SW Engineering CSC648/848 Spring 2019

Milestone 2

SimpleWrestling

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Local Team

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1. Data Definitions

Wrestler-
ID tag: Generated upon signup
Name: First + Last Name
Weight: Float with 1 precision
Dob:
Age:

Coach-
ID tag:
Name:
Team:

Team:
Name:
Location:
Wrestlers:
Coaches:

Tournament:
Name:
Location:
Weight Brackets:
Teams:

2. Functional Requirements

Tournament Admins can create new **Tournaments**

Coaches can sign up **Teams** to **Tournaments**

Coaches can sign-up **Wrestlers** to **Teams**

Tournament Admins can create **Brackets** within **Tournaments** based on **Weight Pools**

Tournament Admins can assign **Wrestlers** to **Brackets** based on the Wrestler's **Weight** and the Bracket's **Weight Pool**

Assigning **Wrestlers** to **Brackets** will generate **Matches** automatically.

Tournament Admins can assign **Matches** to **Mats.**

Each **Mat** will have one **Scorecard**

Table Workers can calculate **Score** on **Scorecard**.

Tournament Admins can print visuals of **Brackets**

Tournament Admins can review and edit **Scores** of **Matches**

Tournaments can be monitored by one or more **Tournament Admins**

Coaches can track which **Mats** their **Wrestlers** need to go to next.

Tournament Admins, Coaches, and **Wrestlers** can log in to their respective **Tournaments** to view relevant information to their level.

Visitors can search tournaments by **Date, Team,** and **Wrestler.**

Visitors can subscribe to a **Wrestler** or **Team** to receive updates about **Tournaments** that wrestlers or teams are signed up for.

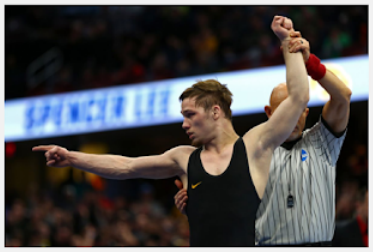
3. **UI Mockups + Storyboard**

Landing page:

This page will be the first point of access

logo

Tournaments SMS updates Login Contact Us



Sign up for SMS updates

Type something

Popular Tournaments

01 July — Zinkin Classic

01 July — Zinkin Classic

01 July — Zinkin Classic

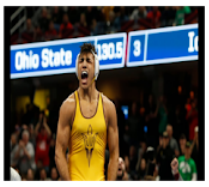
01 July — Zinkin Classic

Recently searched Tournaments

01 July — Zinkin Classic

01 July — Zinkin Classic

01 July — Zinkin Classic



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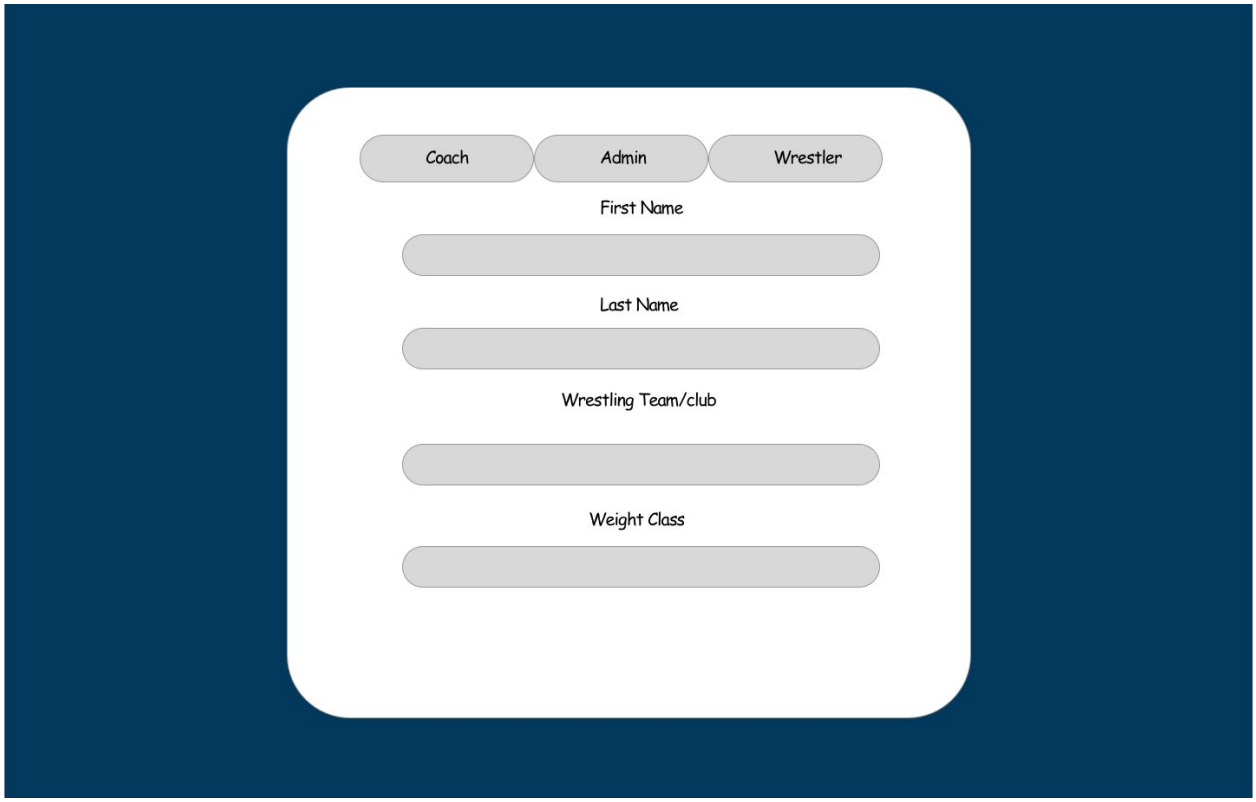
Registration page:

