Milestone 1b

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A diagram of a diagram

Description automatically generated

Above is the UML diagram that will be used for the project. This project will be an app created that will allow the Mount St. Mary’s University basketball team to watch film. This app is designed to assist the basketball team analyze film as a team but also be able to watch individual film. How it will work is there are two actors, the coach and the player. First the coach has to upload the film to the app. This will be an easy process that will let the coach upload any film they want to players to watch. It will be a simple button the coach has to press to upload. After the video is upload the coach must watch the film in order to then make the clips. As the coach is watching there will be buttons on the side that will allow the coach to pause the film and make a clip out of the film. Then once a clip is made the coach will have another feature that will the coach to assign the clip to a certain player. It could be a player that is in the clip or it could be assigned to a player that the coaches wants them to watch that clip to learn. Then the job of the player will be watching all the film that that coach assigned to them. The player will only have access to their film, they will not be able to see other players’ films. Also, the players will have a different view of the app than the coach.

Once the player has watched the film, there have two options. The first option is to just check the box that says they have watched all the assigned films. This will be on the honor system. If the player decides to check the box without watching film, the coach will know. The reason each player is assigned film is to help the team get better. If the player does not watch the film, they are hurting both the team and them. The second option the player has is to have a meeting with the coach. Once they have watched all the clips, they have the option to schedule a meeting with the coach and go over an questions they might have. Then the coach will get a message that says what player wants to have a meeting. The coach will then reach out to the player to find a time that works best. Then the meeting happens, and the UML diagram is all done.