

UNIVERSITY OF WATERLOO

SE464

SECTION 001

Deliverable 2: Prototype Demo

Group 25

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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 component in our architecture
- Working functionality of user registration for both front-end and back-end
- Finalized database schema and data models in the back-end
- Finalized APIs between the client and 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

- 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 broadcasting 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

