University of Waterloo

SE464

SECTION 001

Deliverable 2: Prototype Demo

Group 25

1 Metadata

Project: ShuttleQL (Shuttle Queueing Logistics)

Team Name: Baddie Boys

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2 Demo Summary

The demo will include user registration, user login and viewing matches. There will be three different views that will be presented: registration view, login view and matches view. In the registration view, an admin can register a user by entering their email and a temporary password inside a form. In the login view, users can then login to the application via their email and password using a form. After successful login, users will be able to see the matches view. In the matches view, a list of matches that are currently happening and the players in each respective match will be displayed. The table below shows which functionalities will be real and simulated.

Functionality	Real	Simulated
Registration	✓	
Login		✓
Matches and Matchmaking		✓

3 Status Update

3.1 Current Progress

The following is a list of what we accomplished:

- Created basic functionality for each required component in our architecture
- Working end-to-end communication between 3-tier layer in our architecture. This is demonstrated through user registration.
- Finalized database schema and data models in the back-end
- Finalized API interface for the API-gateway and internal services

3.2 Difficulties Faced

- A lot of time spent on learning a new front-end and back-end framework
- Choosing a date to demo to the UW badminton club

3.3 One Month Development Roadmap

Week	Milestones
Oct 17 - 23	Implement user login in the back-end and security access.
	Finalize mocks for the player and admin panel UI
Oct 24 - 30	Implement UI mocks on the client and start on the match making algorithm and notifications
Oct 31 - Nov 6	Finish implementing match-making service and notification service
Nov 7 - 13	Testing and preparing to demo beta-version to the UW badminton club

4 Architecture Diagram

