# Description

The Udacity beginners course tasked me to make an app that counts metrics in a sports game or hobby. This app will track football (soccer) scores and fouls of both teams. This app is being designed to help enhance my Android development skills and is not aimed towards a business aim or for public use.

# Stakeholders

Joseph Cullen (Developer, Ubitronics)

# Aims

This app aims to achieve the following for one individual match:

* The scores of two competing teams
* The number of fouls of the competing teams

For full details see ‘UdacityMarkingScheme.docx’ for a detailed breakdown of requirements.

# Goals

The main goal of this app is to learn the basics of Android app design:

* Adding code to a button
* Updating views
* Scoping variables
* Finding views by their ID

# Tasks

As the project is small I have not highlighted timings or associated costs. The basic tasks are:

* Make Design
* Implement UI
* Implement code
* Test
* Tweak designs and repeat testing if required

For full details see ‘UdacityMarkingScheme.docx’ for a detailed breakdown of requirements.

# Scope

This app is aimed for my use only. It is a test app that will not be released to the public or advertised in any way.

# Constraints

The constraints of the project are:

* Android application
* Created in Android studio
* Single screen view

For full details see ‘UdacityMarkingScheme.docx’ for a detailed breakdown of requirements.

# Lifecycle

This app will not be reviewed at any given time and is not expected to have a set lifecycle. It can be reviewed at the stakeholder’s discretion.

# Maintinence

This app will not be regularly maintained, updated or patched. It can be checked at the stakeholder’s discretion.

# Risk Assessment

There are no direct risks associated to this project. It is worth highlighting the below as low risk:

* Eye strain from looking at the computer for too long
* Back ache from sitting in one position for too long
* Possible delays due to real-life circumstances

# Budget

There is no budget for this project. The app should be created in spare time and around other commitments.

|  |  |  |
| --- | --- | --- |
| **Resource** | **Amount** | **Details** |
| Ubitronics | £0.00 | Ubitronics are not funding this project. |
| Vendor (client) | £0.00 | As I am the client, there is no additional funding for this project. |
| Personal | £0.00 | I am putting time into the project but not expecting a monetary return or funding the project financially. |
| Other | £0.00 | There are no other sources of funding for this project. |

# Approval

The project, and provisional idea has been approved by Joseph Cullen, the only stakeholder in the project.

# Plan

The plan to complete the project and associated tasks is detailed below:

* Joe to complete the task list in sequential order
* Refer to ‘UdacityMarkingScheme.docx’ if required
* Estimated 2-day completion

# Budget Breakdown

There is no budget for this project.

* There is £0.00 cost associated with third parties or contractors
* There is £0.00 cost associated with employee hours or time allocated
* There is £0.00 cost associated with software or hardware packages

# Estimated Timeline



Figure 1: Estimated timeline of events

# Approval

The project plan and timeline has been approved by Joseph Cullen, the only stakeholder in the project.

# Research

There has been no research undertaken for this project. There are clear guidelines and instructions on the requirements, tasks and outcome.

# Requirements

The requirements have already been accurately identified in ‘UdacityMarkingScheme.docx’. No further technical information or requirements gathering required.

# Designs

For this project I have only designed one user interface, this is because the project is small and has only one stakeholder. The graphical requirements are clearly described and whilst there is still scope for creativity and innovation, it is not worth spending too much time on this area.

Structural, functional, data-flow and use-case graphs have been omitted from this project due to its simplicity and basic one-view approach.

The design that I will implement is shown here:

A screenshot of a cell phone

Description generated with very high confidence

Figure 2: UI Design for the ScoreKeeper app

# Approval

The plan and design has been approved by Joseph Cullen, the only stakeholder in the project.

# Strategy

I will complete all the work as identified in the planning stage. There is no delegation required and no third party or contractors involved.

# Implementation

## Implement UI

The user Interface has been implemented according to the design. There were no changes or graphical amendments at this stage of development.

## Implemented Code

The buttons and views have been implemented to work and update as required. There were no changes or additions to the code at this stage of development.

# Approval

The core functions and graphical components have been approved by Joseph Cullen, the only stakeholder in the project.

# Testing

Testing the app has been completed by Joseph Cullen, the only stakeholder in the project. No testing has been conducted outside of this environment, members of the public have not been approached.

# Approval

The tested app has been approved by Joseph Cullen, the only stakeholder in the project.

# Amendments

No further amendments were required on this project.

# Final Approval

The completed app has been approved by Joseph Cullen, the only stakeholder in the project.

# Final Report

The app was designed, created and tested within the timeframe given. The original timeline was accurate for the size of the project and scale of the problem. There were no unforeseen fees or charges incurred during the project. The risk assessment managed circumstances that may have cropped up, but there was nothing to action on this occasion. Final approval has been signed and the project is considered successfully completed.