Pick-Up Sportz Sprint #3

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Project Outline

1. Project Scope Summary/Deliverables List:
   a. Comprehensive Summary
   b. Deliverables
      i. Product Requirements Document
      ii. Business Requirement Document
      iii. Management Plan
      iv. Architecture and Design Document
      v. User Manual
2. Project Communications
   a. Project Points of Contact
      i. Project Manager: Chaz Del Prato
   b. Methods of Communication:
      i. Email, face to face, and Discord
   c. Format and frequence of regular team meetings:
      i. Face to face: every Monday and Wednesday for at least 2 hours
      ii. Discord: 5 days/week for 2-3 hours/day

Project Outline Cont.

3. Schedule Management
   a. Sprint #0: 9/4/19 – 9/25/19
      i. Deliverables due:
         1. Sprint Board
         2. BRD
         3. Management Plan

   b. Sprint #1: 9/30/19 – 10/16/19
      i. Deliverables due:
         1. Updated BRD
         2. PRD
         3. Updated Management Plan
         4. Architecture and Design Documents

   c. Sprint #2: 10/21/19–11/13/19
      i. Deliverables due:
         1. Code Release 1.0
         2. User Manual
         3. Team Evaluation of Code

   d. Sprint #3: 11/13/19 – 12/16/19
      i. Deliverables due:
         1. Code Release 2.0
         2. Updated User Manual
         3. All updated project documents

Project Outline Cont.

4. Plans for Next Semester
    a. Pages:
        i. Events
            1. Host/Create an event
            2. Join
            3. Cancel/Leave an event
            4. Search
        ii. Settings
            1. Profile Setting
        iii. Schedule
        iv. Questionnaire
        v. Contact
        vi. Map
            1. Navigation to event locations
    b. Fully Functional Buttons
    c. Proper connection to database and maintain consistent updates to database contents

Comprehensive Summary

- Build a more convenient way to play a sport for those that partake in pick up games
- Help users gather equipment needed to start a game
- Create profiles for users to interact with each other
- Make the software available on PCs and smartphones
- Use machine learning to find games nearby that will best match the user

Updates

- Management Plan
- User Manual
- Architecture and Design
- Product Requirements

Management Plan

Gantt Chart

Pick Up Sportz

Product Manager:

Chaz Del Prato

Project Start: Mon, 8/26/2019

Display Week: 10

TASK	ASSIGNED TO	PROGRESS	START	END	Oct 28, 2019	Nov 4, 2019	Nov 11, 2019	Nov 18, 2019	Nov 25, 2019	Dec 2, 2019	Dec 9, 2019	Dec 16, 2019
Sprint #3												
Code Release 2.0	All team members	100%	11/13/19	12/2/19			▓	▓	▓			
User Manual	All team members	100%	11/13/19	12/2/19			▓	▓	▓			
User Eval on code release v.2	All team members	100%	12/2/19	12/9/19						▓		
Update all project Documents and code	All team members	100%	11/13/19	12/16/19			▓	▓	▓	▓	▓	▓

