**Group 3: Film Review Application**

**Milestone 2: Requirements Analyst**

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UML diagrams are created to see how the project will run. The coach oversees uploading the film which as seen in figure 1. By doing this there will be a tab at the top of the page that says upload film. The coach should click on that and find the film from a file on their computer. There will be a drop and drag space for the coach to upload the film. Once the film is dropped and dragged a button will appear that says upload. It will take time for the film to upload since it is a big file and then an email will be sent to the coach letting them know it is uploaded on the application.

Figure 1:A diagram with text and images

Description automatically generated with medium confidence

Now that the film has been uploaded, coaches can make clips as followed in figure 2. To make clips, there will be a toolbar at the top of the film page that has to tools needed to make a clip. The coach will need to find a clip of what they want to show their players. On the toolbar there will be a spot where you put the time of the clip from when it starts to when it ends. This will make the clip and the coach has other tools on the tool bar they can use to draw on the clip if they need to. After the coach has finished drawing and editing the clip they will then be able to assign it to a player. To pick the player there will be a button on the toolbar with the drop down of all the players’ names. The coach will just click the name of the player and then they will hit submit. By hitting submit the clip will be assigned to the player. All the clips that were created are stored in a folder in case the coach needs to quickly access them.

Figure 2:

A diagram of a movie

Description automatically generated

Figure 3 shows the way the players will watch the clips and what to do when they are done watching. Once the coach has assigned the clips to the players, the players will receive an email. They will be able to click on the email and it will bring them to a login. They will login in and then click the name of the game they want to watch. By clicking the name of the game, the whole film will appear. To watch the clips, they are assigned, they need to click the clip button. This will pull up all the clips the coach has assigned them. Players must watch all the clips that have been assigned. Players then can write comments on the clips to ask the coach in a one-on-one meeting later. At the bottom of the clips page there will be a box to check that says all the clips have been watched. Players will need to check the box when all the clips have been watched. An email will then be sent to the coach once the box has been checked. This is to notify them that all the clips were watched.

Figure 3:A diagram of a diagram

Description automatically generated with medium confidence

After all the clips have been watched, players can request a meeting with the coach, figure 4. This will be a separate button next to all the clips watched button. Coach receives an email that says what player wants to meet. Coach will reach out to the player to find a day and time. Then they both agree on a time and meet to discuss the clips they want to talk about.

Figure 4:

A diagram of a coach

Description automatically generated

The team was able to make sure the software engineering goals were aligning to the user stories. The application will be reliable in the sense that it runs smoothly for everyone using it. It will not crash when the whole team is using it at once. It will be stable but responsive to any clicks that happen on the clip. It will be effective because it will show the coaches the whole film of the game for them to make clips. With this application it will be open to initial improvement and eventually make it available for other sports teams to use. This application will be maintainable because it will provide adequate documentation so the team can adjust the project with minimal issues. It is important to be able to deal with any issues with the program early on, for the finished product to run smoothly. Each of these goals were talked about when creating the user stories.

In the film review application, the team has designed a versatile platform to cater to the needs of coaches, administrators, and users alike. One of the user stories we are working on as a team is letting the coach assign a group of players to a clip. We currently have the coach who can assign a clip to one player, which was part of sprint 1, the basic functionality of the program. As we continue working, we are figuring out a way for the coach to easily assign it to a group. In terms of the coach’s point, the teams want to create a way for the coach to leave a comment at a specific time in the clip. Currently the application is set up so that they can only leave comments for the whole video. This is an important feature that needs to be added so it will be looked at in sprint two.

The user story for an administrator is to be able to have access to user management features to add, remove or update coach and the player account. Currently the coach is the person in charge, but if the coach leaves the program there needs to be a way for someone else to take over. For users we have prioritized user-friendliness, ensuring that the application offers an intuitive interface for uploading, viewing, and managing clips. Additionally, users will be able to support video playback with options for slow motion and frame-by-frame analysis. This is a feature that the team is currently working on to add to the toolbar. The features of the users will be looked at in sprint two as well. Each of the user stories aligns to a planned sprint the project manager created.

User stories are key components of the Scrum methodologies for gathering and documenting requirements in this project. What is important about the users stories the team has picked is that they are to help the customers and stakeholders. The user stories allow the team to remain focused on delivering value and meeting the user expectations. User stories are important because they are short and concise which makes it easier for everyone to understand. The user stories are trying to help the stakeholder understand the application and where the team is going with the project. All the user stories that are created are testable. This provides validation and ensures the delivered product functions as intended. User stories are needed to maintain the goal of the end-user.