# KINGPIN BOWLING TRACKER

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# Sprint 2 Objectives

FR6. BCM shall be able to create a League in the system.

FR7. BCM shall be able to modify a league.

FR8. BCM shall be able to delete a league.

FR9. Each league shall allow specific league rules to be customized upon creation.

- Documentation
  - Use Case Diagram, Sequence Diagrams, Class Diagrams, Entity Relationship Diagram
- UI styling
- Nonfunctional Requirements

# Sprint 3 Requirements

FR10. BCM shall be able to create teams within a League.

FR11. BCM shall be able to edit team rosters.

FR12. BCM shall be able to delete a team from a league.

FR13. BCM shall be able to promote users to League Secretary status.

FR14. Each league shall have exactly one league secretary.

# Nonfunctional Requirements

1. Users shall be able to use Kingpin Bowling Tracker, and access information through it, 80% of the time.
2. Users shall be able to add, modify, delete, and modify data they have access to in a timely fashion.
3. Users shall not be able to access any information regarding the league or a team as a whole, but shall be able to view such information.
4. Any personal information entered by any user shall remain completely confidential.
5. User data shall be backed up regularly to prevent any loss of user data.
6. User data shall not be sent to any third parties, unless the user gives their express permission.

# Nonfunctional Requirements

7. The system shall account for reasonable scalability so as to accommodate the amount of people in a bowling league.

# User Stories

| Req. Num. | User Story | Use Case |
|:---:|:---|:---:|
| FR.6 | As a Bowling Center Manager, I would like to be able to create leagues to manage league duties. | UC5 |
| FR.7 | As a Bowling Center Manager, I would like to be able to modify leagues to edit leagues if necessary. | UC6 |
| FR.8 | As a Bowling Center Manager, I would like to be able to delete leagues to allow for possible league cancellation. | UC7 |
| FR.9 | As a Bowling Center Manager, I would like to be able to set a determined rule set when I create a league. | UC8 |

# Risks and Challenges

- Varying Schedules
  - Different schedules among group members makes communication difficult
- Task Management
  - Understanding which task must be completed before others
- Learning curve of working with new platforms that some of us aren't very experienced in
  - Django Rest Framework, custom user permissions
- Equitable distribution of project workload
  - Wanting all members to have chances to participate

# Mitigation Plan

- Plans to mitigate our risks include:
  - Weekly team meetings to do project updates
  - Assign different tasks to individual team members
  - Weekly goals on what needs to be done for the specific sprint
    - To do list
    - Set due dates
  - Continue research on Django

# UI Design

Front-end Design:

- Made UI appealing, and simple to use
- Bowling theme for UI
- Utilizing Bootstrap 4 CSS with our own custom CSS
- Implemented UI design for home, login, and register pages
- Tools: w3schools, CSS Tricks, and Mozilla Web Docs

# Next Sprint Objectives

- Finish League Creation
- Sprint 3 Requirements
  - Creating Teams
  - Assigning a League Secretary
- UI Styling for Sprint 3
- Documentation for Sprint 3
  - Use Case Diagram
  - Sequence Diagrams
  - Activity Diagrams
- Django Research
  - Django Rest Framework

THANK YOU
Any Questions?