Sportify

Product Management

Version 5.0

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.

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.

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

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

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 Truong:

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

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

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.

WHEN: November 3rd
PURPOSE: Project part 6, Iteration 2 and Iteration 3
ATTENDANCE: Firangiz Ganbarli, Zoe Kulphongpatana, Raven Duong, Huy Truong

Sportify	Version: 5.0
Product Management	Date: 3/11/2022

Summary:

First off, we started to discuss how we were planning to split up the development going forward. We decided it would be better if we all worked at different functionalities of the website, so we created **four** roles.

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

Next meeting, we are going to decide more specifically who is going to take up on which one of those four roles and what tasks they would include.

We worked on Iteration 2 and 3. Firangiz started working on the general activities we would do in each iteration and worked on typing on the document. Zoe did the Gantt Diagrams for both iterations, so we had a more specific timeline to look at. Raven and Huy started on making a working prototype of the project and set up the IDE and determined the packages we would need going forward.

We concluded the meeting after an hour, and decided to look at some libraries, packages, and frameworks we could implement before the next meeting.