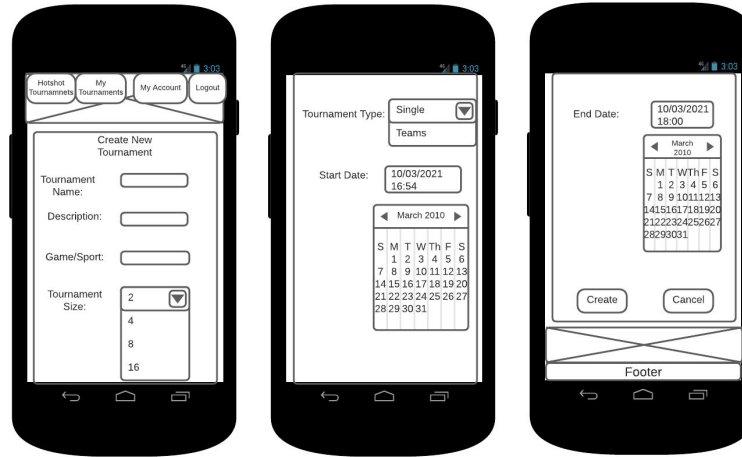


Figure 15: Wireframes demonstrating Create Tournament for Mobile

Design Artefacts - Mockups

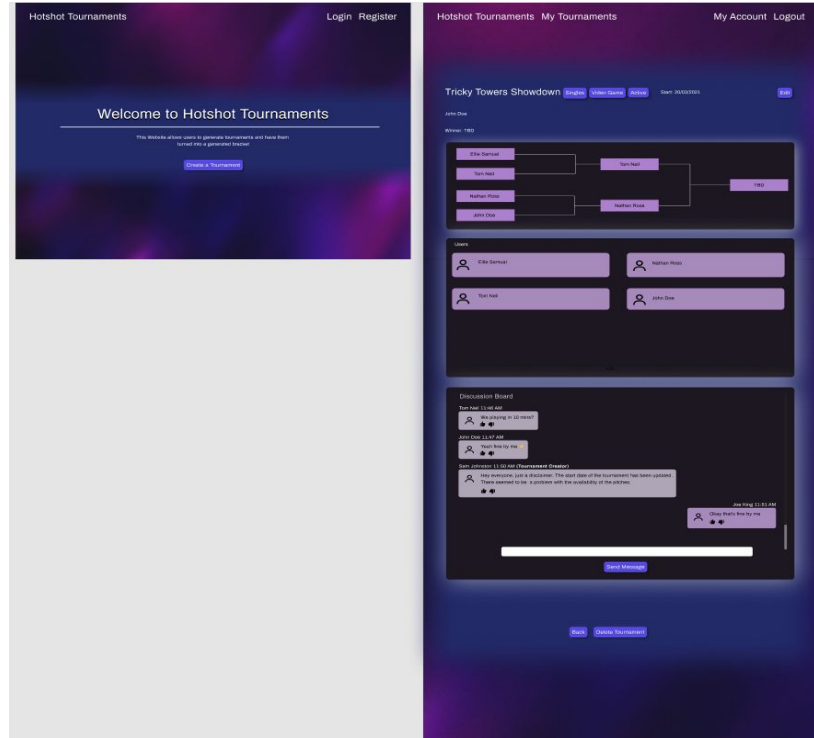


Figure 16: Wireframes demonstrating various mobile views..

Progress So Far



Progress

So far complete:

- Wireframes
- Database models
- Login and register
- All server routes
- Viewing tournaments
- Edit tournaments
- Messaging
- Generating brackets