Management Plan

Project Tracking Matrix

Analysis Section	ADD	Completed			High	Benjamin Seo, Brandon Le	7-Oct-19	14-Oct-19	6	7-Oct-19	14-Oct-19	100%	6
Create a User Manual	Sprint #2	Completed			Low	Everyone	21-Oct-19	30-Oct-19	5	21-Oct-19	30-Oct-19	100%	5
UI for player Profile	Sprint #3	In-Progress	300		High	Benjamin	21-Oct-19	4-Dec-19	8	21-Oct-19		30%	
Back-End Profile Editing	Sprint #3	In-Progress	200		High	Chaz	21-Oct-19	4-Dec-19	3	21-Oct-19		0%	
Test Profile Editing	Sprint #3	In-Progress			High	Everyone	21-Oct-19	4-Dec-19	2	21-Oct-19		0%	
Create Functional Website	Sprint #3	Completed	2500	2173	High	Everyone	21-Oct-19	4-Dec-19	10	21-Oct-19	4-Dec-19	100%	10
Search Events on Website	Sprint #3	In-Progress	20		High	Christine	21-Oct-19	4-Dec-19	2	21-Oct-19		0%	
Test Website Functionality	Sprint #3	Completed			High	Everyone	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
UI for Login to Website using Pick Up Sportz Account	Sprint #3	Completed	300	246	High	Benjamin	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
UI for Login to Website using Google Account	Sprint #3	Completed	50	15	High	Christine, Benjamin	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
Back-End Login	Sprint #3	In-Progress	50		High	Chaz	21-Oct-19	4-Dec-19	2	21-Oct-19		60%	
UI for Create Account Features	Sprint #3	Completed	200	328	High	Christine/Chaz	21-Oct-19	4-Dec-19	3	21-Oct-19	4-Dec-19	100%	3
Back-End Account Creation	Sprint #3	In-Progress	50		High	Chaz	21-Oct-19	4-Dec-19	2	21-Oct-19		10%	
Test Account Creation and Login	Sprint #3	In-Progress			High	Everyone	21-Oct-19	4-Dec-19	2	21-Oct-19		50%	
UI for Logout Feature	Sprint #3	In-Progress	100		High	Brandon/John	21-Oct-19	4-Dec-19	2	21-Oct-19		0%	
Create Contact Page	Sprint #3	Completed	10	9	High	Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create Create Event Page	Sprint #3	Completed	300	328	High	Jamil, Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5
Connect our Frontend with Firestore	Sprint #3	Completed	50	13	High	Chaz	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create Home Page	Sprint #3	Completed	10	9	High	John	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	1
Create No Match Page	Sprint #3	Completed	10	6	High	Brandon	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	1
Create a Password Recovery Page	Sprint #3	Completed	150	193	High	John	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	3
Create a Schedule Page	Sprint #3	Completed	100	76	High	Ben	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	3
Create a Jumbotron Layout for pages	Sprint #3	Completed	50	37	High	Brandon	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create a Logged In Nav Bar	Sprint #3	Completed	50	37	High	Jamil	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Create a Nav Bar for non user	Sprint #3	Completed	50	34	High	Ben	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	2
Test Pages	Sprint #3	Completed			High	Everyone	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5
Create Create Profile	Sprint #3	Completed	300	321	High	Jamil	21-Oct-19	4-Dec-19	5	21-Oct-19	4-Dec-19	100%	5

Total Hours Spent   132   **Project Progress**   90.00 %
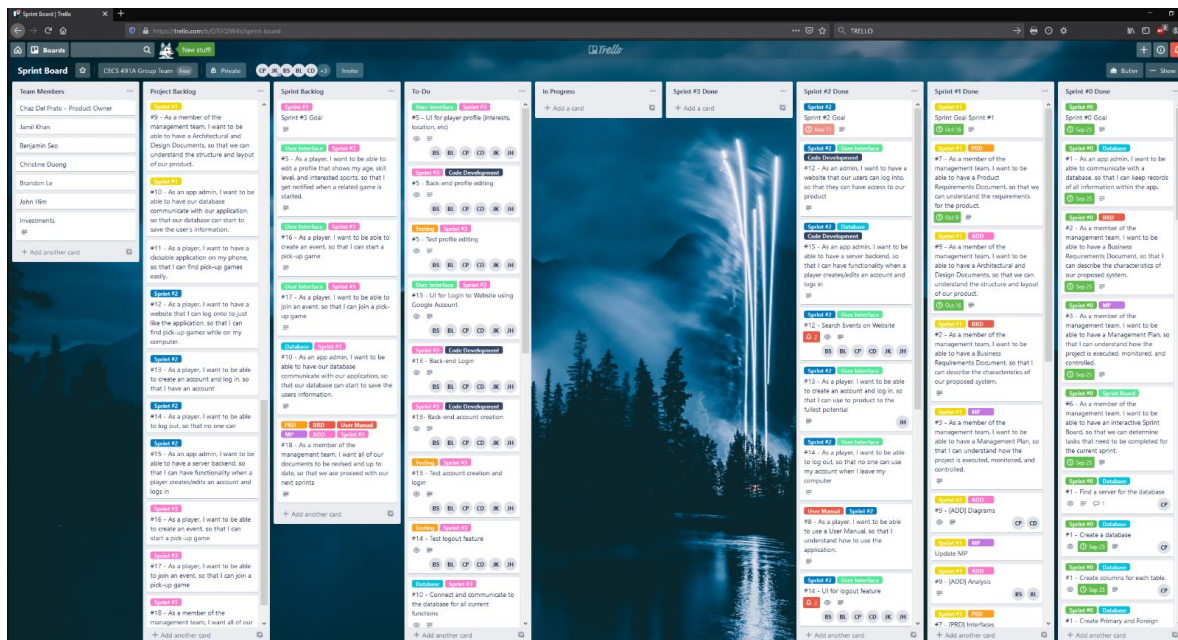
Management Plan

Code Development Velocity Calculation
- 5 hours per Week x 3 weeks x 6 members = **90 hours**
- Front End
  - Language = React.js
  - Lines of Code = ~2600 lines
- Back-end
  - Language = Express.js
  - Lines of Code = ~100 lines
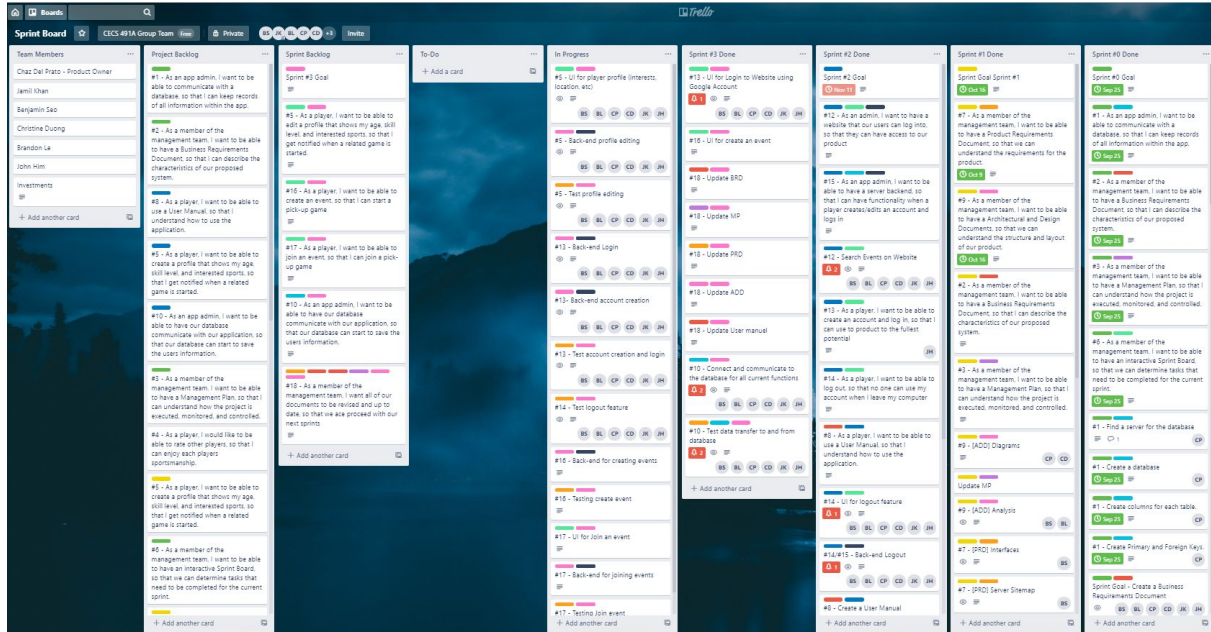- Database
  - Language = Cloud Firestore