This will be the page for all unregistered users to sign up for the service.



Login:

We are giving three different options for registering. That is one for coaches, one for tournament administrators, and the last one is for the wrestlers themselves. Once users have their information registered with us, and they have logged in, they will be able to access their dashboards as well as all other features of the site.

Login

Don't Have an Account?

Sign up here

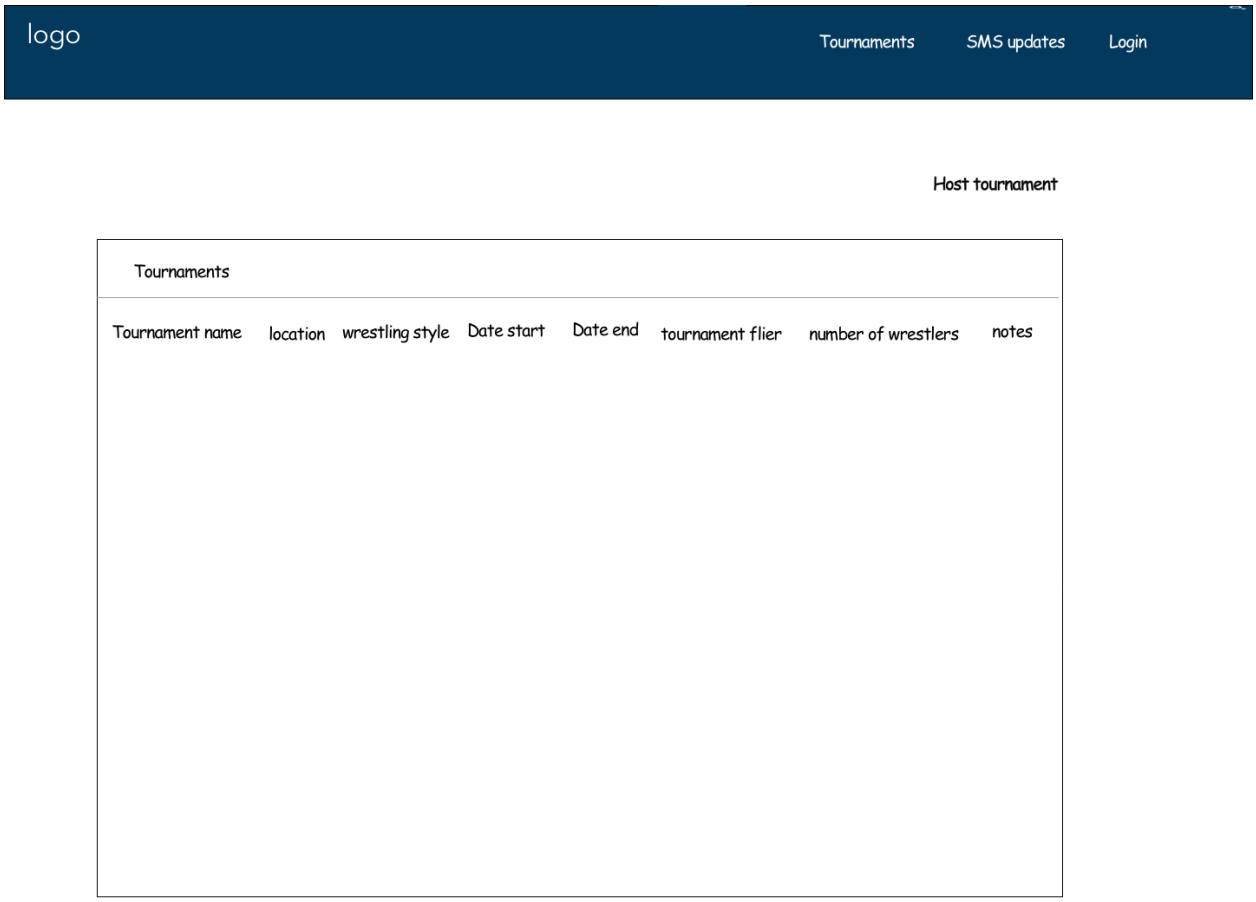
Email

Password

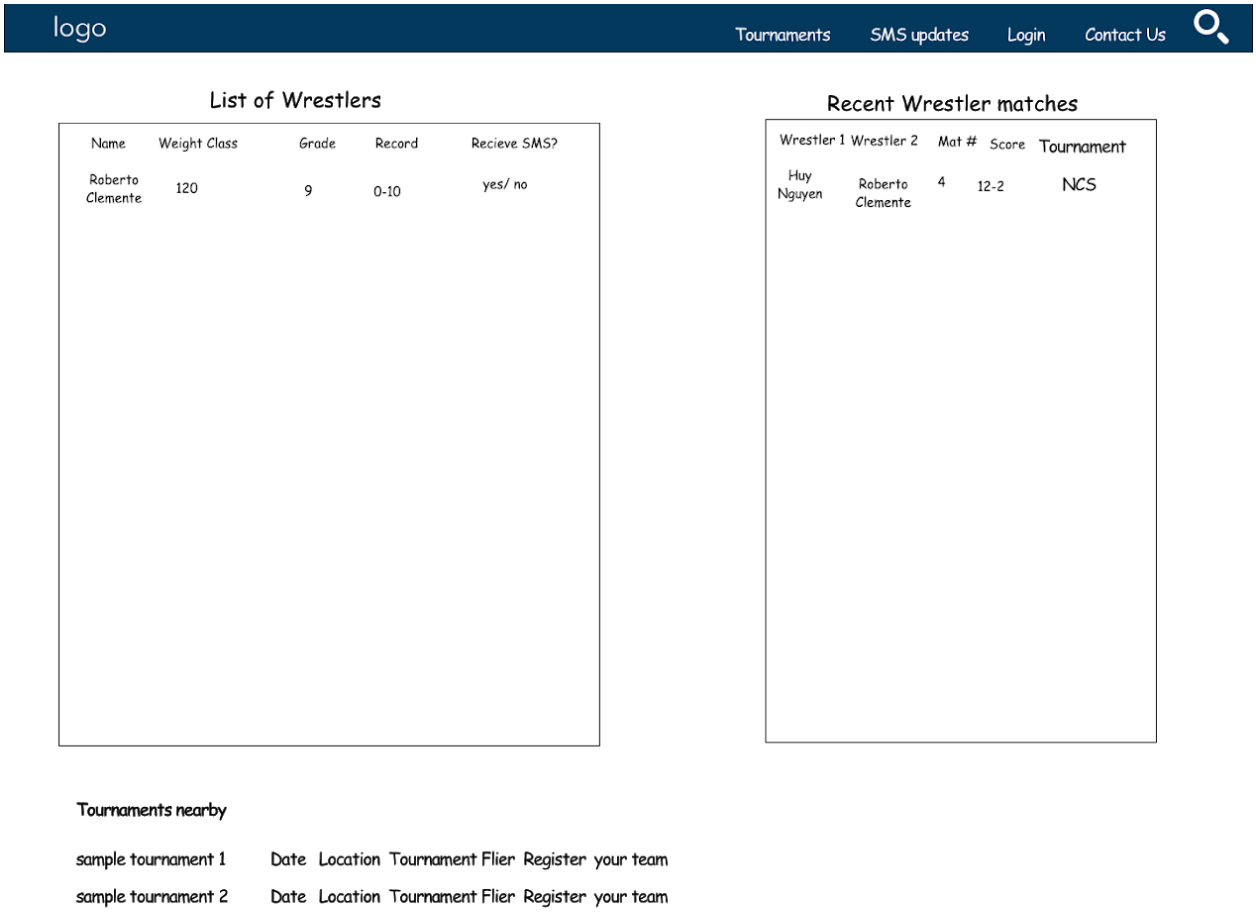
Login

Forgot Password

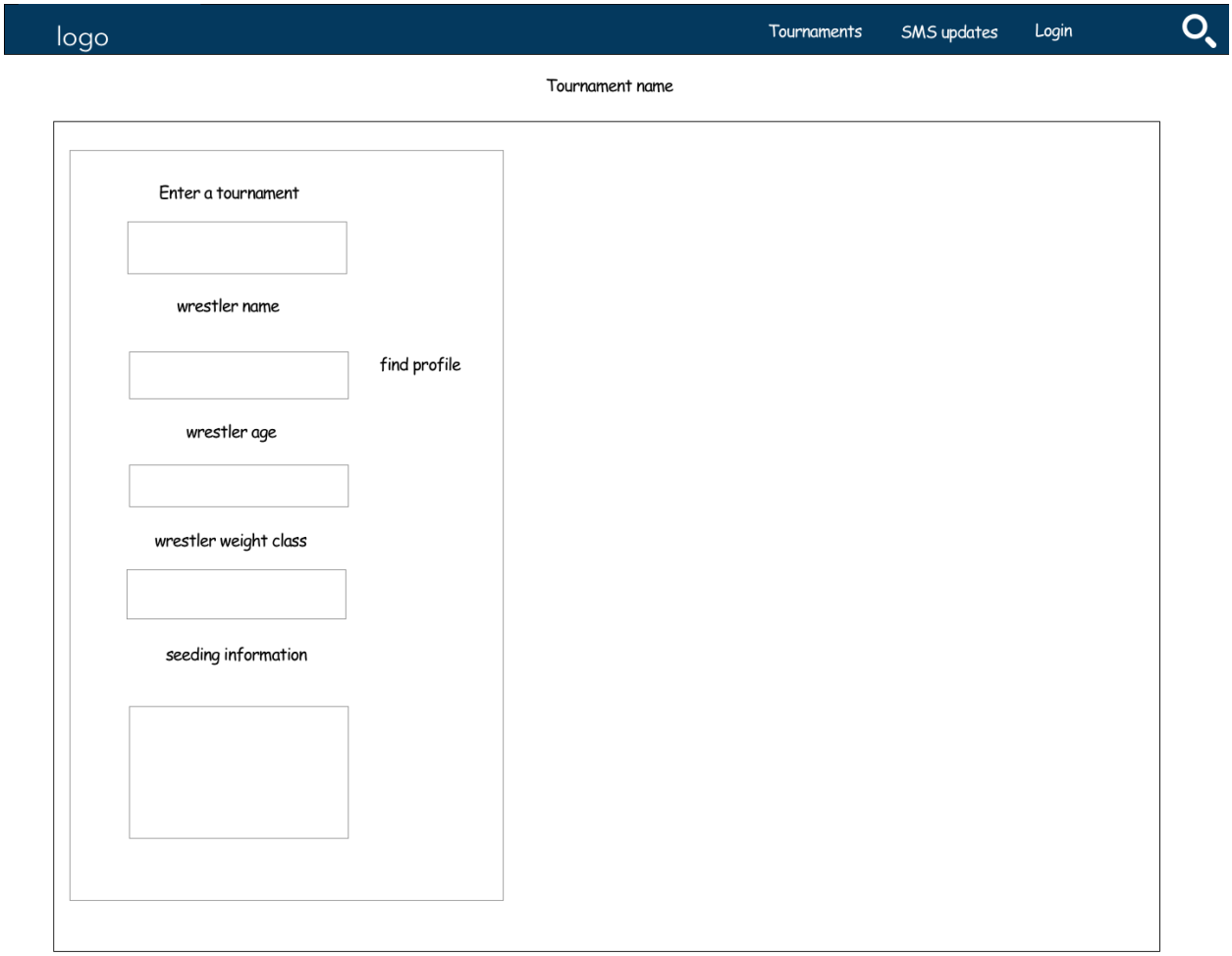
Admin Dashboard



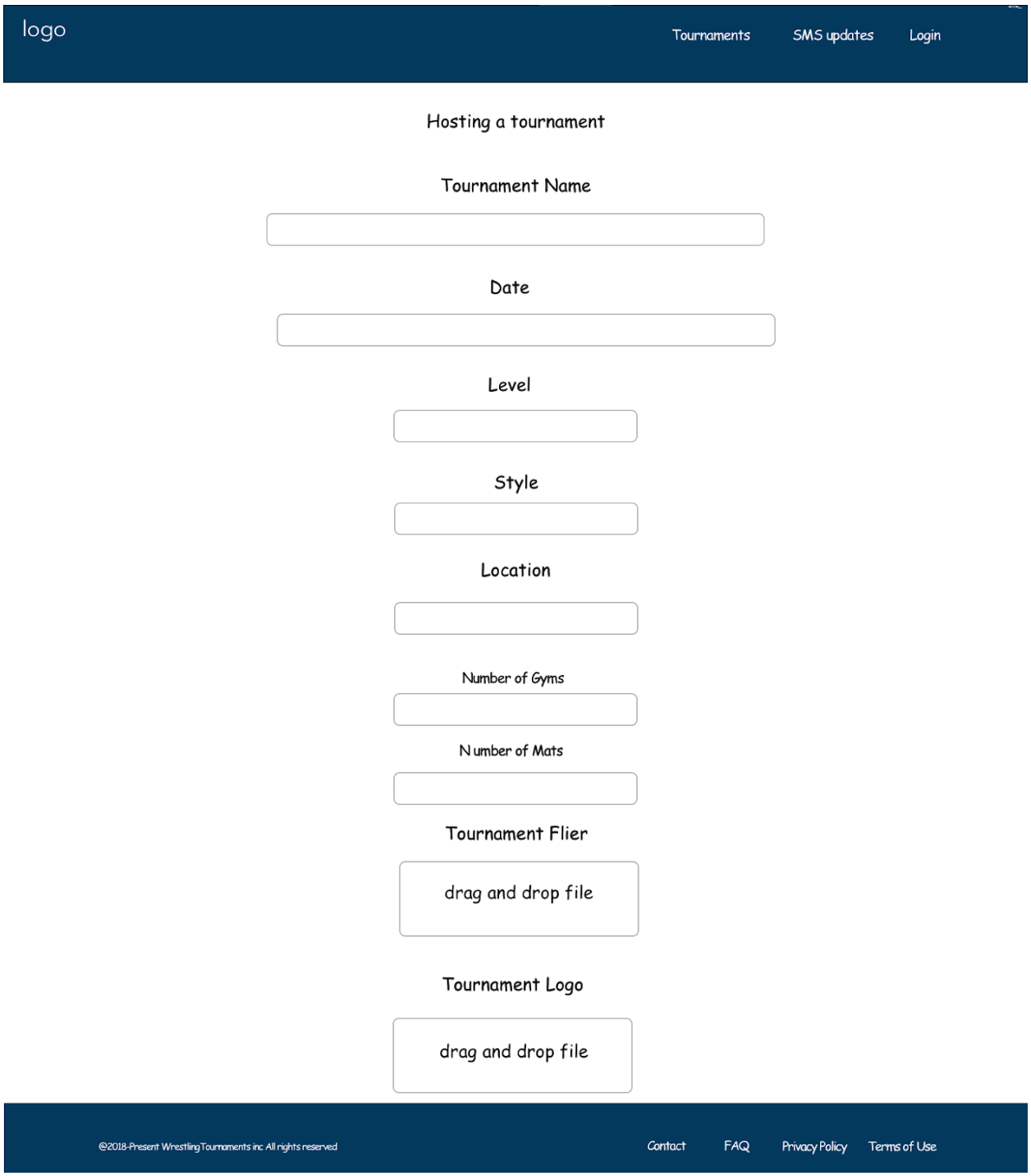
Coaches Dashboard



Coaches team registration



Tournament creation page.



Tournaments search page.

logo

Tournaments SMS updates Login

Tournaments

Host a Tournament

More Tournaments

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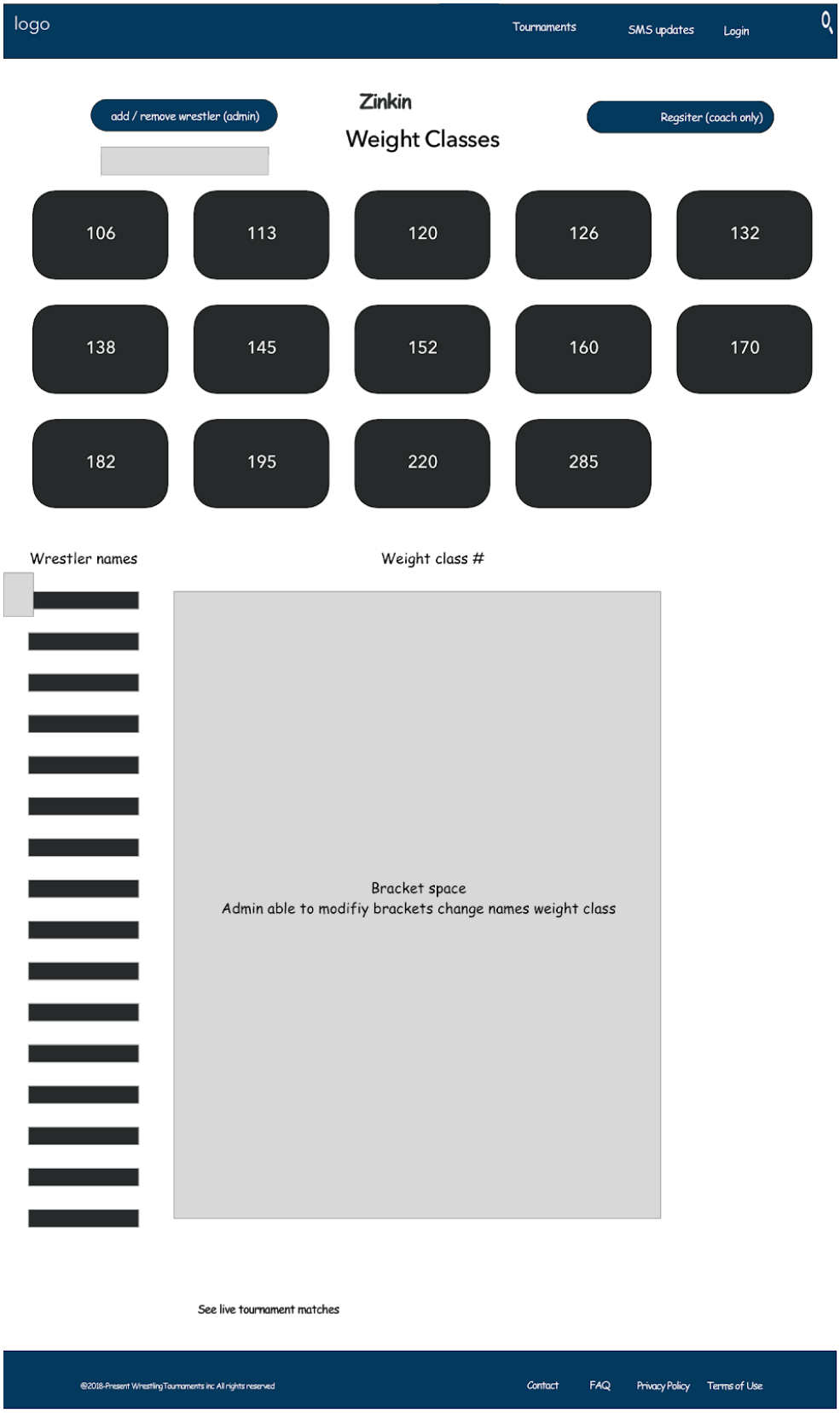