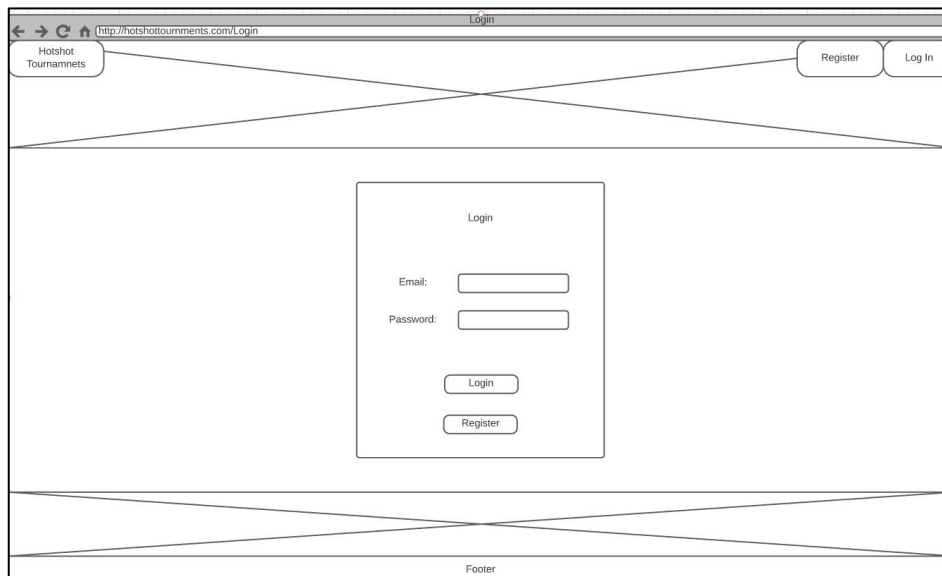


Figure 17: Final wireframe demonstrating the login page.

Back-end - Task Board

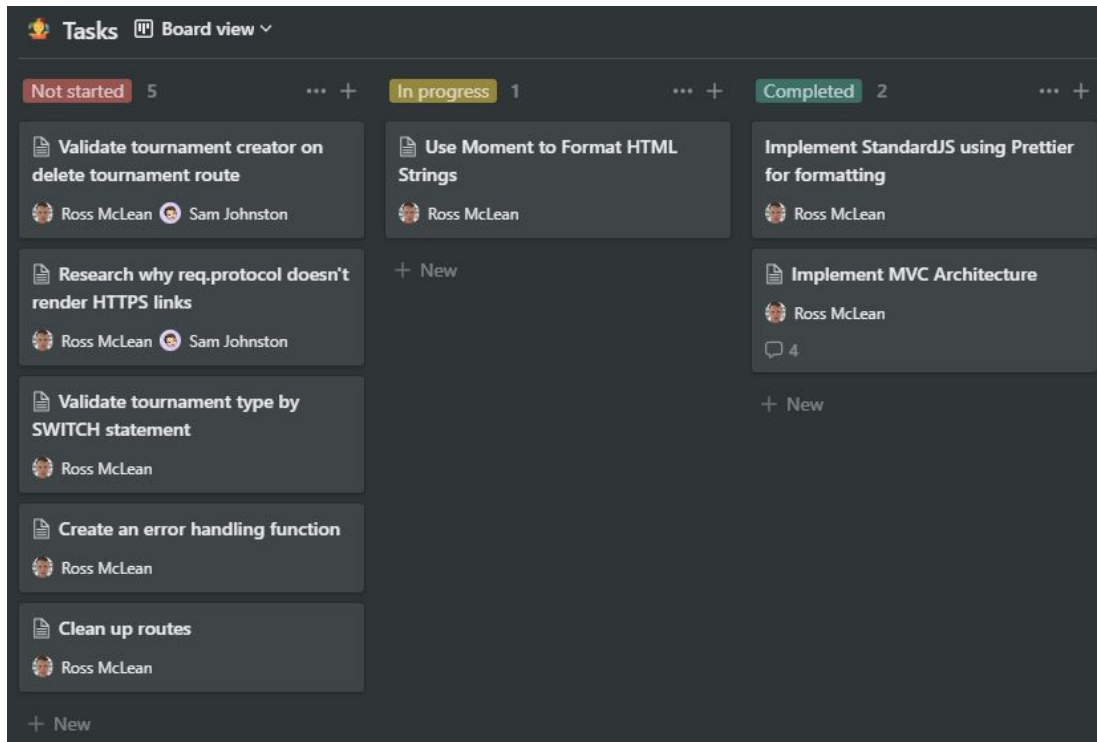


Figure 18: Screenshot of a Kanban board used to track back-end development.