Management Plan
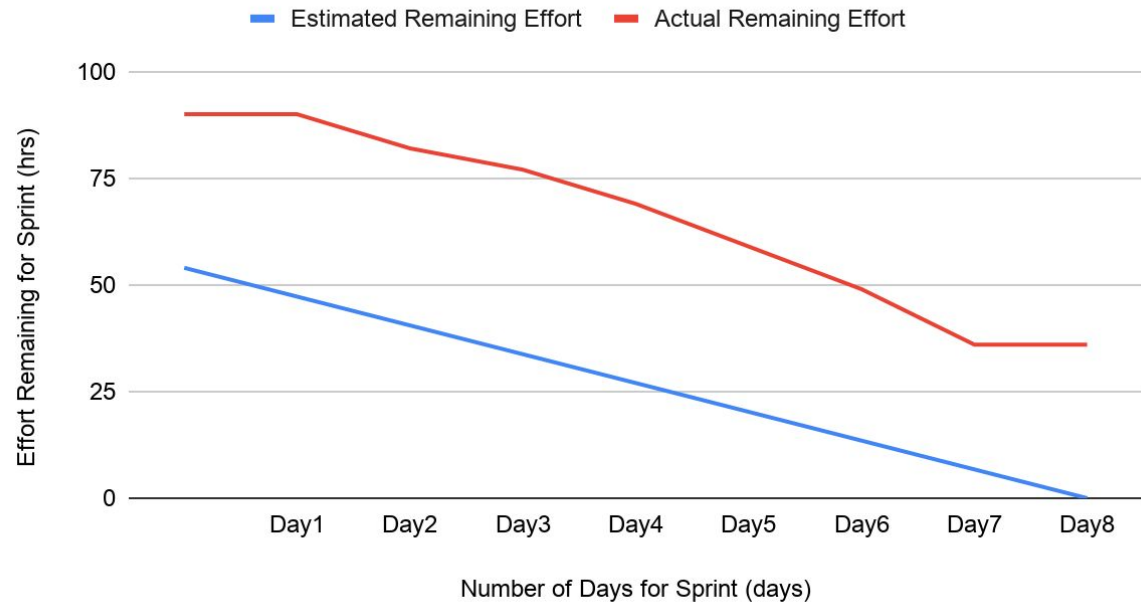
Sprint Board (Before)

Management Plan

Sprint Board (After)

Management Plan

<u>Burndown Chart</u>

Burndown Chart for Sprint #3

Management Plan

- Sprint Retrospective
  - Our Sprint Goal is to:
    - Update all of our documents,
    - Implement a create and join functionality so that the users can join the games.
    - Connecting the database to the functionality of the website.
  - We were not able to meet our sprint goals. There was some delay because we focused a lot on homework.

Management Plan

- Sprint Retrospective
  - Planned Story Points: 90
  - Achieved Story Points: 54
  - 5% of the Story Points achieved was delivered to the user
    - We mainly did UI's, where the 5% was implementing Google Login

  - Our burndown chart for sprint #3 is not looking good. We had problems with determining the backend of our project. We first started with the idea of using Java as our backend, but we have scrapped that idea and started with using Express.js to handle back-end operations.

Management Plan

- Sprint Retrospective
  - Team Velocity for next sprint:
    - We are planning to keep the same team velocity, from this sprint, for our next sprint.
    - We are going to focus more on the tasks already assigned without adding more tasks without understanding the scope of them.
    - Try to work 5 hours per day to finish our already assigned task so that our burndown chart would look better.
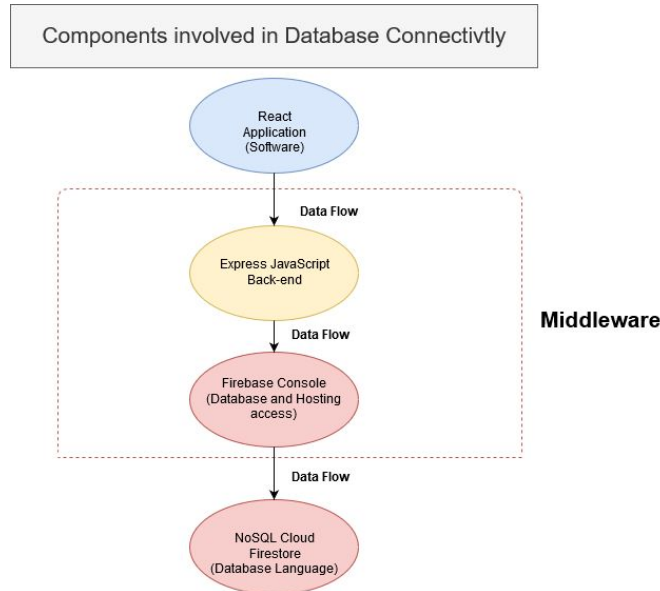
Architecture and Design Document (System Component Diagram)

