Tournament Management Software

UA Badminton Club

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Structure of the Presentation

- 1. Introduction
- 2. Customer Need
- 3. Project Goals
- 4. System Description
- 5. Solution Approach
- 6. Project Management
- 7. Team
- 8. Constraints and Risks



Introduction

Introduction

- Our Customer: UA Badminton Club
- Their Complaint
- Our challenges
 - Lack of domain knowledge
 - Scheduling
 - New to web application development



Customer Need

Customer Need

- We have met with the customer
- An easy to use and cost effective tournament management software
- 6 high priority and 2 low priority initial stories are created



Project Goals

Project Goals

- The customer problem we are solving
- Measure of success

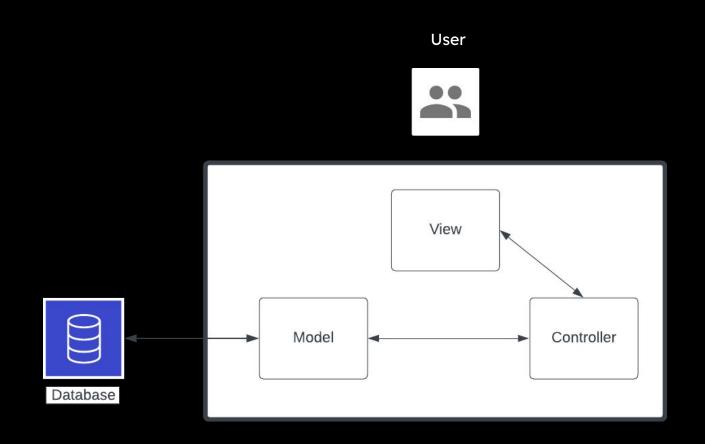


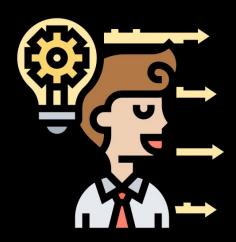
System Description

Main Modules

- Registration
- User Management
- Seed & Draw
- Match Management

System Description





Solution Approach

Platforms, tools, libraries

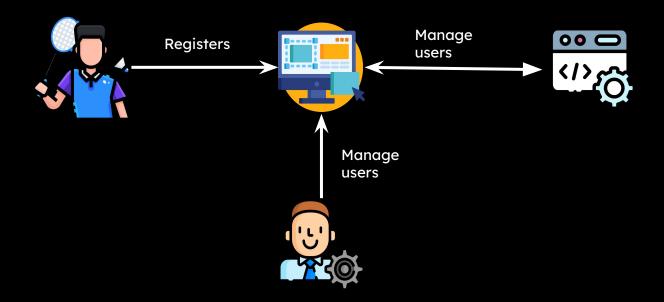






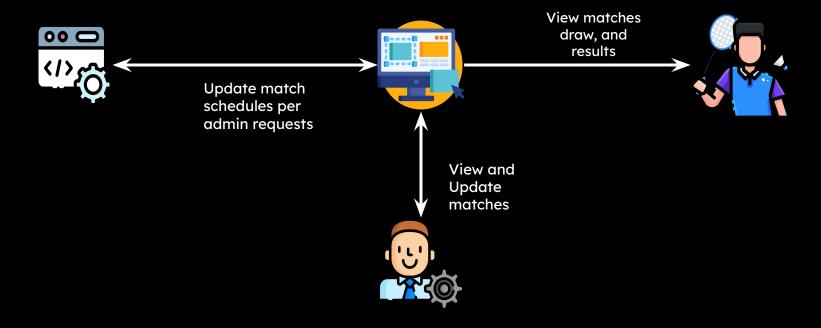


System Workflow (when registration is open)





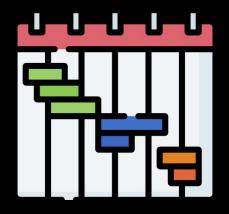
System Workflow (once registration is closed)





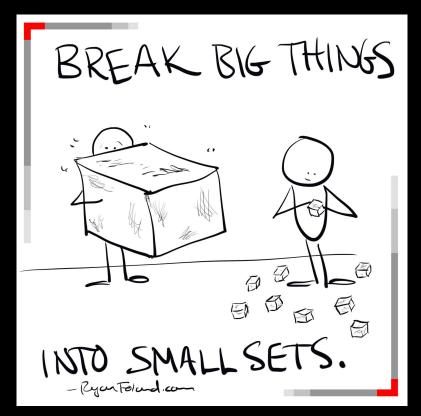
Tests and Evaluation

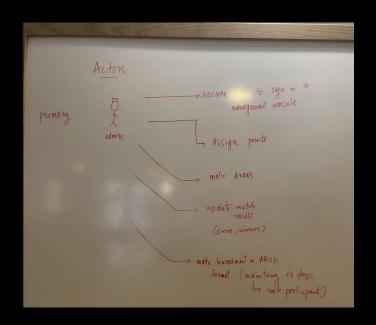
- Unit tests
- Integration tests
- Acceptance tests



