CS482/495/496 Software Project Proposal: add your tentative project title here

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1 Client Information

By sharing this client information and the rest of this document, you are stating that this client has provided this project as something they want (not something you created and asked if they wanted), and that they are interested in having you complete this project for your capstone.

- Client name: Dr. Sibren Isaacman
- Client title: League
- Client email address: snisaacman@loyola.edu
- Client employer: Loyola University Maryland
- How you know the client: CS Professor

2 Project Description

2.1 Overview

Our project is a web application for a youth football league called "Loyal Order of Youth League Athletes". Dr. Isaacman wants an all-in-one site to advertise manage, and broadcast the league. Here, games are scheduled and live streamed, teams are managed, and stats are tracked.

2.2 Key Features

[At this point you should have a basic understanding of your client's needs. List out the key features of the software system the client wants you to build.]

- Calendar of Games
- Live Broadcast with Scoreboard
- User Accounts (Admin, Coach, Adult, Youth)

2.3 Areas of CS required

Software Engineering/Testing, Web Development, Data Management, (maybe some) Sports Analytics

2.4 Potential Concerns and Questions

[Is there any aspect of this project that makes you unsure if it will work, either due to your own interests/background, or that you aren't sure if it fits the requirements? Are there questions you have about this project that you want instructor feedback about?]

3 Requirements

3.1 Non-Functional Requirements

[Non-functional requirements are just as important as functional requirements. Dont forget to specify them.]

ID	NFR Title	Category	Description
NFR1	NFR Example 1	Usability	Description of the NFR (it does not follow a user story template)
NFR2	NFR Example 2	Security	Description of the NFR (it does not follow a user story template)

Table 1: Non-Functional requirements

3.2 Functional Requirements (User Stories)

[In CS482, all functional requirements are written as User Stories. In CS496, some projects may use a different template to write the requirements. The table below is an example of writing the Stories. Adapt accordingly to different templates or if you want to display more info.]

ID	Story Title	Points	Description
S1	Story Example 1	5	As a user, I want to write a user story example, so that people will understand them.
S2	Story Example 2	2	As a user, I want to write a user story example, so that people will understand them.

Table 2: Functional requirements as User Stories.

4 System Design

4.1 Architecture

We will be using an MVC architecture for this project. Since there are four of us working together, the separated design will be the easiest to integrate. The main modules involved in this project have to do with common functionalities on the website. These include getting data from the database(s), adding information to the calendar, user authentication, and messaging.

4.2 Diagrams

[CS482, on sprints/iterations 2-3, you need to create and update a diagram (check the assignment for which type of diagram). On CS496, since before sprint/iteration 1 you should have a class diagram and keep it up-to-date.]

4.3 Technology

We will be using **JavaScript** for building the application and **SQL** for data storage. The frameworks we will use follow from conventional sports websites, such as **IMLeagues**. For the front-end, we will use **AngularJS** for a comprehensive framework and **React** for UI, especially for the updating scoreboards during broadcasts. For the backend, we will use **NodeJS**. For testing, we will use **Jest**.

4.4 Coding Standards

Tests will be required for every new commit. Obviously, we want as high coverage as possible, but the baseline for every commit should be **70%**. In person meetings will happen at least once per sprint, preferably earlier so everyone will be on the same page going into the sprint.

4.5 Data

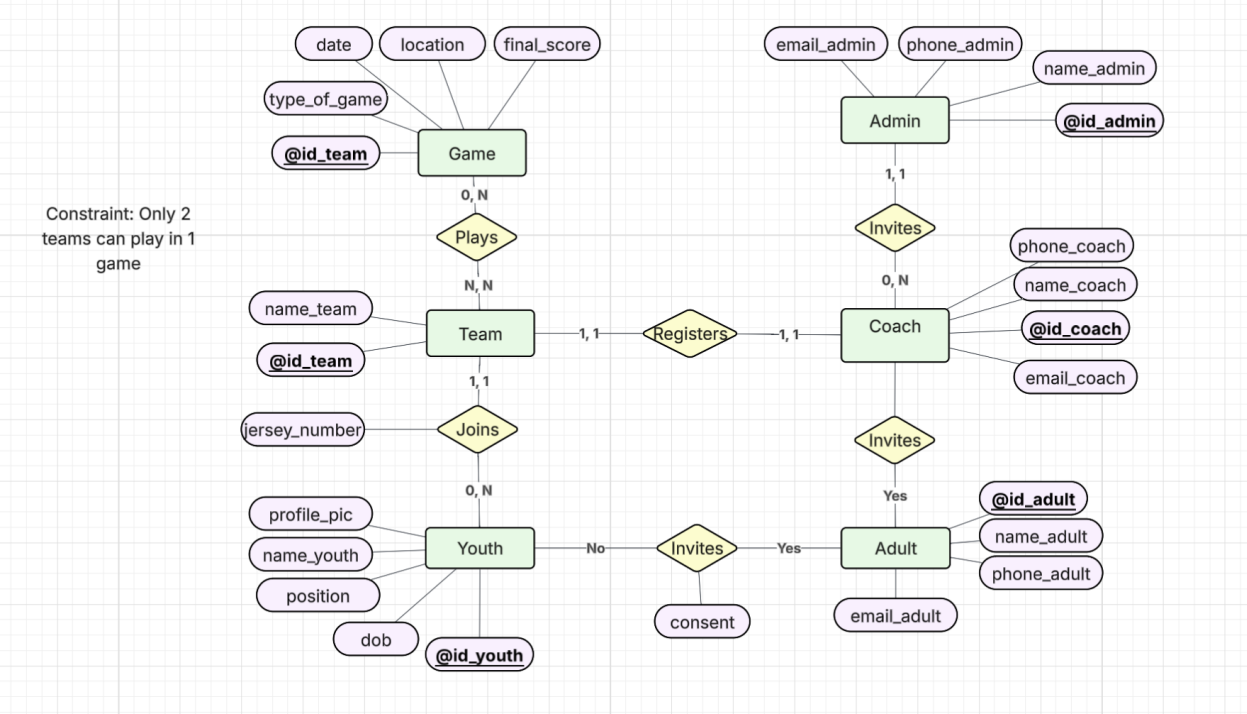
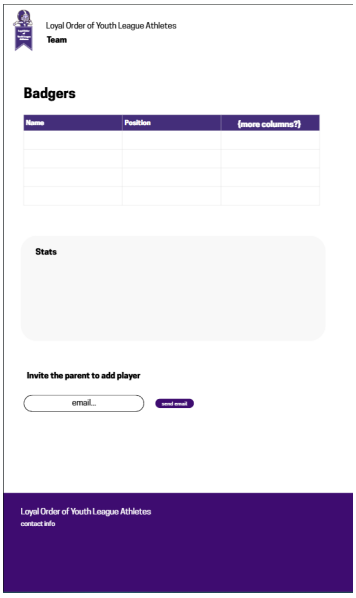


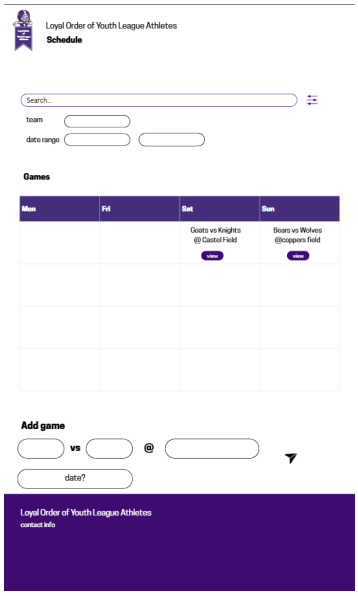
Figure 1: ERD for the data structure.

4.6 UI Mocks

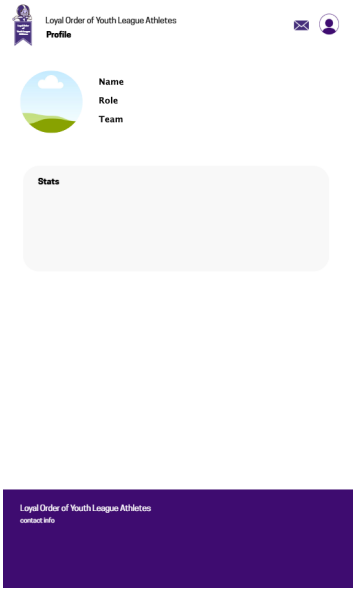
(a) The home page. Information about upcoming games and some ratings.



