

Project Plan

Sports Up

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Team Member	William Cham
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Document Revision History

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1. Executive Summary

The following describes the project to be executed.

Objective	To develop "Sports Up," a sports engagement platform that connects sports players and fans with local matches and venues. The app aims to provide real-time updates, match schedules, venue promotions, and a way for sports enthusiasts to connect with local businesses.
Corporate Goals Addressed	Facilitate community engagement around sports activities. Provide local businesses (e.g., pubs, and restaurants) with a platform to attract sports fans through promotions and event listings. Offer a premium user experience with added features like advanced filters, chat, and seat reservations.
Planned Start Date	09/18/2024
Planned End Date	03/28/2025

2. Project Approvers, Reviews and Distribution List

Approvers, reviewers and distribution list

Project Role	Name	E-mail	Date
Team Leader	William Cham	william.chamzhang@georgebrown.ca	10/02/2024
Developer, Designer	Merve Coskun	merve.coskun@georgebrown.ca	10/02/2024
Developer	Marcus Quitiquit	marcus.quitiquit@georgebrown.ca	10/02/2024
Marketing/Business	David Lubwama	david.lubwama@georgebrown.ca	10/02/2024
Developer	Kadir Cinar	kadir.cinar@georgebrown.ca	10/02/2024
Project Consultant	Anjana Shah	ashah@georgebrown.ca	10/02/2024

3. Scope

In Scope	Out of Scope
Development of the Player System: Allows users to find local matches, create teams, chat, and track skill levels.	Live streaming of sports events.
Development of the Watcher System: Helps users locate venues streaming sports events, make reservations, view promotions, and access match schedules.	Venue management system for businesses not partnering through the platform.
Integration of free and premium user modules.	Ticketing services for major sports events or leagues.
In-app advertising and partnerships with local businesses.	Direct sports event broadcasting rights.
Administrative Control of Playable Areas: Admins can define and regulate allowed play locations, ensuring that matches occur in appropriate venues such as parks, sports complexes, and community centers while restricting unsuitable locations like private properties.	Expansion beyond Toronto: The app is currently designed for use within Toronto and does not support international or intercity operations at this stage.

4. Deliverables

This project will deliver the following.

Deliverable	Description
Player System	A module that matches players with local sports events, displays player info (e.g., country, city), and includes features like team formation and chat.
Watcher System	A module allows users to find sports streaming venues, reserve seats, and view promotions.
Match-Making System	Skill-based matchmaking for players to face off at equal skill levels. Allows players to have match preferences like type of sports and location.
Ad System	Have sponsors put their ads in our watcher system.

Functional Prototype	A working version of the app featuring real-time updates, match discovery, and chat functionality.
User Interface Design	A user-friendly interface for both Player and Watcher systems, ensuring smooth navigation.
Documentation & Testing	Detailed documentation covering app functionality and comprehensive testing reports.

5. Assumptions

This project makes the following assumptions;

- *Users are interested in playing and watching sports so the app caters to both preferences.*
- *Players of certain sports would want to connect with others of similar skill levels and form teams.*
- *Users prefer a platform that helps them find local matches or sports-related venues.*
- *Venues and local restaurants are motivated to promote sports events to attract viewers which encourages them to participate in the Watcher system.*

6. Dependencies

The following are the internal and external dependencies that will have to be acknowledged and addressed;

Data Integration: Internal Dependency:

- *Integration of maps, location services, and potentially APIs from sports-related services like pitch booking systems or event calendars will need to function smoothly to provide accurate information.*
 - **Mitigation:** *We will need to ensure thorough testing of all API integrations during the development phase.*

Sports Venue Listings: External Dependency:

- *The app will rely on partnerships with sports venues and public parks to provide accurate listings for players and viewers.*

→ **Mitigation:** Establish partnerships early and create an outreach strategy for venues and local businesses.

User Base Growth: Internal Dependency

- The success of the platform depends on attracting a good size of users(watchers and
- **Mitigation:** Establish partnerships early and create an outreach strategy for venues and local businesses.

Data Privacy: Internal Dependency

- The app collects user's data such as locations, sports preferences, etc. so it must comply with data protection regulations like GDPR.
- **Mitigation:** Implement privacy policies, secure encryption, and make sure all user data is handled in compliance with local and international privacy laws.

7. Risk Management

Potential Risk	Severity (H/M/L)	Likelihood (H/M/L)	Management Strategy
Too many ads	L	H	Integration of features for both free and premium users. Premium users have no ads
Lost of interest due to no SportsUp events	H	M	Host our tournaments on the sport that needs more players/watchers.
Mis-use of app product	H	H	Ban users who misuse our web app
Not enough sponsors,	M	H	Give sponsors free of charge for ads, then start charging them

8. Communication

Reporting

Report	Audience	Frequency
Project Status Report	All team members	Weekly
Technical Progress Report	Stakeholders(William, Kadir, Merve, Marcus, David)	Weekly
Marketing Update	Team Members, Local Business	Bi-Monthly
Final Project Report	Team Members, Primary Instructor	Once, end of the project

Meetings

The following meetings/communication will be established;

Meeting	Purpose	Attendees	Frequency
Project Start	To discuss the project scope and objectives	All team members, project consultant	Once
Weekly Team Check-in	To discuss progress, challenges, and next steps	Team members	Weekly
Instructor Review Meeting	To present progress to the Instructor	Team Members, Primary Instructor	Weekly
Project Presentation	To present	Team Members, Primary Instructor	Bi-Monthly

9. Task Listing (WBS- Work Breakdown Structure)

Reference	Tasks	Duration	Dependency
T-1	Project Summary	1 week	NONE
T-2	Project Vision, High Level Requirements	2 weeks	T-1
T-3	Project Plan and Team Charter	2 weeks	T-1
T-4	Project Presentation(Spring 1-2)	2 weeks	T-1, T-2, T-3
T-5	System Requirements	1 week	T-1, T-2, T-3
T-6	Project Analysis and design	1 week	T-1, T-2, T-3, T-5
T-7	Wireframes	1 week	T-1, T-2, T-3, T-5
T-8	Technical Requirements	1 week	T-1, T-2, T-3,
T-9	Project Presentation(Sprint 3-4)	2 weeks	T-1, T-2, T-3, T-5, T-6, T-7, T-8
T-10	Development Phase(Front end)	2 weeks	T-6
T-11	Development Phase(Back end)	2 weeks	T-6, T-7
T-12	Testing and Debug	2 weeks	T-6, T-7, T-8
T-1	Quality Assurance	1 week	T-11
T-13	Deployment and Run the Project	2 weeks	T-11, T-12

10. Gantt Chart

	A	B	C	D	E
1	Task	Start Date	End Date	Duration	Completed
2	Project Summary	09/16/2024	09/20/2024	4 Days	Yes
3	Project Vision, High Level Requirements	09/20/2024	10/02/2024	14 Days	Yes
4	Project Plan and Team Charter	09/20/2024	10/07/2024	17 Days	No
5	Project Presentation(Sprin 1-2)	09/25/2024	10/09/2024	14 Days	No
6	System Requirements	10/19/2024	10/26/2024	7 Days	No
7	Project Analysis and design	10/26/2024	11/02/2024	7 Days	No
8	Wireframes	11/02/2024	11/09/2024	7 Days	No
9	Technical Requirements	11/09/2024	11/16/2024	7 Days	No
10	Project Presentation (Sprint3-4)	11/16/2024	12/06/2024	21 Days	No
11	Development Phase(Front end)	01/06/2025	01/20/2025	14 Days	No
12	Development Phase(Back end)	01/20/2025	02/03/2025	14 Days	No
13	Testing and Debug	02/03/2025	02/17/2025	14 Days	No
14	Quality Assurance	02/17/2025	02/24/2025	7 Days	No
15	Deployment and Run the Project	03/03/2025	03/17/2025	14 Days	No

11. Milestones

Major Activity or Milestone	Estimated Milestone Target date	Owner/Reviewer Team Members
Project Summary	09/20/2024	All Team Members
Project Vision, High-Level Requirements	10/02/2024	All Team Members
Project Plan and Team Charter	10/07/2024	All Team Members
Project Presentation (Sprint 1 & 2)	10/09/2024	All Team Members
System Requirements	10/26/2024	Developers
Project Analysis and Design	11/02/2024	UI/UX Designer
Wireframes	11/09/2024	Developers
Technical Requirements	11/16/2024	Developers
Project Presentation (Sprint 3 & 4)	12/06/2024	All Team Members
Development Phase(Front end)	01/20/2025	Team Leader, Marketing / Business Administrator

Development Phase(Back end)	02/03/2025	Team Leader, Developers
Testing and Debug	02/17/2025	All Team Members
Quality Assurance	02/24/2025	Team Leader, Developers
Deployment and Run the Project	03/17/2025	All Team Members

12. RAM – Responsibility Assignment Matrix

Project Team Responsibilities					
Project Name:	Sports Up Web and Mobile App				
Project Manager:	William Cham (Team Lead)				
Tasks	William	Merve	Marcus	Kadir	David
Project Summary	P	S	P		
Project Vision, High-Level Requirements	P	S	P	S	S
Project Plan and Team Charter	P		S		
Project Presentation (Sprint 1 & 2)	P	P	P	P	P
System Requirements		S	P	P	
Project Analysis and Design		P			
Wireframes	S		P	P	
Technical Requirements	S		P	P	

Project Presentation (Sprint 3 & 4)	P	P	P	P	P
Development Phase(Front end)	S	P	S	S	P
Development Phase(Back end)	S	S	P	P	P
Testing and Debug	S		P	P	S
Quality Assurance	P		S	S	P
Deployment and Run the Project	P	P	P	P	P

¹

13. Approval

The signatures below indicate their approval of the contents of this document.

Project Role	Name	Signature	Date
Team Lead	William Cham	William Cham	10/02/2024
Developer	Marcus Quitiquit	<i>Mquitiquit</i>	10/02/2024
Developer/Marketing	David Lubwama	lubwamadavid	10/02/2024
Developer/Designer	Merve Coskun	Merve Coskun	10/02/2024
Developer	Kadir Cinar	Kadir Cinar	10/02/2024

¹ P = Primary & S = Secondary