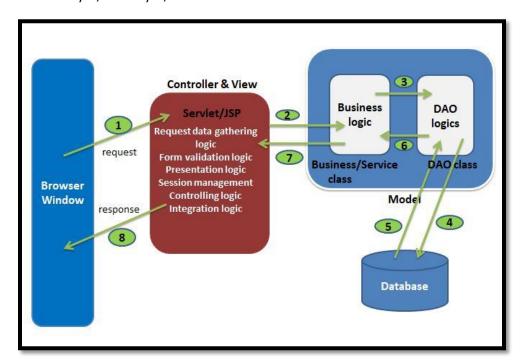
Brooke Carson & Mohammad Jamil

Design & UI

Architecture

We will be using Model View Controller (MVC) architecture for this project. The controller layer will consist of a service layer, DAO layer, and database access.



Technology

- Frontend
 - HTML/CSS/JS + Bootstrap Framework
- Backend
 - Java and its supporting Libraries, Tomcat, Maven, MySQL
- Testing
 - Mockito & JUnit

Data

- Databases
 - Event (League, Tournament, Camp)
 - Event ID (Primary Key)
 - Event Title
 - Registration Code
 - Event Type (League, Tournament, or Camp)
 - Camps are Individually Registered
 - Leagues & Tournaments are 7 vs 7
 - Location (Address to Sports Facility)

- Sport
- Gender
- Date
- Time
- o Registration (Individual)
 - Event ID (Foreign Key)
 - Individual Name
 - Individual E-mail
 - Individual Phone Number
- Registration (Team)
 - Event ID (Foreign Key)
 - Team Name
 - Captain E-mail
 - Captain Phone Number
 - Team Member Names (7 Names Required, Optional for 2 More)
- Admin Accounts
 - Admin Username
 - Admin Password
- Contact Us Submissions
 - Name
 - Email
 - Description/Question/Suggestion

Coding Standards

For this project, we will be using underscores as our naming convention. We will short functions and will stay away from hard coding. Other practices include capitalized SQL Queries and special words as well as function headers (inputs, outputs, rationale). We will also ensure that we write comments that guide the user through the file. Only code with unit tests and at least 60% coverage will be committed. We will also be constantly "stress testing" to see the bounds of our program. Client approval must be solidified before any major structural changes. We will be making frequent small releases in order to maintain agile principles.

UI - Webpage Mockup

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