
Sportify

Product Management

Version 4.0

Idea: A web app that shows the sporting events around you, sending emails or reminders when there is an event that matches a user's interests.

Sportify	Version: 4.0
Product Management	Date: 30/10/2022

Vision Statement

For sport enthusiasts who want to find sporting events and games around them, and keep up to date with their local sporting community. Sportify is a social web application that allows people to organize and find the sporting events around their area and to connect with people in their local sport community.

Unlike other social media platforms such as Facebook Events and Meetup, Sportify is tailored towards sporting events and, in addition to allowing users to find games to watch, it also allows users to post and find recreational pickup games to partake in.

The target customers of Sportify are any sport fans, including people that want to get back into the sports they once loved as kids, but don't have a team or league to formally participate in, as well as athletes looking for a more laid-back and social way to engage with their sport.

Sportify	Version: 4.0
Product Management	Date: 30/10/2022

Profile Page

1. Zoe Kulphongpatana

1.1 Contact Info:

- Personal email: zckulphong@gmail.com
- KU email: zoekulphong@ku.edu
- Phone: 913-328-2465

1.2 Availability:

- MW: 12pm-8pm, Fri: 12pm-5pm, Sat-Sun: 12pm-4pm

1.3 Major: Computer Science

1.4 Year: Junior

1.5 Relevant Courses: EECS 368, EECS 388, EECS 448, EECS 510, EECS 563, EECS 645

1.6 Programming Languages: Python, C++, Swift, HTML/CSS, JavaScript, Ruby

1.7 Hobbies: Crocheting, Painting, Soccer, Cooking



2. Firangiz Ganbarli

2.1 Contact Info:

- Personal email: firangizganbarlii@gmail.com
- KU email: fganbarli@ku.edu
- Phone: 785-226-4968

2.2 Availability:

- MW: 9am-11am, 2pm-8pm, Fri: 12pm-5pm, Sat/Sun: 10am-6pm

2.3 Major: Computer Science

2.4 Year: Junior

2.5 Relevant Courses: EECS 368, EECS 388, EECS 448, EECS 510, EECS 168, EECS 268

2.6 Programming Languages: Python, JavaScript, C++, HTML/CSS

2.7 Hobbies: Photography, Filmmaking, Reading, Basketball



Sportify	Version: 4.0
Product Management	Date: 30/10/2022

3. Raven Duong (Mai)

3.1 Contact Info:

- Personal email: tohka2801@gmail.com
- KU email: raven.d.28@ku.edu
- Phone: 785-393-1877

3.2 Availability:

- MF: 11am-onwards, TRW: 4pm-onwards, Weekends: anytime (online)

3.3 Major: Computer Science

3.4 Year: Junior

3.5 Relevant Courses: EECS 368, EECS 388, EECS 448, EECS 510, EECS 168, EECS 268, EECS 645, EECS 560

3.6 Programming Languages: Python, JavaScript, C++, HTML/CSS, C#, Haskell

3.7 Hobbies: Playing games, singing, baking, working out, pets and food



4. Huy Truong

4.1 Contact Info:

- Personal email: truonggiahuy2410bd@gmail.com
- KU email: huytroung@ku.edu
- Phone: 408-717-3708

4.2 Availability:

- MF: after 12pm, W: 12pm-2pm, after 4pm, F: after 12pm, Weekends: anytime

4.3 Major: Computer Science

4.4 Year: Junior

4.5 Relevant Courses: EECS 368, EECS 388, EECS 448, EECS 210, EECS 560, EECS 510, EECS 168, EECS 268

4.6 Programming Languages: Python, JavaScript, C++, HTML/CSS

4.7 Hobbies: singing, soccer, badminton, playing games, watching tennis



Sportify	Version: 4.0
Product Management	Date: 30/10/2022

Roles and Responsibilities

1. Zoe Kulphongpatana:

- 1.1. Design Lead: Maintain the design and UI, take care of the creative aspect of the project

2. Firangiz Ganbarli:

- 2.1. Team Administrator: Manage the team meetings, maintain the meeting logs and make sure the team is up to date on every part of the project

3. Raven Duong:

- 3.1. Product manager: Understand the customer needs and identify the project requirements and features

4. Huy Troung:

- 4.1. Technical team leader: Assure technical accuracy, typesetting uniformity, check consistencies and manage collaboration of the technical work

Sportify	Version: 4.0
Product Management	Date: 30/10/2022

Meeting Log

WHEN: September 9th

PURPOSE: First team meeting and brainstorming

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

We got each other's contact information and created a group chat to communicate in. We started brainstorming about projects we could work on. Huy suggested we do a sports related app, and Firangiz said a sports event management tool as a social media platform could be something to consider.