Project Management

Distribute Work: Break work into smaller, manageable work items with a goal





Distribute Work: Skill Grid

to identify available skills and find potential skill gaps

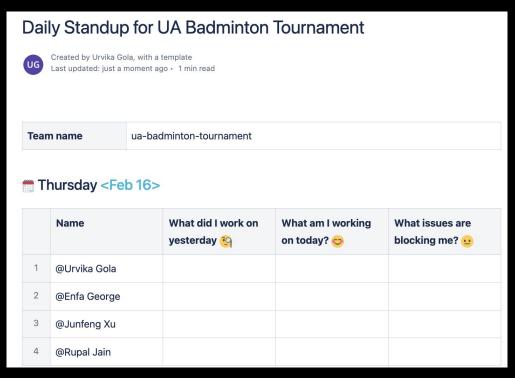
| Team | Python | AWS | Flask | HTML | CSS | Design |
|------|--------|------|-------|------|------|--------|
| 1 | 8/10 | 7/10 | 9/10 | 7/10 | 3/10 | 2/10 |
| 2 | 4/10 | 5/10 | 7/10 | 6/10 | 8/10 | 3/10 |
| 3 | 6/10 | 9/10 | 5/10 | 8/10 | 5/10 | 7/10 |
| 4 | 8/10 | 9/10 | 7/10 | 9/10 | 7/10 | 6/10 |

Development Process: Scrum

- 1. Frequent interaction with the customer
- 2. Quicker releases of useable product to customers, keeping customer happy.
- 3. Iterative structure fostering collaboration within the team and manage risks
- 4. Continuous improvement
- 5. Sprints Keep the focussed and the project on track

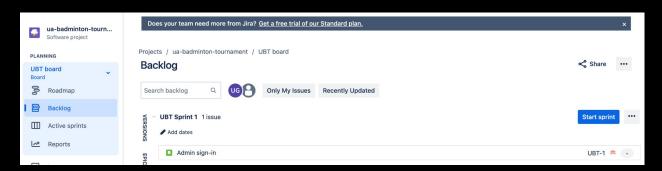
Meeting Goals

Daily scrum: Twice in a week, update the daily standup dashboard in Altassian, Confluence tool.



Meeting Goals (contd..)

• Update Jira dashboard: Create / update Epics, Tasks, Stories, Bugs, Sprint progress



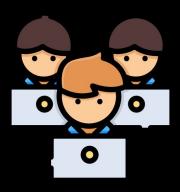
- Sprint Retrospective: Bi-weekly, update Sprint backlog, update product backlog
- Review risks (requirements change, team coordination (schedule) risks, quality issues etc.)

Meeting Goals (contd..)

- 5. Demos with the customer
- 6. 360° Feedback



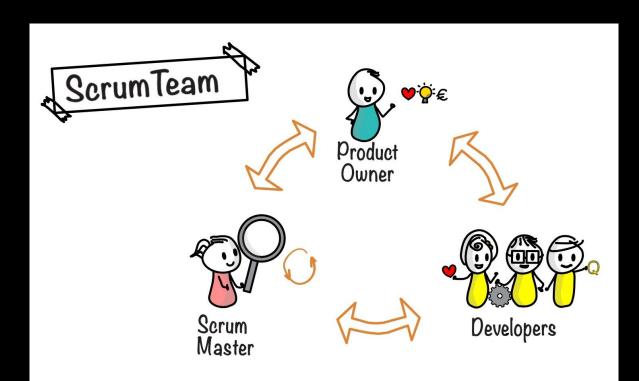
Image credits - https://www.thebalancemoney.com/360-degree-feedback-information-1917537



Team

Team / Developers:

- Junfeng Xu (Product Owner)
- Urvika Gola (Scrum Master 1)
- Rupal Jain (Scrum Master 2)
- Enfa George

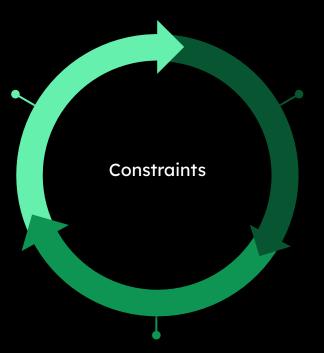




Constraints and Risks

Ethical constraints:

- PID
- Security features



Policy constraints:

Data protection.

Legal constraints:

- Accessibility laws
- Copyrights/Trademarks

Risk: Data breaches, Technical failure

