**Project Scope Statement: Slippi Stats Web Application**

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IT299 Integrative Project

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| Project Scope Statement   |  | | --- | | I. General Information |   Project name: Slippi Stats Application Project number:123345  Project Manager name: Frank Greco Date: 4/28/2025   |  |  | | --- | --- | | II. Project Overview |  | | The project goal is to give Slippi players on PC a four-page website with the ability to see statistics from more than just one game. | | | III. Project Goals and Objectives |  | | Specific: Build a web application with account creation, file upload, and stat viewing functionality for .slp files.  Measurable: Users will be able to upload up 1 replay at a time and be able to see their statistics for characters played, characters played against, L-Cancel percentage, damage done, stocks taken, stocks lost for all the replays uploaded with filters by dates and character fields.  Agreed to: All features were reviewed and approved by the project manager (Frank Greco) and project reviewer (Andrew Mooney).  Realistic: All required skills (SQL, Python, C#, .NET, HTML/CSS/JS) are within the project lead’s capabilities and scope of school resources.  Time-Bound: The application will be complete and deployed within 8 weeks, with milestones reached at 2-week intervals. | | | IV. Comprehensive List of Project  Deliverables |  | | **List of Project Deliveries:**   * Functional user account system (Create, Read, Update, Delete) * Upload system for Slippi .SLP replay files * Backend script for parsing replay files into SQLite database * Relational database storing frame-by-frame replay data * Query system to retrieve data based on user filters (character, result, etc.) * Front-end web interface with charts and/or tables for stat visualization * Responsive design compatible with desktop   **Critical Succes Factors:**   * System can handle at least 10 replays per user * Database stores and retrieves data within 5 seconds per query * No critical errors occur during file uploads or visualizations | | | V. Comprehensive  List of Project  Requirements |  | | * Must allow .slp file uploads from authenticated user * Users must be able to view their uploaded data and statistics * Database must store all relevant metadata per replay frame * Website must function in Chrome, Firefox, and Edge * Data must persist across sessions * Visualization must allow character filtering and stat aggregation | | | VI. Exclusions from Scope |  | | * Real-time game analysis (e.g., live stream parsing) * Online multiplayer features or match scheduling | | | VII. Time and Cost Estimates |  | | **Total Time: 8 weeks**   * Week 1–2: Database schema and test data, Slippi parser creation, Wireframe for site, * Week 3–4: Slippi parser integration and stat views * Week 5–6: Visualization + user filters * Week 7–8: UI/UX polish, testing, hosting   **Estimated Cost:**   * Development labor: 320 hours @ $70/hour = $22,400 * Azure hosting estimate: $108.24/month (Includes Domain Name & SSL) * Total estimate: ~$22,600 (excluding profit or margin) | | | VIII. Roles and Responsibilities |  | | Frank Greco – Project Manager / Developer – Responsibilities: Full-Stack development, data processing, deployment  Andrew Mooney – Project Reviewer – Responsibilities: Provide feedback through development process and approve final  Azure (Vender) – Cloud Services Provider – Hosts website, database, and app services | | | IX. Assumptions |  | | * Users will have valid Slippi .slp files from Melee games * Users have access to modern web browsers * Azure or similar hosting will be available for deployment * Replay file sizes will not exceed 10MB per file | | | X. Product Acceptance Criteria | | | * The site allows new user registration and login * Uploading .slp files triggers background parsing successfully * The visualizations reflect parsed data correctly * No major bugs prevent users from completing the main tasks * Instructor approval of all core deliverables | | | XI. Constraints | | | * Development must be done by a single developer * Timeline is fixed to 8 weeks * Budget is limited to free or low-cost tools/services * Project must be completed using C#, Python, HTML/CSS/JS, and SQL | | | XII. Signatures | | | Project Sponsor: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Project Manager: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Instructor/Advisor: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Stakeholder (User Rep): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |