

Sheepshead League Administrator

An app to manage your sheepshead leagues

Project #0001

Februray 2, 2016

Version 2.1

Document Objective

The purpose of this document is to provide detailed documentation that clearly defines the work that Joseph Anderson will perform, your requirements and specifications under which that work will be performed, and the deliverables you will receive within the scope of this project. By accepting this document you acknowledge your understanding of and agreement to this scope of work. Any requirement that falls outside the specifications of this document will be considered "Out of Scope" and may require significant changes to the budget or timeline established for this project.

This document supersedes the estimate and any other documentation provided regarding the work to be performed by Joseph Anderson.

Scope of Work Details

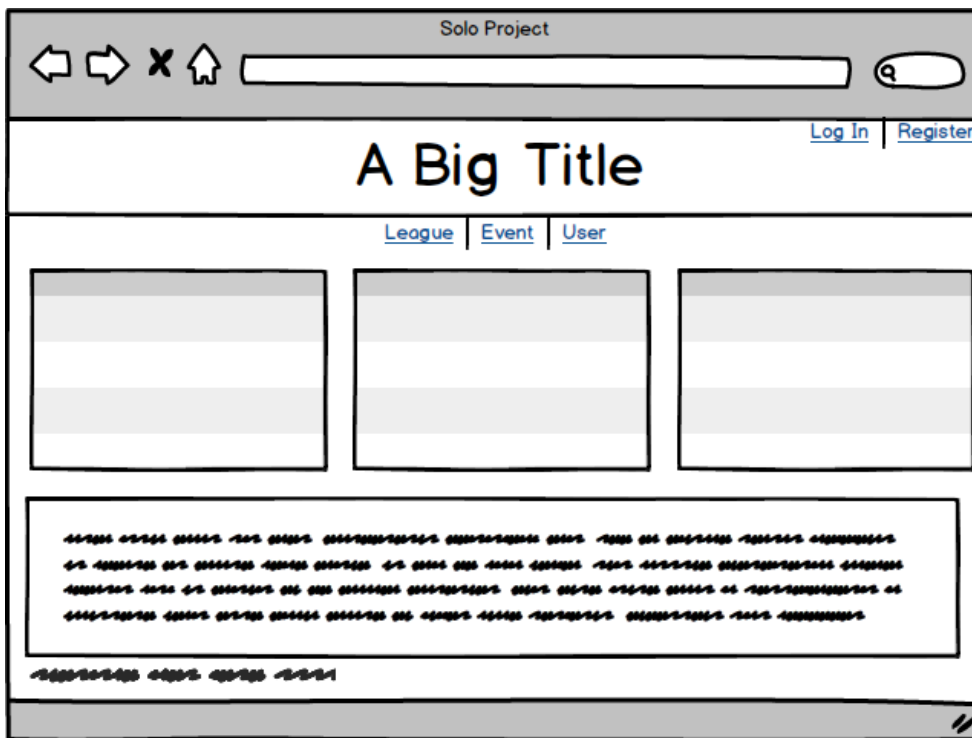
General Description

This project is designed to exhibit technical and project management skills learned in the course of study at Prime Digital Academy. Specifcally, Sheepshead League Administrator is a web application desinged to help users track participation in sheepshead games (a card game) as well as information about those games.