Front-end - Task Board

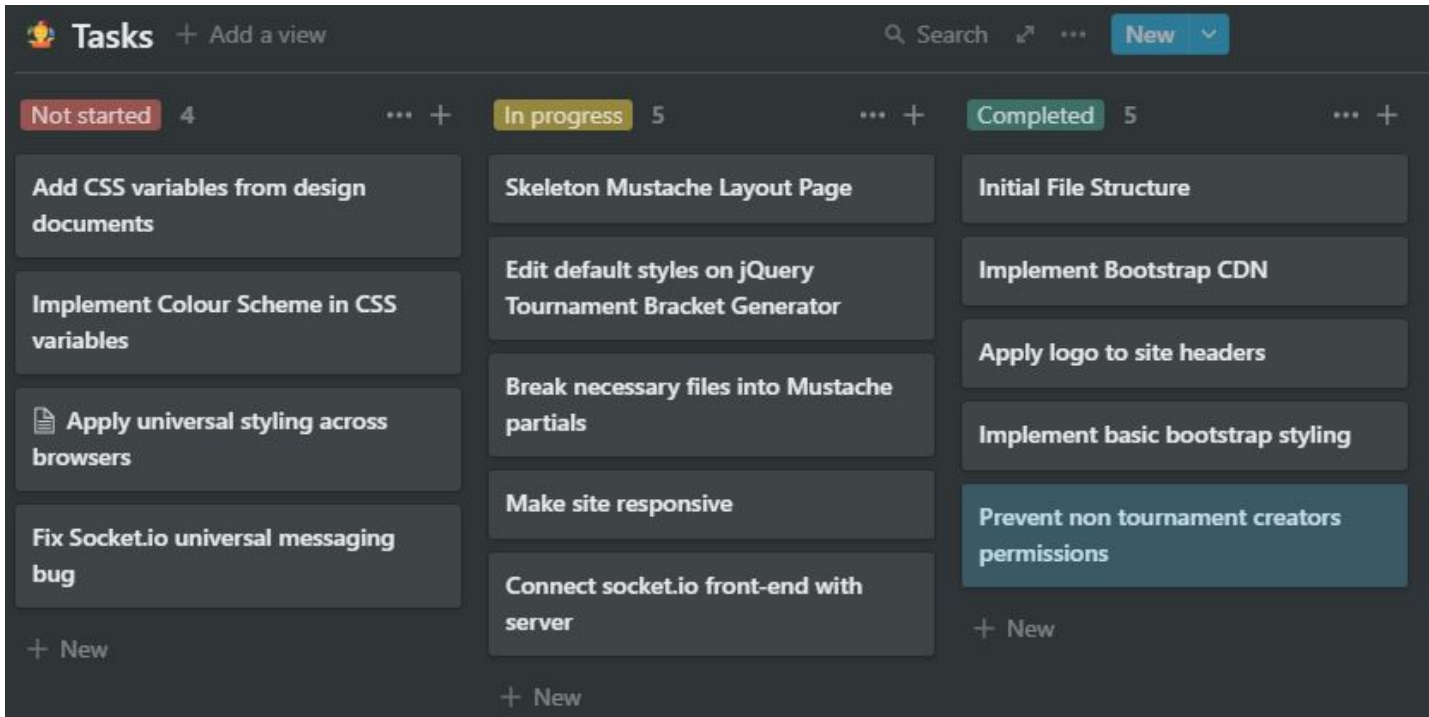


Figure 19: Screenshot of a Kanban board used to track front-end development.

