UMBRELLA

Group 5, Depressed Umbrellas
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BASIC PREMISE

We are creating a sports management application which can be joined by "coaches" and "team members", where coaches create teams and team members join the teams. Then matches can be organized between the teams by a message board
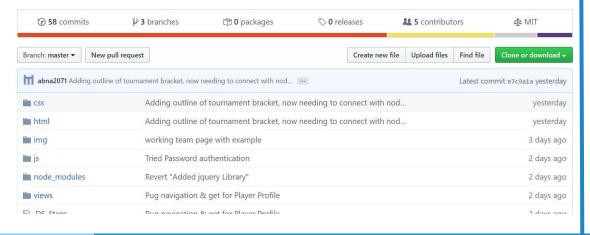
TOOLS USED

Asana

Project Tracker

Github

VCS Repository

Usefulness:

★★★★★

All project code for 3308 group project

| 58 commits | 3 branches | 0 packages | 0 releases | 5 contributors | MIT |

| Branch: master ▾ | New pull request | | | Create new file | Upload files | Find file | Clone or download ▾ |

abna2071 Adding outline of tournament bracket, now needing to connect with nod... ···   Latest commit e7c9a1a yesterday

📁 css	Adding outline of tournament bracket, now needing to connect with nod...	yesterday
📁 html	Adding outline of tournament bracket, now needing to connect with nod...	yesterday
📁 img	working team page with example	3 days ago
📁 js	Tried Password authentication	2 days ago
📁 node_modules	Revert "Added jquery Library"	2 days ago
📁 views	Pug navigation & get for Player Profile	2 days ago
📁 DS_Store	Pug navigation & get for Player Profile	2 days ago

Completed ···

+

Brainstorm Database design

User sign up

User Login

Brainstorm Design idea

Usefulness:

★★★★☆

TOOLS USED

Heroku

Deployment environment

Usefulness:

★★★★★

MySQL

Database

Usefulness:

★★★★★

TOOLS USED

Npm

Node js Tool

Nodemon

Node js Tool

Usefulness:

★★★★★

Usefulness:

★★★★★

TESTING: User Acceptance Testing (UAT):

ADVANTAGES:

- Get data from future users
- Ability to better optimize the software
- See flaws in UI

In Progress

- Currently meeting with people to test software

GOALS:

- Get real-world data on how real users are going to use software
- Correct defects as they arise

METHODOLOGIES

AGILE

We used an Agile methodology with a sequence of sprints that allow for work to get done quickly and so changes could be made easily.

- ***Individuals and Interactions*** *over processes and tools*
- ***Working Software*** *over comprehensive documentation*
- ***Customer Collaboration*** *over contract negotiation*
- ***Responding to Change*** *over following a plan*

CHALLENGES

Many aspects of our project have changed throughout the semester, such as splitting the player role into "Coach" and "Team Member", where Coaches have the controls to create teams and request matches, and Team Members just join teams and play.

We had some issues connecting the NodeJS to our HTML, so we changed HTML to PUG, which was a slight challenge since it was new but ultimately made our lives easier.

CHALLENGES

We had some issues making the database work for us during creation, we solved this using nodeman which restarted our db after each website change.

We originally wanted to have a tournament style bracket page, so we decided to change our project to be a match finder.

Otherwise, we didn't have many issues. Team communication went smoothly, as well as sticking to the timeline, and everything went pretty well.

DEMO TIME

Thanks