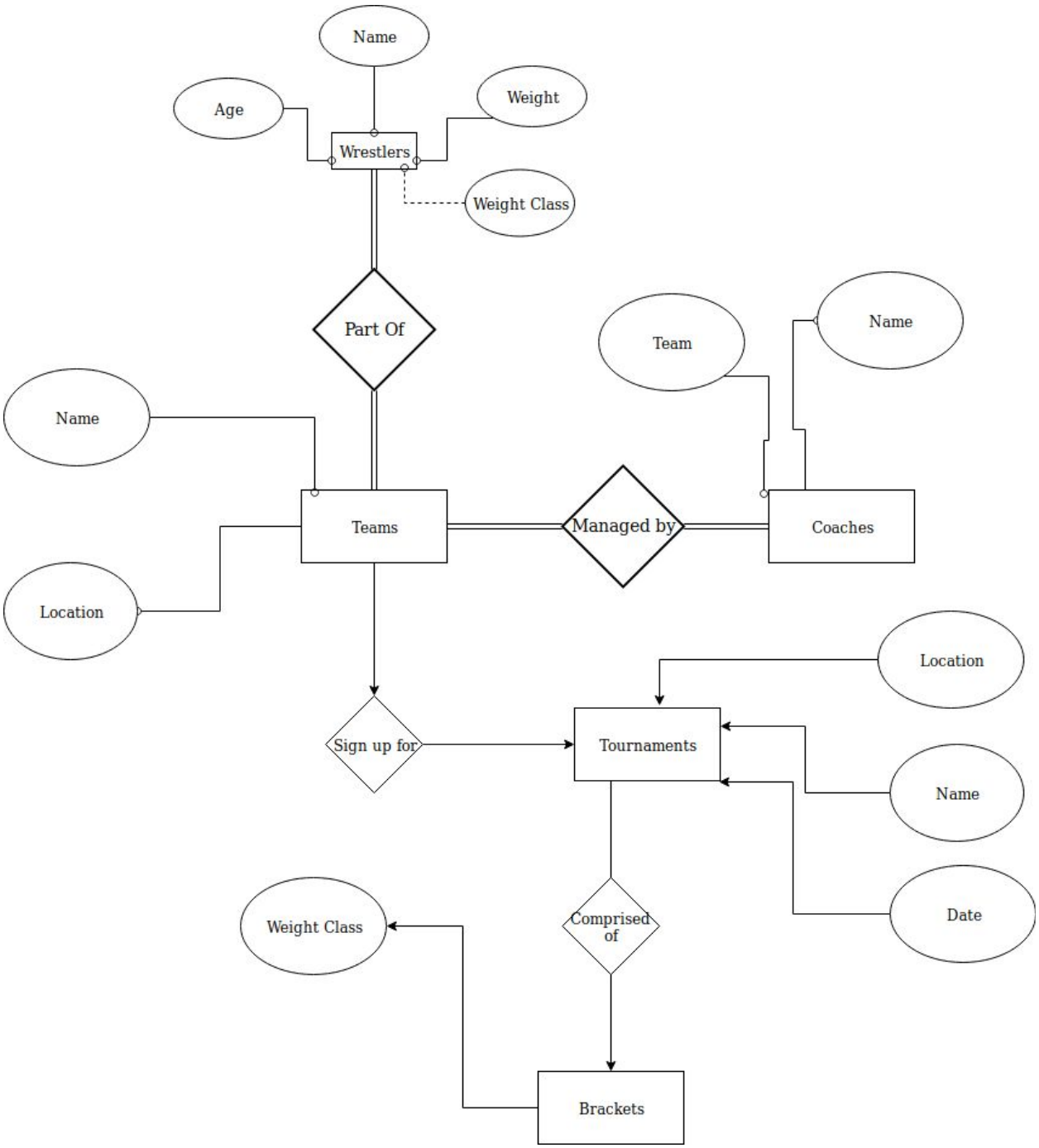
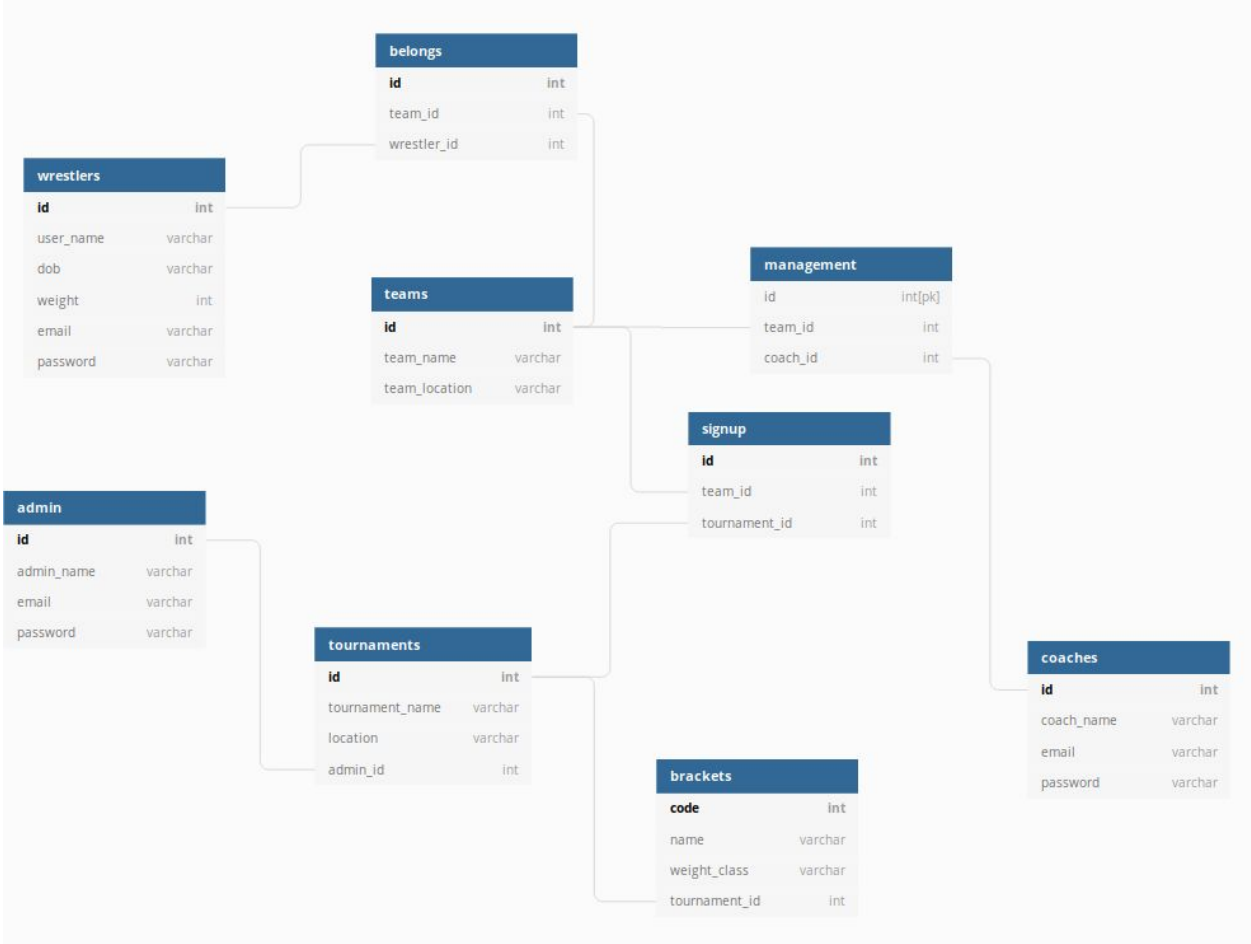
Bracket Management page