- Coding language for the main server
  - **Express JS**

- Type of the database utilized
  - **NoSQL database**
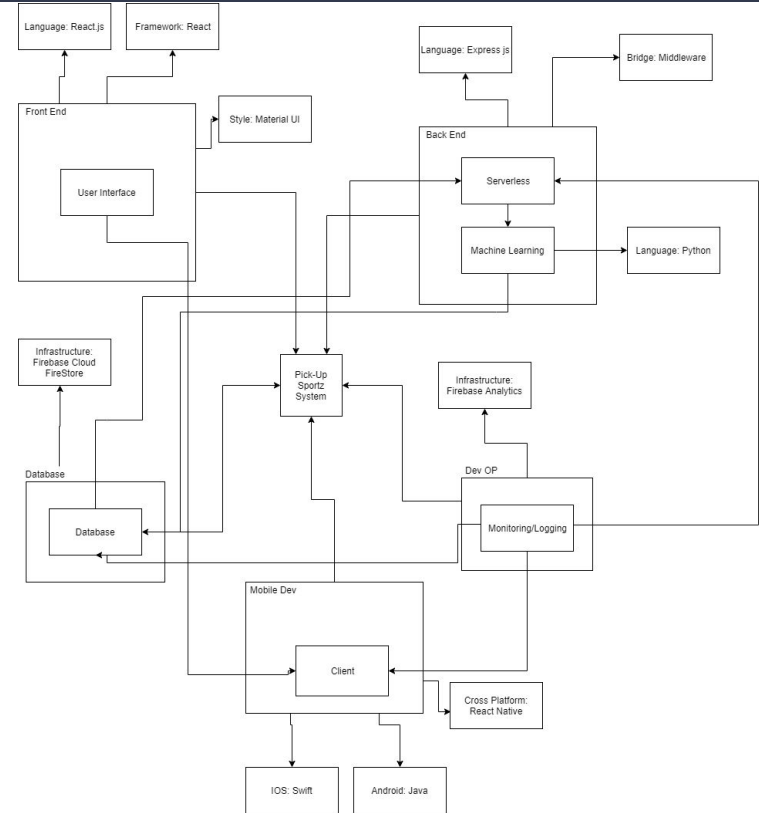
Architecture and Design Document

Components Involved in Database Connectivity

Architecture and Design Document

- Current Architecture
  - Layered Pattern
    - Handles our database (firebase) well
    - Works well with messaging systems (user to user communication)
    - Works well with web applications
- Alternative Architecture
  - Web Application Architecture since it is similar to Layered but with some differences in interactions between components

Architecture and Design Document

- Benefits of Machine Learning
  - Better way to find games and match events according to your data
    - Personality, joined/host, sports, etc.

- Connection between ML code with the Server
  - A separate component in the Back End
    - Connected between the server and the database.
      - Constant communication between them.
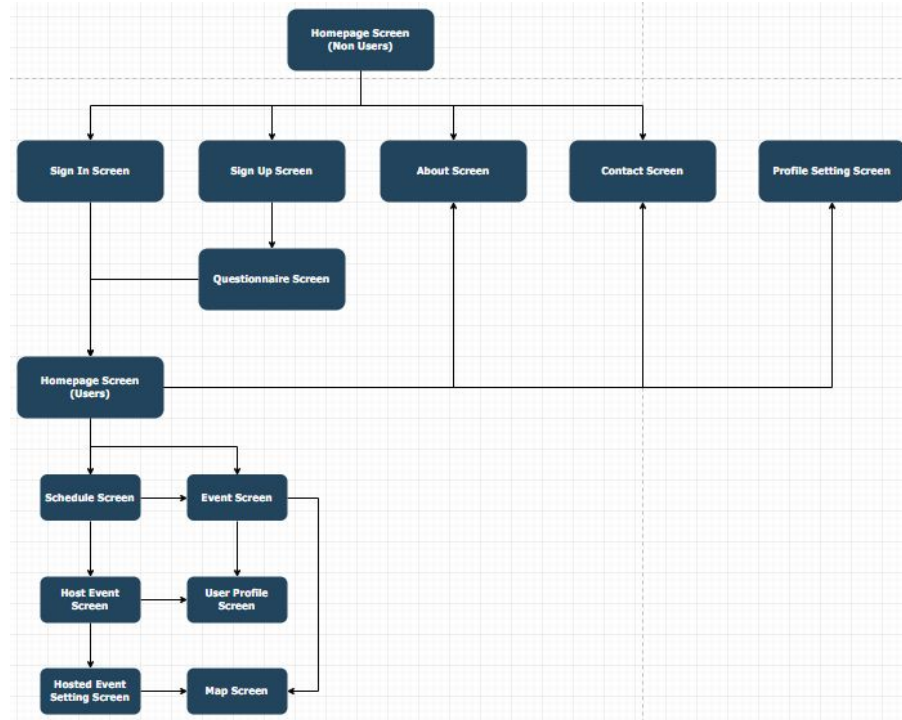
Product Requirement Document (Recap)