Layout

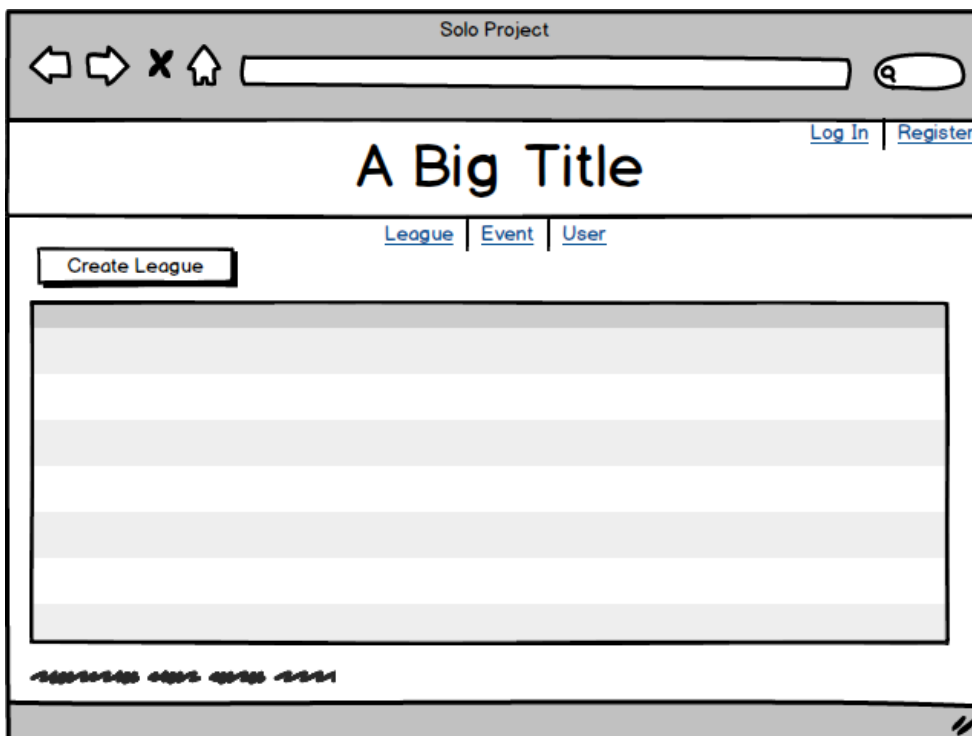
Homepage

- Header with Title & Log in / Register links
- Navigation to other parts of the site
- Display of current Leagues running
- Display of recent games
- Display of leaders in certain statistical categories
- A News Box for recent Updates
- Footer with copyright and name



League Landing Page

- Header with Title & Log in / Register links
- Link to League Creation
- List of current Leagues in the database and their events
- Footer with copyright and name