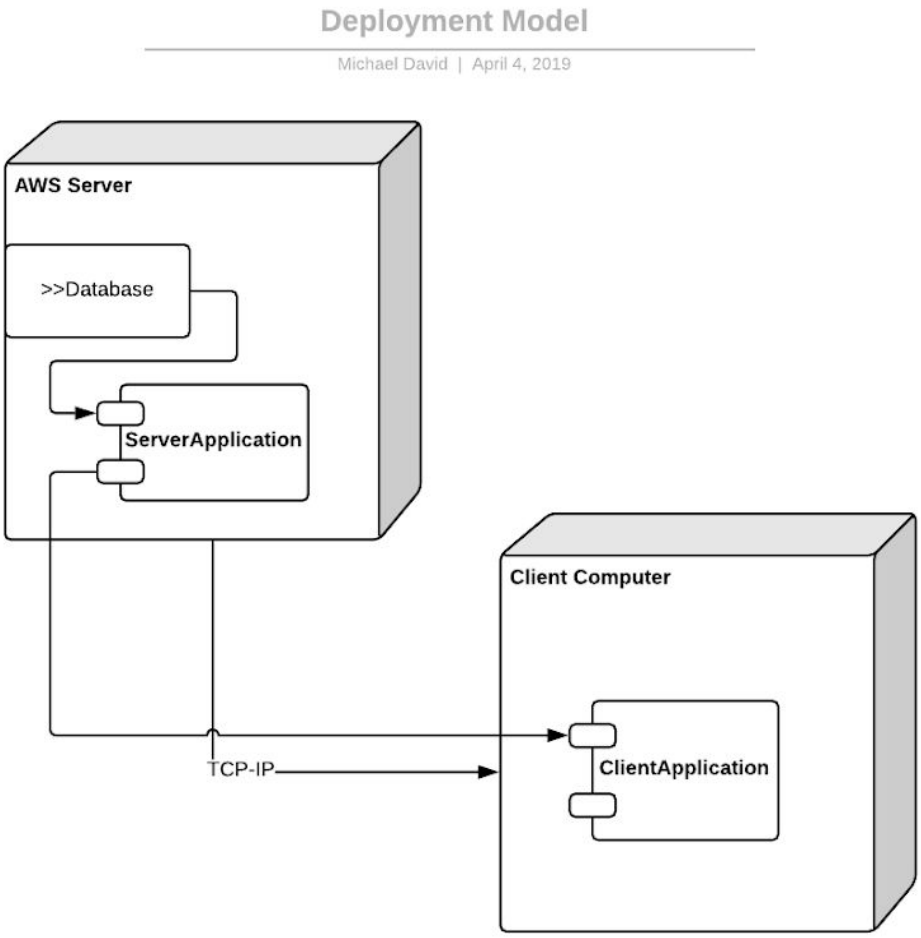


4. **High-Level Architecture + DB Organization**




belongs
id int
team_id int
wrestler_id int
wrestlers
id int
user_name varchar
dob varchar
weight int
email varchar
password varchar
teams
id int
team_name varchar
team_location varchar
management
id int[pk]
team_id int
coach_id int
signup
id int
team_id int
tournament_id int
admin
id int
admin_name varchar
email varchar
password varchar
tournaments
id int
tournament_name varchar
location varchar
admin_id int
coaches
id int
coach_name varchar
email varchar
password varchar
brackets
code int
name varchar
weight_class varchar
tournament_id int

5. **High-Level UML Dlagrams**



6. **Key Risks**

Skill Risk

The Skill Risk we will have are not having the technical skills learn the technologies in the time we are given. We are all new to the web development industry. I think it is

extremely difficult for the team to learn a new language and framework to complete this project. The team is capable of learning these technologies however in the given time allowed it is extremely difficult. On top of that, our website is unique and not everyone on the team was aware of how wrestling tournaments operated.

Our solution is to educate others on what we know and explore the technologies together. The goal is to gain skills independently then share that information with the rest of the team so we constantly learning and improving. We are taking advantage of many online resources to learn the necessary skills.

Schedule risk
The Schedule risk is always going to be an issue because we mapped out our timelines of when to each our goals however as young developers we do not know when we are going to hit a roadblock or bug. These issues can take days or weeks to fix. So the time from of the project is was going to be an issue as time gets closer to the deadlines.

Our solution to this issue is trying to communicate well with the team to bring up our issues as they come up. We have to communicate well with our team when we can not meet our deadlines. So can help in areas where we need help. This issue is something we saw happening as the semester progressed. We understood that everyone has busy schedules and other obligations. So a solution was to only use Javascript-based languages because switching from React.js to Node.js is much easier than React.js to Python. This means it is much easier to help out the areas that need most help because everything is done in Javascript.

Teamwork Risk
The risk of working in any team of strangers is developing trust. The issue is that we do not know each other and we are unaware of each other's development skills and soft communications skills. Sometimes these risks are unavoidable. Also, given that everyone is a student and has different schedules, it becomes difficult to communicate with everyone

Our Solution is solving this issue is clear communication. The constant struggle of making sure everyone stays on task would be to communicate often with the team. I think it would be extremely helpful to the team to just speak up when you're having trouble or just general questions or thoughts, but also have the team lead check in to make sure everyone is on task in case the group is too shy to speak up.

Legal/content Risk
The Legal and Risk problems of this project would be the copyright of possibly using similar software to Trackwrestling who is the current king of the market. I can see some legal issues that they might try to pursue once users begin to realize our product is much more user-friendly and a better experience.

The solution to this issue that our team came up with is to take a deeper look into Trackwrestling and other potential legal issues with this type of software because if we plan on launching this product to the market we have to be clear it is safe and legal. After our research, we can be approved with proper licensing as there are no restrictions.

7. Project Management

We were able to manage the task for M2 in an okay manner we assigned check-ins every few days to make sure everyone is on the same page development, however, this comes with some unavoidable issues being that many students are very busy outside this course. It was hard to keep track of everyone's task. We are in the process of attempting the process of doing a pyramid style of management. The style being having the Frontend and Backend Lead run their own teams and report to the Team Lead. However, I think in the future we will use Trello just to make sure everyone can clearly see what everyone is doing. I think it would also be more helpful to see where everyone is on the development cycle that way we can locate which areas need help and help out.