
Sportify

Sportify
Iteration Plan <Iteration 2>

Version <1.0>

Sportify	Version: <1.0>
Iteration Plan <Iteration 2>	Date: <3/11/2022>
upedu itpln	

Revision History

Date	Version	Description	Author
<3/11/2022>	1.0	First Version of Iteration 2	Firangiz Ganbarli

Sportify	Version: <1.0>
Iteration Plan <Iteration 2>	Date: <3/11/2022>
upedu itpln	

Table of Contents

1. Introduction	4
1.1 Purpose	4
1.2 Scope	4
1.3 References	4
1.4 Overview	4
2. Plan	4
3. Resources	4
4. Use Cases	5

Sportify	Version: <1.0>
Iteration Plan <Iteration 2>	Date: <3/11/2022>
upedu itpln	

Iteration Plan <Iteration 2>

1. Introduction

1.1 Purpose

In this second iteration, the team's mission is to develop the second draft of Sportify web app. For this iteration, the navigation of all the pages, the user interface, and an initial draft of all the pages necessary for the app to function will all be set up. The initial graphical user interface does not need to be in the final state, but it should still be user intuitive.

1.2 Scope

This plan targets tasks and activities assignments especially in relation to the user interface and graphical UI prototype. This plan offers a vision on how these tasks will be assigned among team members and what roles are involved during this iteration:

Account Management: this person will work on the part of the website that deals with login, logout, creating an account and everything else related to the user accounts

Event Creation: this person will work on the part of the website that lets people create, edit, and delete events

Event Search: this person will work on the part of the website that lets people search for events around them and display results accordingly

Homepage and Design: this person will work on the homepage and ensure design quality at the end of the project

1.3 References

- Use Case Realization Specifications Document, Sportify 2022
- The UPEDU <https://upedu.org>

1.4 Overview

The document presents the planning for the iteration and all the resources needed.

2. Plan

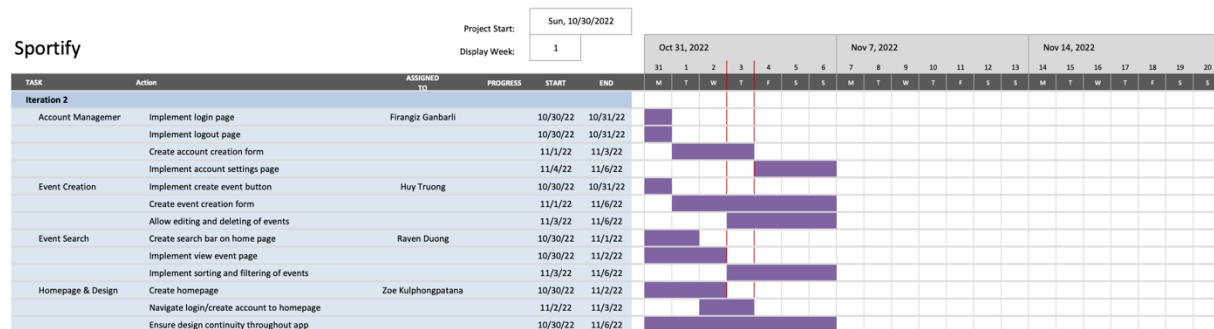


Figure 1 Gantt Diagram

3. Resources

Human Resources: lab assistants, professor, and the project team members – Firangiz Ganbarli, Zoe Kulphongpatana, Huy Truong, Raven Duong

Software Resources:

Sportify	Version: <1.0>
Iteration Plan <Iteration 2>	Date: <3/11/2022>
upedu itpln	

- Google Chrome v95+
- AWS Cloud Provider
- MS Office
- Visual Studio Code for IDE
- React package
- MongoDB for database

4. Use Cases

- Login
- Logout
- Create an account
- Create an event
- Edit an event
- Delete an event
- View an event
- Sign up for an event
- Search for an event