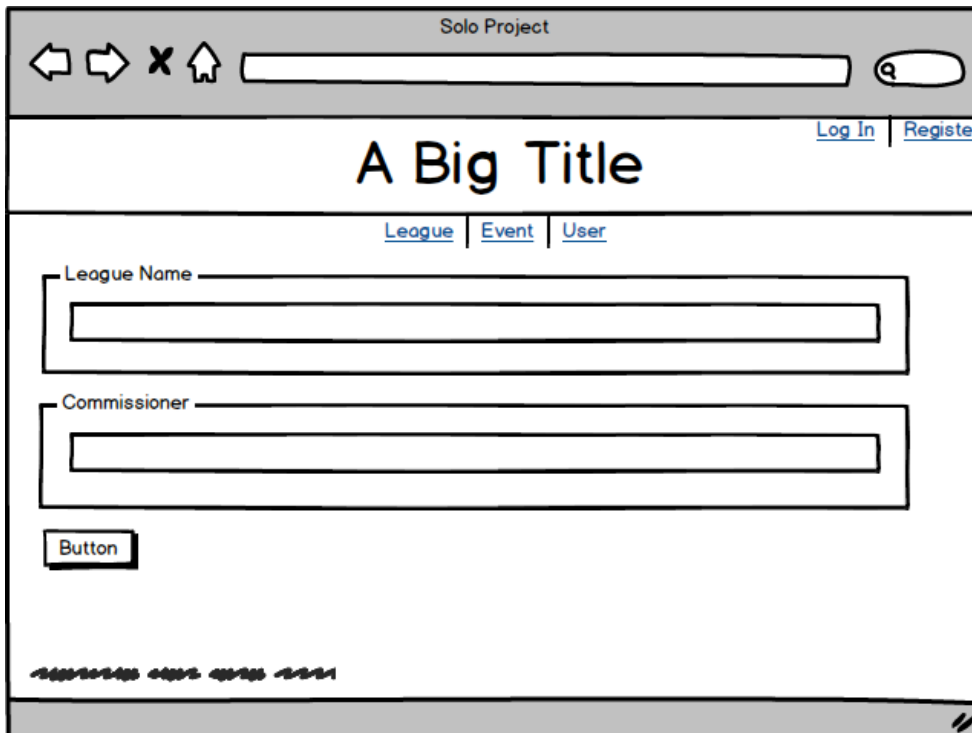
League Detail Page

- Header with Title & Log in / Register links
- Ability to select League to filter data of the following format:
 - League standings
 - List of members
 - List of recent events associated with league
- Footer with copyright and name



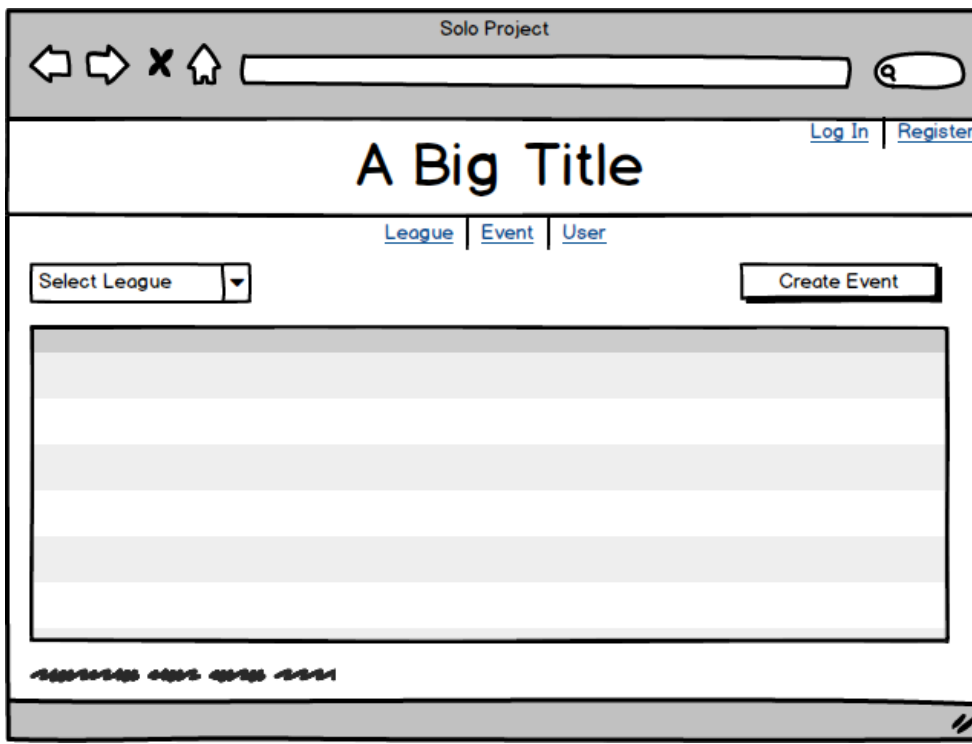
League Creation Page

- Header with Title & Log in / Register links
- League Name
- Set Commissioner
- Footer with copyright and name



Event Landing Page

- Header with Title & Log in / Register links
- Link to Event Creation page
- List of current Events in the database and their rosters
- Footer with copyright and name



Event Detail Page

- Header with Title & Log in / Register links
- Ability to select Event to filter data of the following format:
 - Players present and their position at the table both physically and how they finished (Hands Won, Hands Lost)
 - A hand-by-hand recap of scoring in "table" form
- Footer with copyright and name



Event Creation Page

- Header with Title & Log in / Register links
- Event Name
- Event Date
- Event Location
- Number of Players
- Select menu for who to add, ability to add new User or a Guest

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Create new user modal

Solo Project

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[Log In](#) | [Register](#)

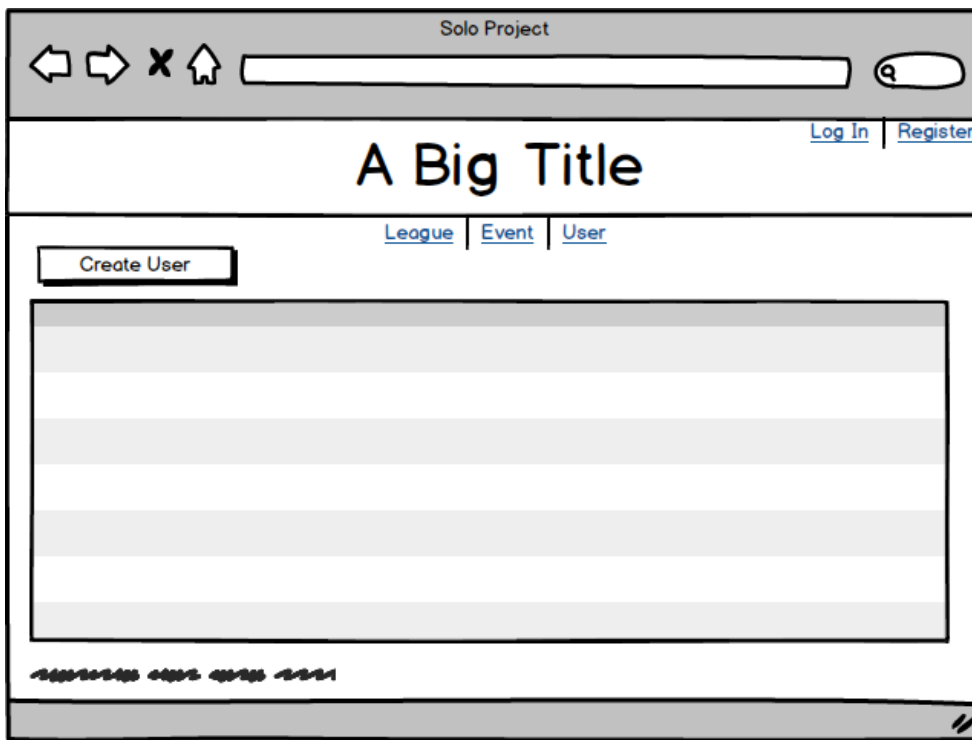
A Big Title

[League](#) | [Event](#) | [User](#)

