**Individual Assignment**

**Iteration 0:**

**Sai:**

Task 1 Description: I will complete the User interface sketches. The difficulty is to place everything in the right place and have the main features already laid out.

How to Evaluate task 1: It should be evaluated about how easy the interface looks and how easy it is to use. I should have basically most of the pages done. Additional items may be added through next iterations but mainly I should have the basic pages.

Outcome of Task 1 :

Task 2 Description: I will complete most of the login and registration page. The difficulty for this task takes a pretty long time (2-3 days). I should be able to register as a new user and have an account. I should also be able to login using the account I created.

How to Evaluate task 2: A customer or a person should be able to create an account through the use of the registration page. He/she should also be able to log back in using the same account they created.

Outcome of Task 2:

**Carlos:**

Task 1 Description: Design a sitemap that is easy to navigate through for the fantasy football webpage

How to evaluate task 1: The design was rough drafted on paper then revised using PowerPoint to display the intended layout for the webpage in which may change as we go and is in the misc folder. The hierarchical layout is that the most relevant or big picture are at the top and as you go down the more specific you get all connected with a line

Outcome of task 1:

Task 2 Description: Create model classes leagues, leagueprofiles, and teams

How to evaluate task 1: Started coding the model classes, leagues, leagueprofiles, and teams. Made the appropriate model associations amongst those and other classes such as player and stats. Also, added a few validations to make sure only valid data is entered. Finally, added some tests to verify the validations are correct. Still requires seed data and maybe some minor tweaking

Outcome of task 1:

**James:**

**Iteration 0 Tasks:**

Task 1

Description: Create a UML Diagram defining the models and associations required for the project

Evaluation: The iteration 0 version of the UML diagram can be found in the \_misc folder [here](https://github.com/memphis-comp4081/Math-Debaters/blob/master/_misc/Itration0/UML/UMLv1.jpg). The diagram was created with UMLite, and contains some notes and additional information for the models. The diagram at this point likely contains unnecessary associations that will later be removed.

Outcome:

**Iteration 1 Tasks:**

Task 1

Description: Create a roster system and scoring system for determining winners within leagues.

Evaluation: The site will be capable of assigning teams by roster type, and then determine winners through various league scoring types.

Outcome:

**Roles for Iteration 0**

Project Coordinator - James Kiddy

QA Czar – Carlos Cancino

**Roles for Iteration 1**

Project Coordinator - James Kiddy

QA Czar – Carlos Cancino

Video Demo Creator – Sai Manikonda

Demo-Booth Operator – Sai Manikonda *(may change)*