

Events Management

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Our Customer

Paul Benneche (UVa retiree & part-time employee)

Virginia 4-H Shooting Education Program

“The Shooting Education program uses shooting as a vehicle to teach youth ages 9 to 19 life skills such as responsibility, self discipline, and teamwork. The following disciplines are used to teach these life skills – archery, muzzleloading, pistol, rifle, and shotgun. Through these disciplines, youth also learn firearm safety and marksmanship.”

Paul organizes the State Shoot every year manually using an Excel spreadsheet. Our task was to help Paul automate this scheduling process.

Our Project

A system that will facilitate the planning and scheduling of events for the 4H Annual State Shoot

- Prior to the deadline, coaches will enter their players' information, the events they want to participate in, and which days the players are available. The admin can override this information if needed.
- Shortly after the deadline, the admin will trigger the scheduling algorithm, which will try to accommodate the players based on their preferences. The admin will be able to edit the automatically generated schedule.
- After the schedule is final, the admin will be able to print reports to send to all the parties involved in the event (coaches, event managers...)

Our Requirements

- Coaches can:
 - Create, edit and delete their own players
 - Input player-specific scheduling information for their own players
- Admins can:
 - Create, edit and delete coach accounts
 - Create, edit and delete all players, and input player-specific scheduling information
 - Create, edit and delete events in which players can participate
 - Trigger the automatic scheduler script
 - Edit the automatically generated schedule
 - Generate a variety of reports as PDF files

Our Framework

Django 2.1 using Python 3

- A Python-based open-source framework
- Follows the Model-View-Controller pattern (corresponds to Model-Template-View in Django)

Bootstrap elements in the user interface

Difficulties

- Requirements were changed at the beginning of Sprint 5
 - The customer suggested adding several tables to the models that we did not have knowledge of previously
- Issues with Travis which caused the build to fail
- Merging each member's code together
 - Merge conflicts
 - Accidentally overwriting existing code