Team Status Report

For the **Better Betting Pool** App

By Team C:

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Submitted

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Reporting Period: September 9, 2017 – October 20, 2017

Team meetings held Mondays and Wednesdays 2:30p.m. – 3:30p.m.
September 11, 13, 18, 20, 25, 27
October 2, 4, 9, 11, 18 (no meeting on October 16 due to fall break schedule)

Tasks Performed

1. Project charter template completed; skill inventory of each team member was evaluated and documented; team goals, ground rules, meeting schedules, and conflict management were agreed upon for effective team interaction and structure.
2. Problem statement document was formed, stating description, scope, potential risks, and vision of the project.
3. Business requirements document was formed, stating some general plans and requirements for the project.
4. Requirements specification questions were submitted to Dr. Bartz, and answers were received in class, helping us to further define system requirements and constraints for the software project.
5. Each member individually ran through the Django tutorial on djangoproject.com.
6. Some use cases were created after a team brainstorming session, specifically focused on administrative tasks for creating weekly betting pool activities.

Anticipated Tasks

1. Deadline for completion of first sprint is Tuesday, October 31. Use cases should be complete by Tuesday, October 24 then assigned to team members.
2. Use cases will then be implemented into code and tested during the following week.
3. User interface for the administrator will be created such that game information and player participation can be updated.
4. Functional software (administrator tasks) will be ready by the first sprint deadline.

Outstanding Issues

1. Outside classwork, homework, and other activities may limit the amount of time available for implementing our use cases into code.
2. Becoming fluent enough in Django to implement our tasks at hand is taking some time and patience.

User Stories

Administrator must be able to:

1. Add/remove users to betting pool
2. Start a new weekly betting sheet
3. Add/remove games to the weekly betting sheet
   a. Indicate/change the favorite/underdog
   b. Add/change the "line"
   c. Add/change the TV network
   d. Add/change the date/time of game
   e. Choose/change the Game of the Week
4. Make updates after games are played
   a. Update team scores
   b. Update user's points toward Winston Cup standings
      1. Update points for regular games
      2. Update points for Game of the Week
      3. Update points for High-Risk Game
      4. Update previous week's winners