

Sports Team Management System

Milestone #: 3

Date: 13/03/23

Group Number: 62

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

1. Summary

Our project goal is to create a management tool for a sports organization to track their many teams and individual performance across seasons to improve operation. The domain of this project would be team management and player optimization across any sports the organization is a part of. Our database models the aspects of team management and optimization of our domain by allowing the application to be used by both Coaches, Players, and the organization itself to see game history, player performance by season, create training schedules, choose the optimal team roster for a game etc.

2. Timeline and task breakdown/assignment

Frontend:

All

Jasper Ananya Vedika

[March 23 - March 31]

- User Views/Tabs/Pages (user auth or alternative to determine what data to show)

Players View - everything a player can see (mostly read only)

- Tables related to player (physical characteristics, performance, team,schedules,etc)

Coach View - everything a coach can see (read + write)

- Tables relating to players,teams,schedule,injuries,etc.
- Can create schedules and assign to players

Admin -everything (read+write)

- Access to all tables and can read/edit anything

- Styling & Design (most likely done with MUI templates + customization)

[March 29 - Apr 3]

- Routing (to the view pages, potentially login page)
- Authentication (for views and access)
- Backend integration (API calls etc)

Backend (Java SpringBoot):

[March 29 - Apr 3]

- Provide access to our database through API routes (Spring/SpringBoot)
- User auth/Registration or login through tokens

[March 23- March 29]

- Set up SpringBoot project
- Validating user logic

- API Logic (what happens when a GET/POST/PUT/DELETE req is received on server etc)
- Test queries and requests sent from frontend with postman
- Implement logic to dispatch database queries

Database:

[March 23- March 29]

- Set up database integration (JDBC etc)
- Provide queries that are available through front end
- For different views - player, coach and admin
- Query data for entities based on read/write access
- Test queries sqlfiddle etc

Check-in meetings (sort of like a scrum/just to keep on track):

25th March

31st March

2nd April