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SoftDev
P04: Ultibase
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ULTIBASE

Description: We are creating an all-in-one Ultimate Frisbee site that can check attendance, see the team's official roster, store important information like emails and USAU IDs, and animate Ultimate Frisbee plays like cuts and drills (clone of <https://www.ultiplays.com/>). Important links and documents will all be stored in one place, so captains and team members can access them easily.

Components and Purpose:

Note: * denotes private information; must be admin or logged in to see

- Drawing plays/progression of plays using canvas (animations or slideshows)*
- Creation of teams/adding players to rosters*
 - Posting to a forum/chat to communicate*
 - Send alert/email when update is posted (like piazza)
 - through SMTP server: <https://realpython.com/python-send-email/>
- See yearly roster + roles
- Attendance Checklist*
 - list is automatically generated based on the days admins set as practice days
- Weekly Schedule Post Template (for the girl's team)
- **Toss Buddy Tracker**
 - Tells what frees align with a teammate's
- Flask
 - Display HTML Pages
 - Data is pulled from the database in order to populate each webpage
- Jinja2
 - HTML templates
 - Form input collection
- JavaScript:
 - Canvas to draw plays
- SQL Database:
 - DB of team + DB of all users
 - How to keep track of attendance?
 - Keeps track of each player
- Bootstrap:

- Navbar + footer
- Simple CSS elements to make website uniform
- About page
- Carousel to display canvas images
- Docker
 - Deploying webapp through here

Component Map:



