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Software Project Management 2022/2023

«Rugby Team Management App»

D1.1.1 - Vision and Scope

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# Problem Statement

## Project background

The Rugby’s sport club belonging to Associação Académica de Coimbra wants to solve their management problems since they are having difficulties scheduling their player’s and staff’s appointments.

Currently the appointments are scheduled manually giving way to errors and overlaps. This way of scheduling things resulted in an important player missing a game due to lack of authorization to play by the doctor and finally decided to update the way of doing things.

The solution they found to solve this problem was changing their manual scheduling to an Excel sheet, to try to avoid the overlaps and the errors, but even then, errors kept occurring. For all these reasons, they were suggested to computerize their system.

## Stakeholders

* Investors since they put money in the company and it’s in their best interest to secure that investment, promoting a better organization;
* Employees, because their continued employment is tied to the continued success of the company;
* Owner/ CEO, the most interested to make the association succeed;
* Other team’s management because this app can be applied to their team and make them more efficient.

## Users

* Team players;
* Coaches;
* Doctors;

# Vision & Scope of the Solution

## Vision statement

Our goal is to develop an app that makes everybody’s life simple. With our idea, there won’t be more typos or overlaps, and all the vital information will be in one place, giving no place to error. To achieve this goal, all players and staff must be registered on the database.

There will be 3 types of users: players, doctors and coaches, all with unique features.

To the players, it will be shown information about their appointments with the doctors, if they can or not play and why, if needed diet to follow, personal notes inserted by the staff (doctors or coaches), practices, team meetings and personal data that they can change.

To the doctors, it will be shown all the scheduled appointments and medical related data on the players, for example: medical history, recent injures reported by coaches or players and injures occurred in games that required medical attention. It will also give warnings to schedule needed appointments. This type of user can give or not the approval for a player to play.

The coaches will have the ability to call up the players for next game, maximum 3 days before the game, communicate directly with the doctors concerning the players, insert information about a game: if a player was expelled, aspects to improve and if a player is forbidden to play and for how many games. This type of user can schedule practices and insert a punishment for external reasons, not related to the games, for example, decision of the organization.

If by any reason a player can’t play, when the coach chooses the players for the next game of a list, that player won’t show.

Finally, both staff and players will have access to a complete calendar related to the season.

## List of features

* Coaches can call up players for the next game;
* Doctors can set up appointments for a player;
* Doctors decide if a player is up for the next game;
* Ability to schedule training sessions, only for coaches;
* Coaches can report a non-attendance to a training session;
* Coaches can insert information about a player’s performance on the game, this feature includes if a player was punished;
* Doctors receive notification to schedule appointments;
* Users have access to a complete calendar of the season;
* Players can change their personal data;
* Players have, if necessary, information on their diet.

## Features that will not be developed

* Ability to publish notices to team members;
* App notifications for anything scheduled involving the user;
* There is no direct way for the players to communicate with the other parts or with each other;
* Players cannot delete their own account;
* Doctors cannot communicate with each other;
* Coaches can’t insert information about a player’s performance on the training session.

## Assumptions

* Simple and accessible interface;
* Organized information;
* Quick and easy access to data;
* Personal accounts, so the system can decide which type of information they have access to.