Project Proposal (Group 7)

# Tournament Webapp (We are working on the name)

# Team Members

Michael Davis

Taehyun Park

Maxwell Peterson

Mark Gollnick

Robert Sheehy

# Project Overview

Our project intends to solve the problem of easily and quickly creating tournaments for users that are not deeply knowledgeable about the domain of tournaments. When users are not deeply knowledgeable about the best way to fairly setup and run tournaments, they can quickly become unfair to some users. An unfair tournament makes for a poor experience for those users that are given an unfair tournament seeding.

# Target User

Our project will be used by anyone who needs to easily and quickly create a tournament that can easily be updated and administered. Our target user is someone who is competitive, and likes to get into the tournament as quickly and easily as possible without having to worry about the tournament itself. The administrator of the tournament needs to be able to compete in the tournament him/herself and not be worried about the tournament overview the entire time.

# List of Deliverables/Scope of Project

1. Users can setup tournaments automatically from a list of teams.
2. Users can update tournaments and have that data available to all other users.
3. Users can choose different tournament types and rules.
4. Developers can access/update the tournaments through a RESTful API.
5. Users should be able to create groups for the easy creation of multiple tournaments.
6. Users have the ability to run a round robin stage in order to rank teams.
7. Users can share tournaments with friends.
8. The application will determine betting odds for matches.
9. Users can view a tournament overview page with the current tournament info.
10. Users can use a built in scheduler to schedule matches with each other.
11. Users will be able to set permissions to protect private tournaments.

# Group Member Responsibilities

Tournament Logic - Taehyun Park

User Authentication/Tournament Permissions - Michael Davis

RESTful API - Michael Davis

Tournament Web Interface - Maxwell Peterson

Administrator/Tournament Settings Interface - Robert Sheehy

Web Design - Mark Gollnick

Database Design - Taehyun Park

Unit/Functional Testing - Mark Gollnick (Everyone!)

# List of Framework/Language to be used

Python

Google App Engine

Webapp2/Django

Twitter Bootstrap

Oauth2

REST

# TimeLine

Sprint 1 (First 2 weeks of September) : Users logging in, Interfaces started, Databases designed.

Sprint 2(Last 2 weeks of September) : Basic tournaments running, Interfaces starting to be fleshed out, Unit tests outline

Sprint 3(Early October) : Tournaments running, private tournaments beginning, group invites.

Sprint 4(Late October) : REST API, betting odds, tournament sharing.

Sprint 5(Early November) : Polishing user interfaces, user testing and fixes, scheduler.

Sprint 6(Late November) : Done!