

Project Plan

DUELSYS SYNTHESIS ASSIGNMENT

Lyubo Lyubchev

Contents

1.	Client	2
2.	Team	2
3.	Current situation	2
4.	Problem description	2
5.	Project goal	3
6.	Project Components	3
Deliverables		3
Non-Deliverables		3
Constraints		3
7.	Phasing	3

1. Client

Our client is *DuelSys inc.* DuelSys organizes sport tournaments for their customers (sport associations).

2. Team

Push company is a company with leading software solutions in Europe. We strive for convenience. We consist of 8 highly experienced developers. Our clients are free to contact us through our only contact form at <https://pushmarketplace.com>.

We are available 24/7/365. Always here to answer your questions.

3. Current situation

DuelSys Inc is facing difficulties managing tournaments without a software solution. Push Company agreed to collaborate with DuelSys to build software capable of managing tournaments, registering players to compete in tournaments, generating matches and displaying leaderboards with players' results.

4. Problem description

DuelSys Inc. requires a desktop and website application to manage sport tournaments. Initially the software should support round-robin badminton tournaments but should be extendable to other sports and systems. The desktop solution will take the form of a C# Windows Forms application, while the website will be an ASP.NET Razor Pages application. These are the key components of the project.

The applications will be tackled iteratively as outlined in the Milestones chapter of this document. Each week the aim is to deliver a new component, including documentation. Week

16 will be the end of the project timeline, at which time a well-documented and tested application should be ready.

5. Project goal

The main goal of the project is to handle the creation and management of tournaments in the desktop application, while the website will handle interactions with players and other interested parties for Duelsys Inc.

6. Project Components

Deliverables

1. User requirements document.
2. Project plan document.
3. Database design diagram.
4. Application UML diagram.
5. Test plan document.
6. Test results document.
7. Desktop application.
8. Website application.
9. Database.

Non-Deliverables

1. No hardware components will be provided.

Constraints

1. No real test data is available beyond the assignment document.
2. The desktop application must be written in C# and use Windows Forms as its UI component.
3. The database must be MySQL.
4. Web framework must be ASP.NET Core with Razor Pages.
5. No ORM.

7. Phasing

Week	Dates	Components to be completed
12	May 9 – May 15	<ul style="list-style-type: none">• User requirements document.• Project plan document.• Database diagram.• UML class diagram.

13	May 16 – May 22	<ul style="list-style-type: none"> • Implement core functional requirements • Website authentication.
14	May 23 – May 29	<ul style="list-style-type: none"> • Implement major requirement - multiple sports matches • Implement minor requirement - leaderboard • Unit tests for domain models. • Receive feedback.
15	May 30 – June 6	<ul style="list-style-type: none"> • Finish Unit tests • Process feedback.
16	June 6 – June 10	<ul style="list-style-type: none"> • Deployment. • Test plan. • Finish documentation.