- Purpose of this project
  - The purpose of this project is to develop a website for users to play a sport of their choosing with other people by connecting with others through the website.
- Product Vision
  - This product will fill the void in looking for a pick up game. The website will not only serve as a way for people to connect over sports in person, but be a mix between social media and real life interactions.

Product Requirement Document (Recap)

- Epics (User Stories)
  - Epic 1: As a management team, we want to be able to have the required documents for a software development process, so that our product is successful.

  - Epic 2: As an administrator, we want to be able to have a backend, such as a server, database, and Machine Learning algorithms, working in synergy, so that our product performs at the highest level of design

  - Epic 3: As a player, we want to be able to have a web application that will allow us to create pick-up games for any sport and allow strangers to join our games, so that we can have fun, network, and exercise while playing our favorite sports.

Product Requirement Document (Recap)

Sitemap
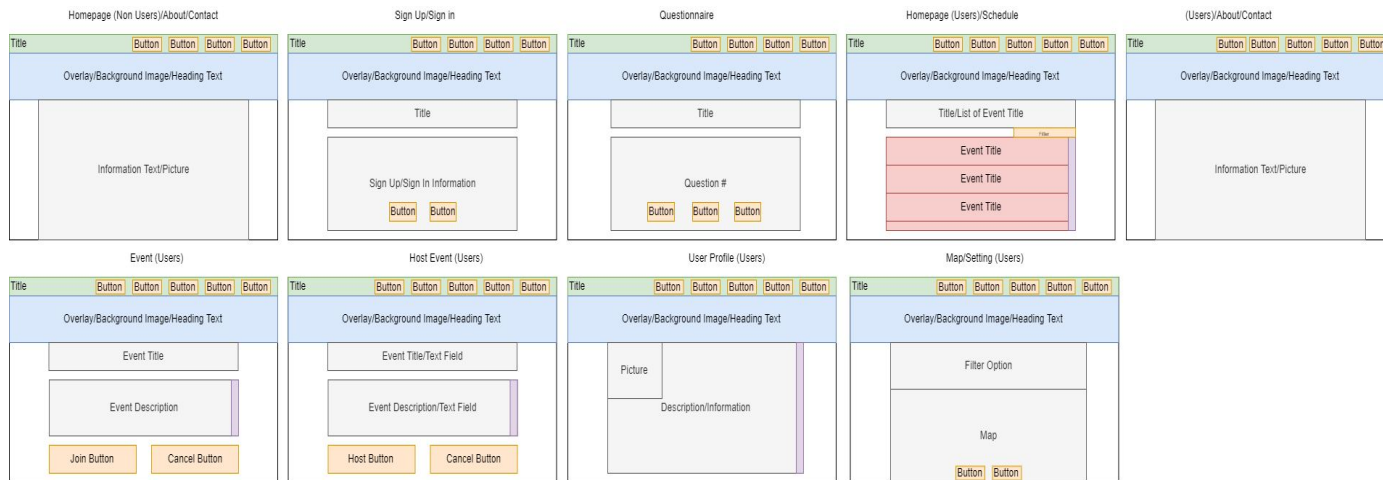
Product Requirement Document (Recap)

