
Sportify

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Iteration Plan <Iteration 2>

Version <2.0>

Sportify	Version: <2.0>
Iteration Plan <Iteration 2>	Date: <17/11/2022>
upedu_itpln	

Revision History

Date	Version	Description	Author
<3/11/2022>	1.0	First Version of Iteration 3	Firangiz Ganbarli
<17/11/2022>	2.0	Update use cases	Zoe Kulphongpatana

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1. Introduction

1.1 Purpose

In this third iteration, the team's mission is to develop the third draft of Sportify web app. For this iteration, the backend – including authentication, database and event management will be implemented. This will improve upon the user interface that was set up in iteration 2 and will add more functionality to the web app.

1.2 Scope

This plan targets tasks and activities assignments especially in relation to the backend and database management. 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 authentication and handling of data when it comes to user accounts

Event Creation: this person will work with our cloud provider to work on the events database

Event Search: this person will work with the database to display accurate search results based on the queries received

Homepage and Design: this person will work on making sure the backend is set up correctly for accurate homepage buttons.

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

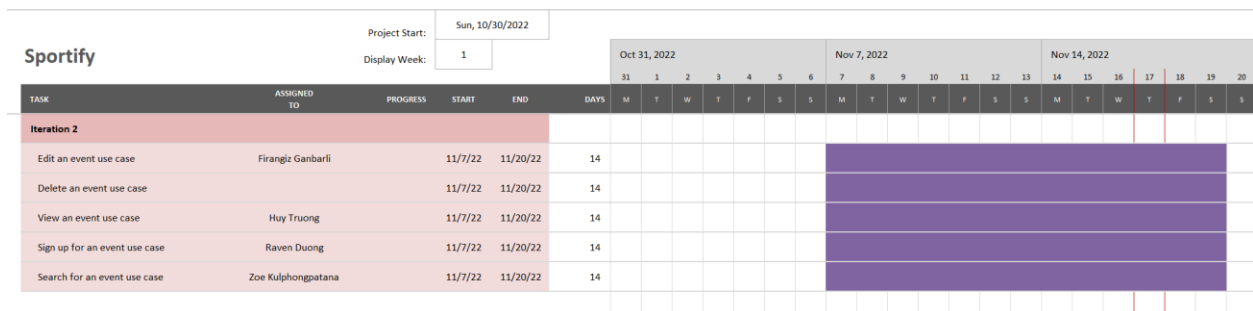


Figure 1 Gantt Diagram

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3. Resources

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

Software Resources:

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

4. Use Cases

- Edit an event
- Delete an event
- View an event
- Sign up for an event
- Search for an event