**Learning objectives for the year**

1. Plan, manage and track a substantial group activity.
2. Take an open-ended problem, collect and analyses relevant information and define and refine the requirements.
3. Independently and systematically design, develop and test a piece of software that is data-driven and has non-trivial functionality.
4. Compare and evaluate alternative problem solutions according to given criteria including from a technical perspective.
5. Effectively present, communicate and market ideas and solutions to different audiences.
6. Understand and apply the principles of professional and ethical behavior in a group context.
7. Reflect and learn from the group project experience.

To meet these LOs, we will be having weekly task that will be assigned to each person in the group and will be submitted on GitHub and shown to the group on weekly bases.

**29/12/2019 Weekly task 1:**

1. This was our first meeting therefore we read and discuss about learning objectives and set task about think at least one app idea and talk about it in next meeting.

**03/12/2019 Weekly task 2:**

1. Decided an idea together and decided to set a task on look up on different existing idea and come up with feature that we can build and what new can we add in the app.

**04/12/2019 Weekly task 3:**

1. Research
2. Users Requirements
3. System Requirements
4. Risk analysis
5. Uses cases
6. Class diagram
7. Entity diagram

**12/12/2019 Weekly task 4 – design only**

1. Login page/sign up – pankaj
2. User page – Rithviik
3. Join Tournament – Ritik
4. Create a game – Visnu
5. Create tournament - Iqddes
6. Current tournament – Prem
   1. Bracket page – Rithviik
7. History – Salim
8. Database page – Pankaj