1. Project Planning & Management

• Project Proposal:

Project Name: MatchMind

Overview:

MatchMind is a football news website that provides football fans with match scores, league table standings, and match schedules. Users can create accounts, track match results, and participate in a prediction game where they guess match scores and earn points.
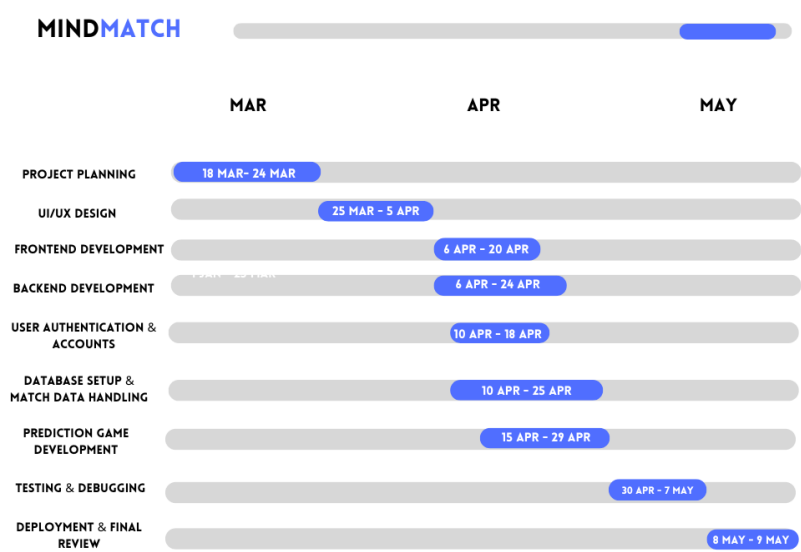
Objectives:

- Deliver football-related news and updates.
- Allow users to view match schedules and past match results.
- Provide a prediction game to engage football fans.
- Store user accounts and track their game performance.

Scope:
- Website platform with match scores and league standings.
- User accounts for fans to track predictions.
- Football prediction game with a points-based system.

• Project Plan:

- ## Timeline(Gantt chart):

MINDMATCH

	MAR	APR	MAY
PROJECT PLANNING	18 MAR- 24 MAR		
UI/UX DESIGN	25 MAR – 5 APR		
FRONTEND DEVELOPMENT		6 APR – 20 APR	
BACKEND DEVELOPMENT		6 APR – 24 APR	
USER AUTHENTICATION & ACCOUNTS		10 APR – 18 APR	
DATABASE SETUP & MATCH DATA HANDLING		10 APR – 25 APR	
PREDICTION GAME DEVELOPMENT		15 APR – 29 APR	
TESTING & DEBUGGING		30 APR – 7 MAY	
DEPLOYMENT & FINAL REVIEW			8 MAY – 9 MAY

- **Milestones:**
  - UI/UX Design – **March 25 – April 5**
  - Backend & Frontend Development – **April 6 – April 30**
  - Manual Score Update System – **April 10 – April 25**
  - Prediction Game Development – **April 15 – April 29**
  - Testing & Debugging – **May 1 – May 7**
  - Deployment – **May 8 – May 9**
- **Deliverables:**
  - Fully functional football news website.
  - Secure user accounts with a database.
  - Engaging football prediction game.

Resource	Purpose	Allocation
Web Hosting	Hosting the website	1 server (medium-tier)
Database (SQL Server)	Storing match data, user accounts	1 cloud database instance
Development Tools (VS Code, GitHub)	Coding	Shared among devs
Design Tools (Figma)	UI/UX design	Used by UI/UX Designer (Nada)
Testing Tools	Automatic and Manual testing	Used by QA Tester (Nada)

• **Task Assignment & Roles:**

Project Manager (Adam) : Oversees progress and ensures deadlines are met.

UI/UX Designer (Nada): Designs user-friendly interface.

Frontend Developer (Nada): Implements UI/UX design.

Backend Developer (Adam): Handles database, APIs, and authentication.

QA Engineer (Nada): Tests features for bugs and performance.

Content Manager(Adam): Updates match scores manually & writes news articles.

• Risk Assessment & Mitigation Plan:

Risk	Impact	Mitigation Strategy
Delayed live match updates	High	Optimize website with caching.
Security risks (user data leaks, hacking)	High	Implement SSL, OAuth authentication, and security audits.
Low user engagement	Medium	Use prediction game, push notifications, and rewards.
Human error in manual match updates	Medium	Create an easy-to-use admin panel with validation checks.

• KPIs (Key Performance Indicators):

- System uptime → Maintain 99.9% uptime.
- User adoption rate → Track new user signups per month.
- Engagement rate → Monitor active users & prediction game participation.
- Accuracy of match predictions → Analyze user prediction success rates.
- Content update frequency → Ensure match scores are updated within 2 hours after match completion.