



Riot Games Tournament Website

1802ICT Software
Development

Damian Garcia S5054158



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1.0 Identifying the problem

1.1 Problem Description

Riot games is a game company that was established in 2006. In 2009 they released a game called "League of Legends" which is now one of the biggest games in the world right now and has one of the biggest eSports audiences of all time. On Riot Games current website there is a community section which allows people who are hosting events or competitions to apply for prizes and to have it put up on the calendar. With so many people wanting to make competitions currently the only thing Riot Games does is put it on the calendar and provide some small prizes. When making a tournament with brackets and leader boards the website does not require anything to help people create them.

Riot Games understands that to move forward and increase the eSports and competitive scene is to create another website which has an easy efficient setup so that people who are making tournaments can host them on an official Riot Games website specially made for that. Tournament hosts can create tournaments using the website which is connected to your league of legends account. This makes it easy so that statistics and match results can be easily recorded as well as distributing prizes will be more efficient through an official system.

1.2 System Capabilities

The following shows the proposed systems capabilities:

- Anyone who was wanting to make a tournament can simply make one on this website
- Tournament organizers can officially make tournaments that save the data from matches instantly
- Competitors can easily find local competitions to join efficiently
- Tournament prizes are automatically supplied by Riot Games and there will be a feature that enables tournament hosts to add in their own prize money or extras along with it.
- Hosts can write descriptions about the tournament along with another page having an optional stream page where people can view the games if they are being streamed
- It will also have social media integration and the ability to share on those sites

1.3 Business Benefits

The business benefits would mainly revolve around customer satisfaction as well as increasing advertising of the game along with profit.

- Increased customer satisfaction
- Increased sponsorships wanting to advertise on sites
- Increase the popularity of the game via social media
- Increase the number of tournaments that will be happening
- Decrease use of competitors due to this website being official

2.0 Quantify Project Approval Factors

2.1 Estimated Time for Project Completion

The estimate time for completion is a total of 20 weeks. The longest part would be planning and building the website which together adds up to 12 weeks. All weeks are five working days; one integration is equal to one of the five working days.

Time Estimate for Website		
Subsystem	Iterations	Estimated Time
Planning the website	20	4 weeks
Building the website	40	8 weeks
Database	10	2 weeks
Customer feedback system	10	2 weeks
Bracket Tournament subsystem	10	2 weeks
Final Testing	10	2 weeks
Total development time		20 weeks

2.2 Project Development Costs

In the following table is the estimated development costs which include all the licenses and wages for employees.

Summary of Development costs for new website	
Expenses	Amount (est.)
1 project manager	12,000
1 programmer	9,000
1 graphic designer	5,000
Licenses	5,000
Total	31,000

3.0 Risk and Feasibility Analysis

3.1 Organisational Risks and Feasibility

The new system fits the organization culture swiftly by simply being an add on to the business to make it bigger and have more features. The risk of negative impact towards the organisation is low due to it being an add on for current audience and not new ones.

3.2 Technological Risks and Feasibility

The system can easily be built by a team using all the necessary technology. There is no training available which could be a risk due to trusting the team that they can use the technology properly to build the system.

3.3 Resource Risks and Feasibility

The needed resources to construct the new system are available as well as the skilled people to use them. The risks would be that the skilled people would not be able to do their job to an efficient level.

3.4 Schedule Risks and Feasibility

The system can easily be built in the amount of time available. With the fixed deadline and cost constraint there could be a potential risk but it isn't a high one.

4.0 Project Environment

4.1 Captured Information

Information tools and repositories		
Information Captured	Program	User Accessibility
Analytics	Google Analytics	Marketing, Sales and Executives
Project schedule	Microsoft Project	Project Manager
Customer database	MySQL	IT
Team communication	Skype, email and phone, dropbox	Team

4.2 Work Environment

The current work environment would be in Riot Headquarters in the office. In the office, they have all the resources to complete this project. From computers that can code with all the programs needed and programs and tools that help the designers. Each member must have their own type of computer at home to run skype and fair emails along with using their phone to communicate with the group outside of work hours.

4.3 Processes and Procedures

4.3.1 Reporting and Documentation

The meetings will be written down on a word document as well as a recording that will be send in your email along with inside the dropbox for easy viewing. The project manager will be keeping the dropbox up to date with the latest things that have happened and meeting videos and documents. The project manager will also email everyone's work assigned along with the link to the dropbox files every week.

4.3.2 Programming

The programming will be assigned to single programmer during the meetings and on email to make sure the programmer knows what he is doing. The project manager will tell the programmer what to do therefore they must work closely together to make a result that the stakeholders want.

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5.0 Schedule the Work

1. Project planning
 - a. Have a meeting to plan the whole website prior to start
 - b. Finalise a result to distribute work amongst employees
 - c. Organise meetings with the product manager, marketing team along with IT.
2. Analyse tasks
 - a. Meet with marketing team to discuss the useability requirements along with the functionality of the website.
 - b. Meet with IT to talk about the use of resources and how reliable and secure the programs they will be using are.
 - c. Meet the product manager to get an overview on what he wants the website to be and do.
 - d. Get feedback and make changes.
3. Design
 - a. Design the website.
 - b. Design the database.
 - c. Design the visuals of the website.
 - d. Conduct a meeting to go through the design phase and move it onto the building phase.
4. Building
 - a. Build the website.
 - b. Build the database.
 - c. Connect visuals to website to make it look better.
 - d. Make necessary changes.
 - e. Get approval from the marketing team to start using the website.
 - f. Get approval for testing on final product.

6.0 Use Case description

Use case name:	Registering for tournament
Scenario:	Wanting to join a tournament by yourself
Triggering event :	The user puts in details to long in account
Brief description	After logging in the user then needs to go to the website to register the tournament by clicking the register button
Actors:	Website, Database, Computer, User
Related use cases:	Signing in
Stakeholders:	Riot games
Preconditions:	User must log in before registering
Post conditions:	The user gets registered in the tournament
Flow of activities (actor)	1 . User longs in.
	2. User registers for tournament on website
	3. Gets registers and plays when the time comes
Flow of activities (system)	1. System looks in database for login
	2. System then goes to page to register on the website
	3. Saves the logged in user to the tournament database using sql. The user has now registered
Exception conditions:	1.1 If the applicant has already logged on he can access the registering faster

7.0 Marketing Department Questionnaire

1. What is the target audience for this website?

2. In a short sentence sum up the use of the proposed website

3. To what extent will you allow customers to share their experience with the site? For example, a feedback email or message board, rating?

4. Are there any other websites like the one that will be created that hosts tournaments so we can get a good idea on a layout for the new website?
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5. What do you want the user to experience when they access the website?
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6. What impressions would you like the user to have once they have left the website?
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8.0 Deploy the solution

The approach to planning would be to select people who are skilled in the expertise needed to develop the website. Along with that to approach implementing that is hard but needs to be carefully reviewed constantly to stay on track and make sure that what is done during implementing is what the stakeholders want the website to be like.

Testing will first be by staff then when the time comes to where the project is nearly finished it will move on to the selected public to try out the new website. The goal is to make the website as usable friendly as possible to receive positive feedback.

Finally, is the deployment of the website which should contain everything in the website to 100% completion. The official deployment will be left in the marketing teams hands to make sure that the website comes out at the right time to receive as much attention as possible for a successful launch.