Page Description

Page	Elements
Homepage (Non Users)	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Information Text 6. Informative Pictures 7. About Button 8. Contact Button 9. Create Account Button 10. Sign In Button
Sign Up	1. Title 2. First Name Text 3. First Name Text Field 4. Last Name Text 5. Last Name Text Field 6. Email Text 7. Email Text Field 8. Password Text 9. Password Text Field 10. Sign Up Button 11. Sign In Button
Sign In	1. Title 2. Email Text 3. Email Text Field 4. Password Text 5. Password Text Field 6. Sign Up Button 7. Sign In Button
Questionnaire	1. Question Text 2. Answer Text 3. Answer Text Field 4. Submit Button 5. Back Button 6. Skip Button
About	1. Title 2. Information Text 3. Pictures
Contact	1. Title 2. Information Text 3. Hyperlinks for Contacts 4. Pictures
User Profile	1. Title 2. Information Text 3. Pictures
Filter (Hosted Event Setting)	1. Title 2. Information Text 3. Text Fields for Filter Options 4. Map Button 5. Submit Button 6. Cancel Button
Map Screen	1. Title 2. Information Text 3. Map UI 4. Clickable Map Interface 5. Filter Options 6. Location Text Field 7. Description Text 8. Submit Button 9. Cancel Button

Page	Elements
Homepage (Users)	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. List of Event 11. List of Event Button 12. Filter Button
Profile Setting	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information
Schedule	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. List of Event 13. List of Event Button 14. Filter Button 15. Host Button
Event	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. Event Description 13. Join Button 14. Leave Button 15. Event Description Text Field
Host Event	1. Title 2. Navigation Bar 3. Overlay 4. Background Picture 5. Schedule Button 6. About Button 7. Contact Button 8. Logout Button 9. Setting Button 10. Profile Setting Button 11. Information 12. Host Button Button 13. Cancel Button 14. Event Description Text Field

Product Requirement Document (Recap)

Wireframe (Web)

Product Requirement Document (Recap)

Non-Functional Requirements
- Reliability – Information and data are reliable
- Maintainability – Profile, schedule, and data are easily maintained.
- Performability – Smoother and faster web application performance
- etc.

Code Deliverables

- User Interface of what user will see if they want to create an event.
- User Interface of what user will see if they want to create a profile, after having created an account.
- User Interface of what user will see as their schedule of personal events, either that they are hosting or have joined.
- User Interface of what user will see if they want to login with Google.

Code Deliverables

- Kano Model
  - Nothing functional yet
  - More on the UI and Design
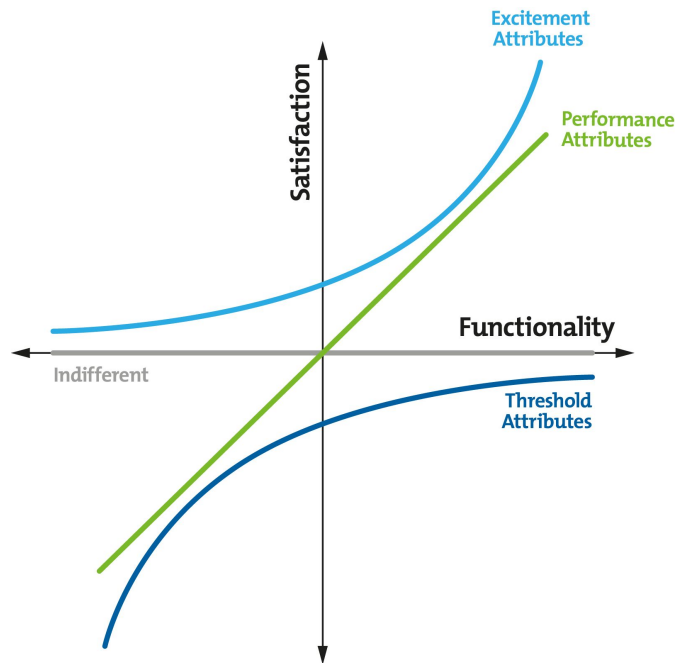
Code Deliverables

- User Feedback
  - Three Types:
    - Website Design (Color, Text, Etc.)
    - Button Functionality
    - Logo
- Number of Clicks
  - For right now it is **1 click** to obtain user benefits.
  - Several entries needed depending on page
- https://pick-up-sportz-89c6e.firebaseapp.com/