

**CS102****Spring 2021/22**

Instructor:

**Uğur GÜDÜKBAY**Project  
Group**3E**

Assistant:

**Ziya ERKOÇ**

Criteria	TA/Grader	Instructor
Presentation		
Overall		

**~ TEAMDER ~****THE GROUP****Başar Yılmaz (22002907)****Doruk Işık (22101911)****Ece Beyhan (22003503)****İrem Hafızoğlu (22101848)****Zehra İyigün (22002913)****Detailed Design Report****(Draft)****22 April 2022****1. Introduction**

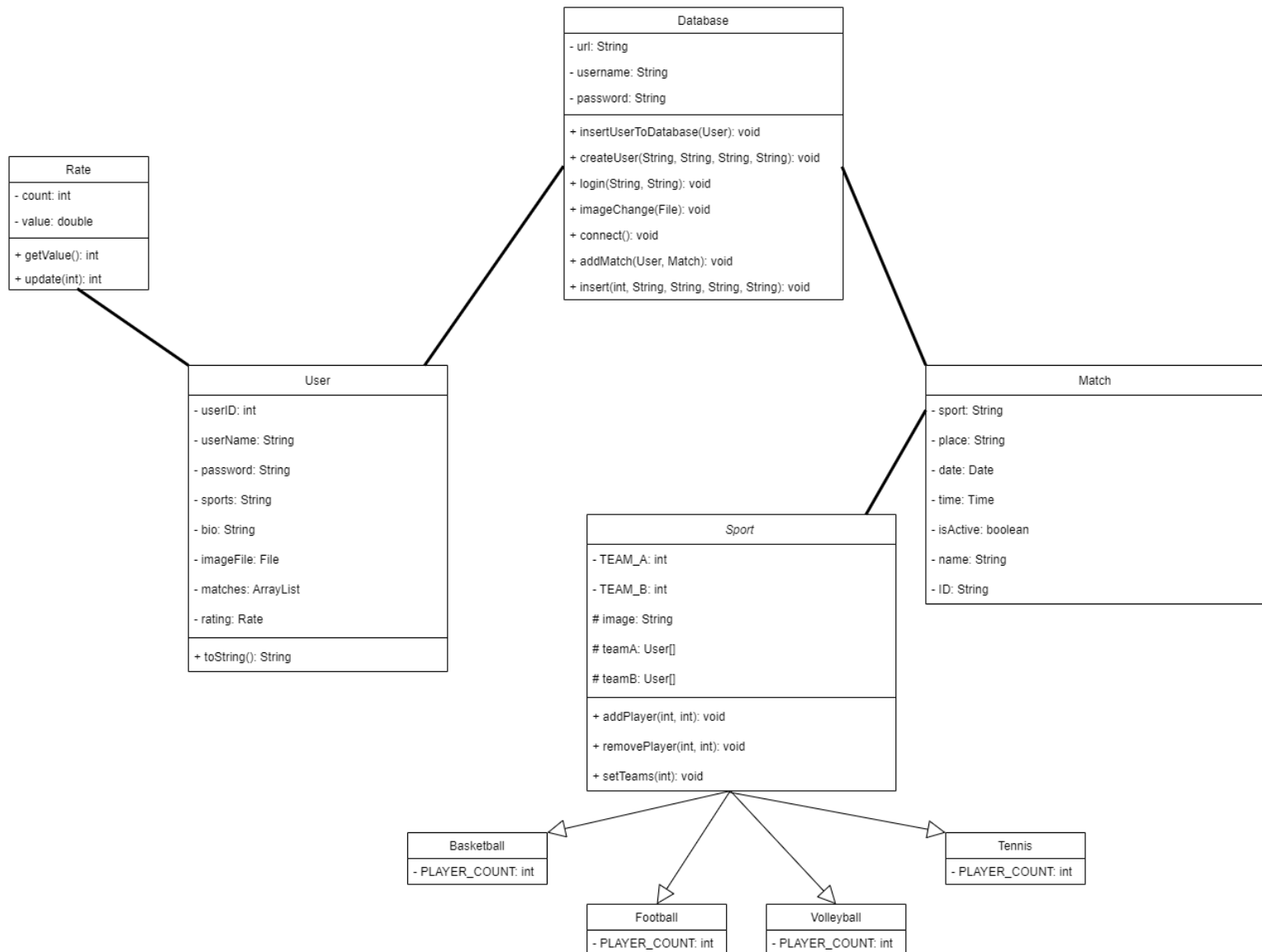
People are having difficulty finding teammates while doing team sports in daily life. In order to overcome this challenge, we will develop a sophisticated desktop application that brings together many related people for certain team sports. Obviously, our target users will be people looking for a team in these sports. Our program also targets people who go to places where they are foreign. Our ultimate purpose is to encourage people to join team sports and socialize with people.

## 2. System Overview

Our application will be a desktop application. We developed our sophisticated application on IntelliJ IDEA. We used ElephantSQL to create our database and establish a server. We monitor the database changes on the pgAdmin4. We use JavaFX as the GUI library.

## 3. Core Design Details

### Teamder



UML Diagram

Database class contains methods that connect source code with the Database. It has methods that add users and matches to Database. Login functionality is done with the login method of this class. User and Match classes represent users and matches available in the application. Sport class has two team arrays that hold User objects. Football, Basketball, Volleyball, and Tennis are our child classes that extend the Sport class so as to hold the player count of each sport. Rate class represents the average rate of a user.

## 4. Task Assignment

- **Başar:** Database server creation, pulling information from the database via some query. Implementation of Database and User classes. GUI (Implementation of “Create an Account Page”).
- **Doruk:** GUI (Implementation of “Match Page”, “Welcome Page”), implementation of the chat feature, and implementation of Sport class and its child classes.
- **Ece:** GUI (Implementation of “Find a Match Page” and “Create a Match Page”) Implementation of SceneChanger class.
- **İrem:** GUI (Implementation of “Profile page(s)”, “Rate page”, “Login Page”) Implementation of User and Match class.
- **Zehra:** Implementing Match and Rate classes. Connecting the classes to the database and implementing helper methods to do that.

## REFERENCES

*Diagram Software and Flowchart Maker.* (n.d.) Retrieved April 22, 2022, from <https://app.diagrams.net/>.