Progress Against Project Plan

- On Schedule
- Back End Scope Lowered
 - No Specific Game/Sport

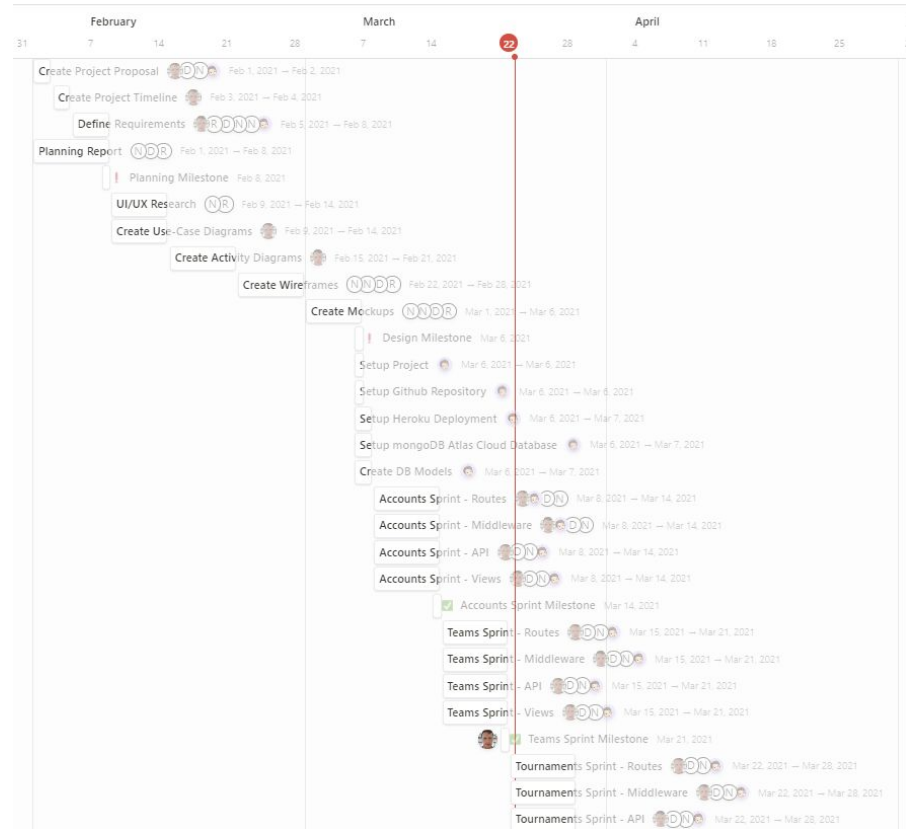


Figure 20: Screenshot of project plan

Current Tasks



Current Tasks

- Mockups
 - For Both Desktop and Mobile
- Teams Functionality

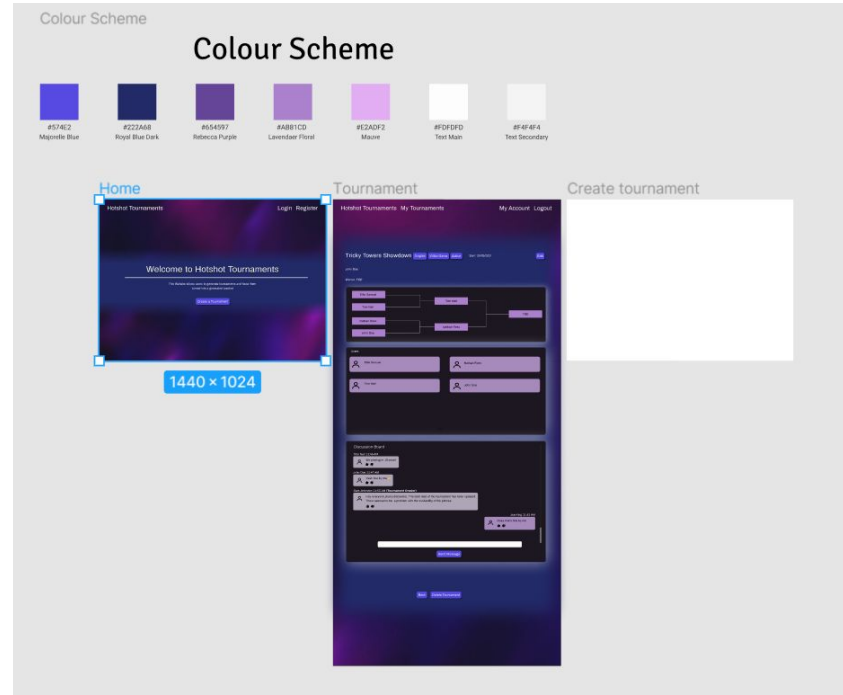


Figure 21: Mobile mockups demonstrating our chosen colour scheme and tournament layout in Figma.