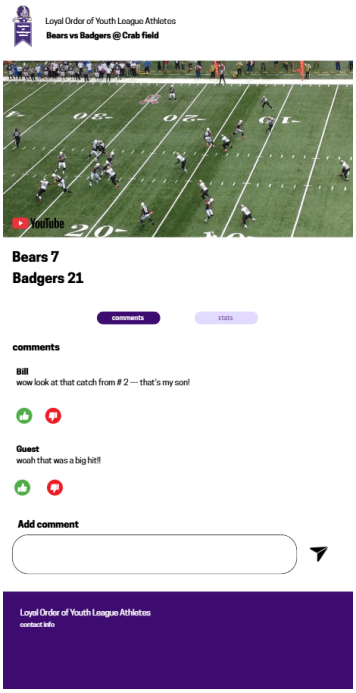
(b) Team page. View team stats and roster, coaches invite from here.



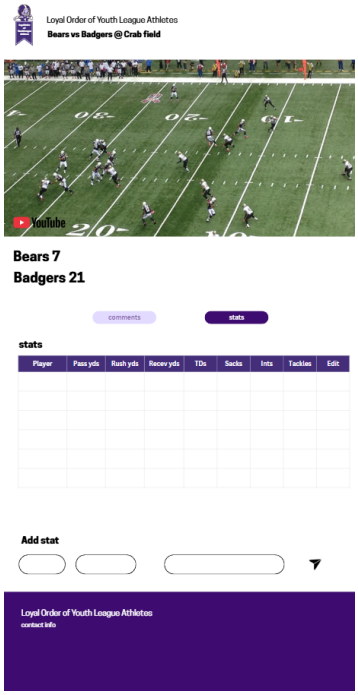
(c) Games page. View games, admins add games. Calendar and bracket views.



(d) Profile page. Stats for different users. Admins will change other users' roles from this page.



(e) Livestream/video page pt 1. Appears when clicking on a game. Viewers can comment if game is live.



(f) Livestream/video page pt 2. View game statistics. Admins can modify game stats.

Figure 2: UI mockups. .

5 Iterations

5.1 Iteration Planning

[In CS496, you plan all iterations beforehand. In CS482, you update the planning here at each iteration.]

Iteration	Dates	Stories	Points
1	01/01 - 02/01	S1 Story Example, S2 Story Example 2	07
2	02/01 - 03/01	S3 Story Title, S4 Story Title, S5 Story Title, S6 Story Title	17
3	03/01 - 04/01	S7 Story Title, S8 Story Title, S9 Story Title, S10 Story Title, S11 Story Title	21
4	04/01 - 05/01	S12 Story Title, S13 Story Title, S14 Story Title, S15 Story Title	19
5	05/01 - 06/01	S16 Story Title, S17 Story Title	06
		Total:	70

Table 3: Iteration Planning for Incremental Deliveries

5.2 Iteration/Sprint 1

5.2.1 Planning

[Which stories did you plan for this iteration/sprint. Add the total points for this plan. You can also explain the reason behind your planning, and what major feature(s) your team is focusing on delivering by completing these stories. You may use a table for a summary display of the planning, but elaborate in text more detail in your focus and feature plan.]

5.2.2 Work Done

[Which stories did you complete in this iteration/sprint. Which ones did you partially complete? Who worked on which story? You may elaborate in paragraph(s) to add more detail about the work done.]

5.2.3 Testing Coverage

[Testing is very important. Show your coverage here. Is this coverage good enough? Explain why you think so. Is it not good enough? Explain a plan to increase the coverage. You may also elaborate on why some artifacts do not undergo much testing. If the testing changed from the last iteration, explain the reasons.]

5.2.4 Retroespective & Reflection

[What were the pitfalls, challenges, and issues you had in this iteration? How can you address them to improve the process in the next iteration? Did anything not go according to plan? Why so and how to avoid the same mistake? Write a personal reflection on what you learned in this iteration (even if a small technical thing like Database storage).]

5.3 Iteration/Sprint 2

5.3.1 Planning

[Which stories did you plan for this iteration/sprint. Add the total points for this plan. You can also explain the reason behind your planning, and what major feature(s) your team is focusing on delivering by completing these stories. You may use a table for a summary display of the planning, but elaborate in text more detail in your focus and feature plan.]

5.3.2 Work Done

[Which stories did you complete in this iteration/sprint. Which ones did you partially complete? Who worked on which story? You may elaborate in paragraph(s) to add more detail about the work done.]

5.3.3 Testing Coverage

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5.4 Iteration/Sprint 3

5.4.1 Planning

[Which stories did you plan for this iteration/sprint. Add the total points for this plan. You can also explain the reason behind your planning, and what major feature(s) your team is focusing on delivering by completing these stories. You may use a table for a summary display of the planning, but elaborate in text more detail in your focus and feature plan.]

5.4.2 Work Done

[Which stories did you complete in this iteration/sprint. Which ones did you partially complete? Who worked on which story? You may elaborate in paragraph(s) to add more detail about the work done.]

5.4.3 Testing Coverage

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5.5 Iteration/Sprint 4

[CS496 has 5 sprints. CS482 only has only 3 sprints (remove Iterations 4 and 5 from this doc if you are writing a doc for 482]

5.5.1 Planning

[Which stories did you plan for this iteration/sprint. Add the total points for this plan. You can also explain the reason behind your planning, and what major feature(s) your team is focusing on delivering by completing these stories. You may use a table for a summary display of the planning, but elaborate in text more detail in your focus and feature plan.]

5.5.2 Work Done

[Which stories did you complete in this iteration/sprint. Which ones did you partially complete? Who worked on which story? You may elaborate in paragraph(s) to add more detail about the work done.]

5.5.3 Testing Coverage

[Testing is very important. Show your coverage here. Is this coverage good enough? Explain why you think so. Is it not good enough? Explain a plan to increase the coverage. You may also elaborate on why some artifacts do not undergo much testing. If the testing changed from the last iteration, explain the reasons.]

5.5.4 Retroespective & Reflection

[What were the pitfalls, challenges, and issues you had in this iteration? How can you address them to improve the process in the next iteration? Did anything not go according to plan? Why so and how to avoid the same mistake? Write a personal reflection on what you learned in this iteration (even if a small technical thing like Database storage).]

5.6 Iteration/Sprint 5

5.6.1 Planning

[Which stories did you plan for this iteration/sprint. Add the total points for this plan. You can also explain the reason behind your planning, and what major feature(s) your team is focusing on delivering by completing these stories. You may use a table for a summary display of the planning, but elaborate in text more detail in your focus and feature plan.]

5.6.2 Work Done

[Which stories did you complete in this iteration/sprint. Which ones did you partially complete? Who worked on which story? You may elaborate in paragraph(s) to add more detail about the work done.]

5.6.3 Testing Coverage

[Testing is very important. Show your coverage here. Is this coverage good enough? Explain why you think so. Is it not good enough? Explain a plan to increase the coverage. You may also elaborate on why some artifacts do not undergo much testing. If the testing changed from the last iteration, explain the reasons.]

5.6.4 Retroespective & Reflection

[What were the pitfalls, challenges, and issues you had in this iteration? How can you address them to improve the process in the next iteration? Did anything not go according to plan? Why so and how to avoid the same mistake? Write a personal reflection on what you learned in this iteration (even if a small technical thing like Database storage).]

6 Final Remarks

6.1 Overall Progress

[Have you completed everything? If so, present evidence on how you brought value to your client, and the overall client satisfaction. Otherwise, estimate how much progress you done and how long it would take to finish this project.]

6.2 Project Reflection

[Your personal reflection on the project. What lessons did you learned. What would you have done differently. How can you do better work in future projects? You may write this as a team or per person (or both)]

Appendix

[Appendix section if needed]