

HockeyMS

Lancer Co.

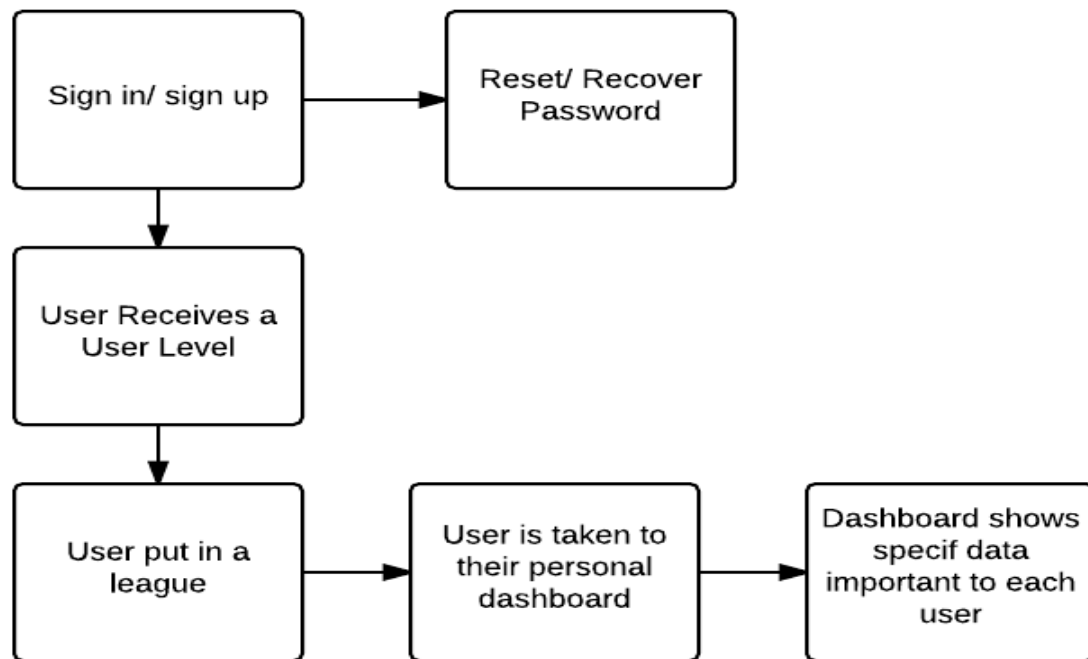
Purpose

Hockey is a complex game with many different things to keep track of. It's complexity grows greatly when you add different teams, leagues, and schedules.

We're changing the face of hockey league management by making players, teams, and schedules easier to access and track.

Architecture

Hockey League Management



Current Features

- Login/ Sign Up
- Password Reset
- User Dashboards
 - Player
 - Coach
 - League administrator
 - System Administrator

Technologies and Libraries

- PHP
- JavaScript
- HTML
- Bootstrap
- Salted Password Hashing

We used Linux, Apache, mySQL, and PHP for reliability and ease of use when developing our application.

What We Learned

What we missed in feature set, we made up in learning goals

We took our project as a way to investigate network application topics

Let's take a look at what we learned

What We Learned

Setting up and securing a Linux server

What We Learned

Configuring Apache virtual hosts, site directives, and managing modules like `mod_rewrite`

What We Learned

Setting up appropriate permissions to let Apache serve our application properly

What We Learned

Setting up homebrew deployment with Git
using ssh and git-deploy

What We Learned

Secure user authentication with salted password hashing using sha256

What We Learned

Custom PHP MVC

What We Learned

- In the future, we'd like to further expand the functionality of our application
- However, we learned far more than what we would have simply programming concepts we have already learned in other courses