Furthermore, we briefly talked about the different roles we should have. We assigned the following roles:

Team Administrator: Firangiz Ganbarli

Design Lead: Zoe Kulphongpatana

Product Manager: Raven Duong

Technical Team Leader: Huy Truong

We decided that everyone should brainstorm ideas and we could finalize the idea next meeting. We also discussed that everyone would work on their member profiles before the next meeting.

Next meeting was set to September 11th.

WHEN: September 11th

PURPOSE: Finalize project idea, finish project part 1, define the responsibilities

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

We decided to go ahead with the sport social media platform app suggestion, and after a few ideas, we chose Sportify as the name.

We started working on the actual project part 1 document format and added everyone's member profiles to it. We started to define the responsibilities of each person.

- Zoe would handle all the design and conformity aspect of our project.
- Firangiz will manage the team meetings and make sure everything goes smoothly throughout the semester for the project parts.
- Raven will work on the customer-facing side of our app, mainly focusing on the needs and wants of the users.
- Huy will assure technical accuracy and make sure all the details are perfected.

We all approved the document and ended the meeting.

WHEN: September 15th

PURPOSE: Vision Statement

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

We came up with a list of pages and features that would be useful to have in our app. The main features would be to let users host and sign up for events around them and be able to search for sport events around them. The search feature would also have the filter option by sport category and proximity.

Based on this and the template, we typed out the vision statement together. After proofreading by everyone, Firangiz submitted the updated document.

WHEN: September 29th

PURPOSE: Project Part 3

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Sportify	Version: 4.0
Product Management	Date: 30/10/2022

Summary:

Collectively, we came up with a list of use cases. Zoe was assigned with the task of drawing the use case diagrams on Visual Paradigm after we had the initial idea of how to do them.

While Zoe was working on the use cases, the rest of the team started working on supplementary specifications. When both tasks were done, we started to work on the software requirements document altogether. Firangiz continued finishing up software requirements document while Huy made sure the rest of the documents looked consistent and had a good format. It had already been a while by the time we finished up with the software requirements, so we decided to end this meeting after Raven made sure all the requirements were specified and Huy made sure the document looked consistent and the format looked good.

WHEN: October 2nd

PURPOSE: Project Part 3, iteration 2

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

We had a virtual meeting since Firangiz, and Zoe were out of town. We started by talking about what additions and modifications were needed to the requirements. Raven came up with the list of new requirements to be added to the list.

Based on these requirements and the feedback, Zoe worked on the Use Case Specifications document. Firangiz updated the Software Requirements document, while Huy and Raven collaborated on the Supplementary Specifications document since they were in-person.

After final quality check by Huy, the documents were submitted.

WHEN: October 20th

PURPOSE: Project part 5, Iteration 1

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

We opened the templates for upedu_sad and upede_ucrea, and Zoe had the project example to refer to as we filled out the documents. We did the general sections together, and then split up by having everyone work on making different diagrams. Zoe worked on the use case diagrams, Huy and Raven split up the sequence diagrams, Firangiz worked on the class diagrams.

We went overtime for the room we reserved, so we agreed to work on our respective tasks and then communicate in the group chat with an update on Friday. Firangiz compiled all the documents and had Huy, and Raven proofread it before submitting.

WHEN: October 27th

PURPOSE: Project part 5, Iteration 2

ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Summary:

Based on TA feedback, Zoe worked on the class methods and diagram. Huy worked on the design diagram and Raven updated the sequence diagrams to be more consistent. Firangiz started keeping a more detailed meeting log and worked on design diagram descriptions.