Future Tasks



Future Tasks

- Front end (Sam, Ross and Neil)
 - Matching the Wireframes and Mockups
 - Implementing Front End Functionality (i.e. Search Functionality Using JavaScript)
 - Implementing 'Play' Font and Our Colour Scheme Which Helps with Accessibility
 - Making Site Responsive (Designed to be Viewable on Desktop, Tablet and Mobile)

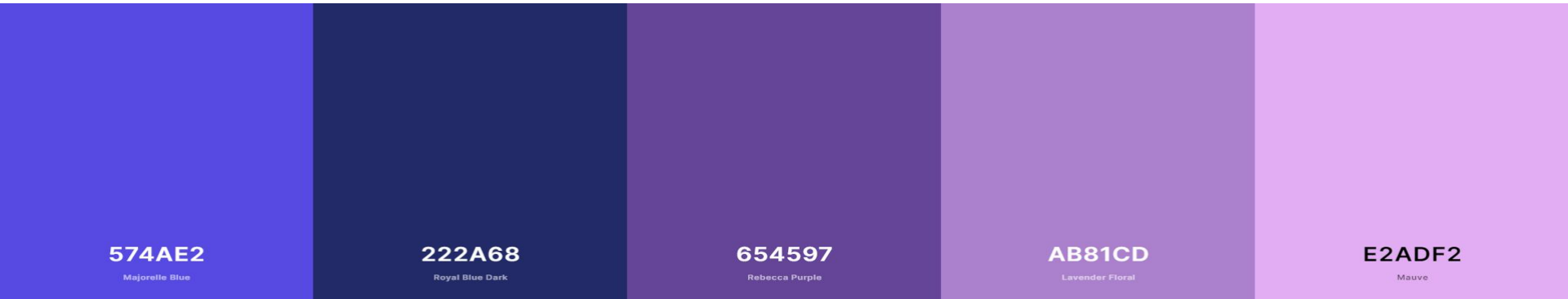


Figure 22: Our Colour Scheme Via <https://coolours.co/574ae2-222a68-654597-ab81cd-e2adf2>

Future Tasks

- Test Cases (Daniel)
 - Test Number
 - Test Case/Description
 - Types of Testing (i.e. Normal, Boundary or Exceptional)
 - Priority (i.e. High, Medium or Low)

Hotshots Tournaments			
Test Cases			
Test Number	Test Case	Test Data Number/Types of Testing	Priority
1	A User Can Enter Register Page Via Home Page Navigation Bar	1.1 Normal Data	High
2	An Unregistered User Can Create an Account	2.1 Normal Data	High
		2.2 Boundary Data	
		2.3 Exceptional Data	High
3		3.1 Normal Data	
		3.2 Exceptional Data	Low
4		4.1 Normal Data	
		4.2 Boundary Data	
		4.3 Exceptional Data	High
5		5.1 Normal Data	
		5.2 Boundary Data	
		5.3 Exceptional Data	High
6		6.1 Normal Data	
		6.2 Exceptional Data	High
7		7.1 Normal Data	

Figure 23: Test Case Document Example.

Future Tasks

- Test Log Template (Daniel)
 - Test Number
 - Date Tested
 - Pass/Fail
 - Reason for Failure

Future Tasks

- Testing the Application(Sam, Ross, Neil and Daniel, Nimi and Rebecca)
 - Unit Testing
 - Integration Testing
 - Accessibility Testing
 - Automated Testing (Via GitHub Actions)

Future Tasks

- Group Report (Sam, Ross, Neil, Daniel , Nimi and Rebecca)
 - Creation of Shared Document
 - Adding Layout of Document
 - Handing out Tasks

Live Demo

Available at:

<https://hotshot-tournaments.herokuapp.com/>

Conclusion

- 3 Weeks to go
- A commitment to finishing the project



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Thanks For Listening

