Criteria	Details
Team Number	Recitation 113, Team 5
Team Name	Depressed Umbrellas
Team Members	Oceane Andreis Christopher Kardaras Abigail Nay Athena Parker Alexander Wedeen
Application Name	Umbrella
Application Description	We are designing a web based league management application for players and organizers of team based competitions to use. We want to automate processes that occur in team competitions taking place in leagues. The Minimum Viable Product (MVP) will have 2 account types: Players and Organizer accounts. An Organizer will be able to use our tool to create a league. During the creation of the league, the league organizer will be able to determine how many teams are in said league, and the number of players each team can have. Once a league is created, players can begin signing up for the league by making a player account. Player accounts simply hold information about the player like his/her name, and contact information. The organizer has the choice to manually assign teams to each player, or the organizer can have players randomly assigned to a team as long as it has room. To automate the process of recording matches, the organizer will be able to either manually select a player on each team who is responsible for recording wins and loses of matches involving their team, or the organizer can have the web application randomly choose someone on each team who is consistently responsible for this role. Our software will be able to automate the management of elimination based Tournaments in a league. From the teams existing in the database, a tournament style bracket will be created, with each block in the bracket representing a match. Our application will use CSS, HTML, and PHP to actually draw a representation of the tournament bracket out, and update it as the tournament progresses. Because each team has a player recording the results of each match, this will allow for league organizers to not have to manually keep track of who goes on to the next round, and who is eliminated.

	The only time a league organizer will have to be involved in recording who won a match, is if both teams say they won a match.
Vision Statement	For competitive leagues with teams that need a system to manage players, teams, and their assigned schedules through a tournament. The Umbrella platform we are developing is a league management system that simplifies and automates the management tasks of running a tournament. This is different from the manual methods of running a sports league that would be primarily organized by people with spread sheets and pencils throughout the country. Our product will be an open source platform that can be used to manage any sort of tournament or league, for any sort of sport or game.
Version Control	Repository List: 1. Team meeting logs: https://github.com/ckardaras/3308TeamMeetingLogs 2. Milestone submissions: https://github.com/ckardaras/3308MilestoneSubmissions 3. All project code/components: https://github.com/ckardaras/3308Project
Development Method	We're planning on simulating an office environment where there is a project manager and a team of developers developing an application in iterations. Our development method most closely resemble Agile Development. Our goal is to create a minimum viable product (MVP) by the end of the semester. If we finish early, we can afford to add more features or improve the existing ones with more polish.
Communication Plan	For task management, assignment, discussion, and progress tracking, we will be using a kanban system. Our team will be using a kanban board similar to trello, but we have a strong preference for open source and so will be using an installation of WeKan as our kanban board hosted on an Ubuntu server using a snap application. For voice conferences involving more than one person, we will be using an open source platform called Mumble, hosted as a murmur installation on the same Ubuntu server as our WeKan. Mumble also supports text chats. For collaboration of software development and version control, we will be using git.
Proposed Architecture	We have decided to work within an open source framework called Odoo (openERP which stands for enterprise resource management) as it is the best technology choice available that allows us to hit the ground running.

Plan	Based on our team's cross functional nature, we will be utilizing HTML, Bootstrap, CSS, and PHP to govern the front end of our application. The middle layer will be Python (or possibly NodeJS) to communicate with a back end database and the front end user application. The database will use PostgreSQL.
Meeting Plan	We will meet in Gemmil Library on Sundays at 1PM for face-to-face meetings. Additionally, we will use Mumble and group texts regularly throughout the week to communicate with eachother.