Button

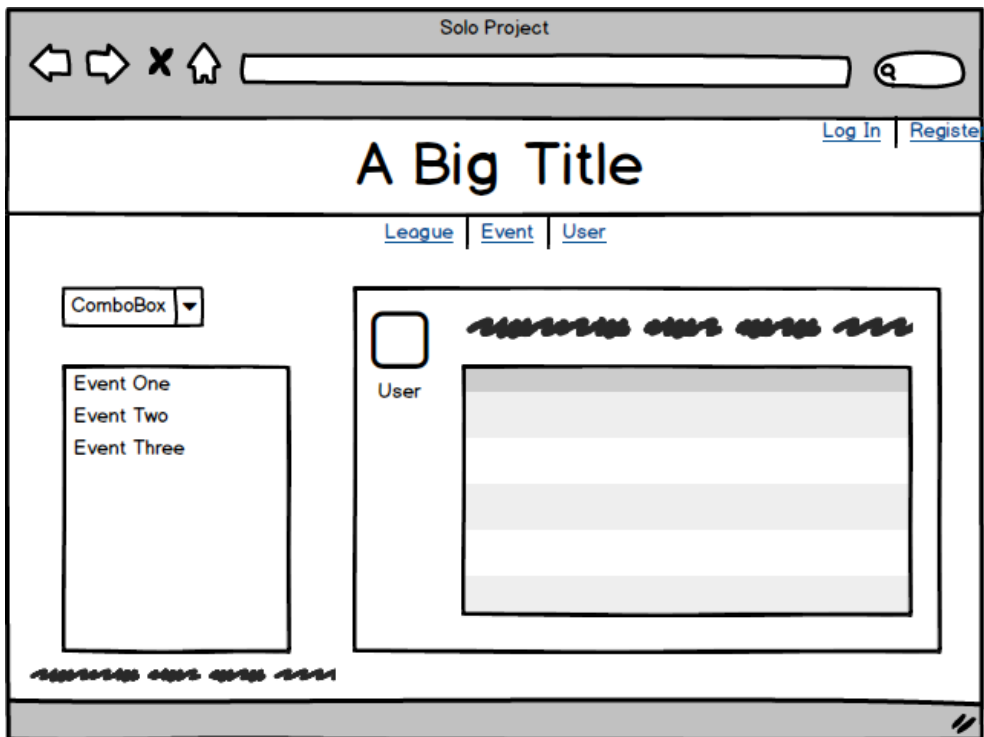
XXXXXXXXXX XXXX XXXX XXXX

- Header with Title & Log in / Register links
- Link to User Creation page
- List of current Users in the database and their hand won-loss record
- Footer with copyright and name



User Detail Page

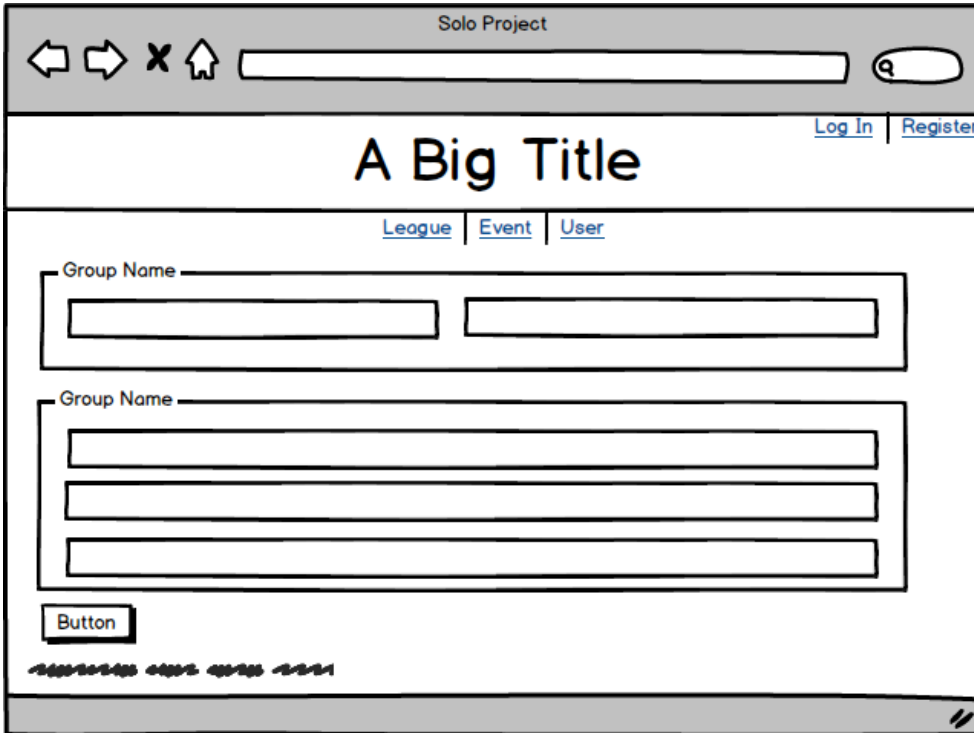
- Header with Title & Log in / Register links
- Display of User Handle & Gravatar based on user's email
- Select menu of leagues based on user membership
- List of Previous Events filtered by which league is selected, links to those events
- Snapshots of previous 3 events with results
- Footer with copyright and name



User Creation Page

- Header with Title & Log in / Register links
- User Name
- User Handle
- User Password
- User email address

- Footer with copyright and name



Data Sources

Data will be entered by users of the app as they record their various sessions of sheepshead. Although the data will be locally entered, it will be made available to the public via an API.

The application will have the ability to 'read' Sheepshead data entered by score. The users will enter data in tabular format and the application will convert each row into a 'narrative' of what occurred during the play of the hand.

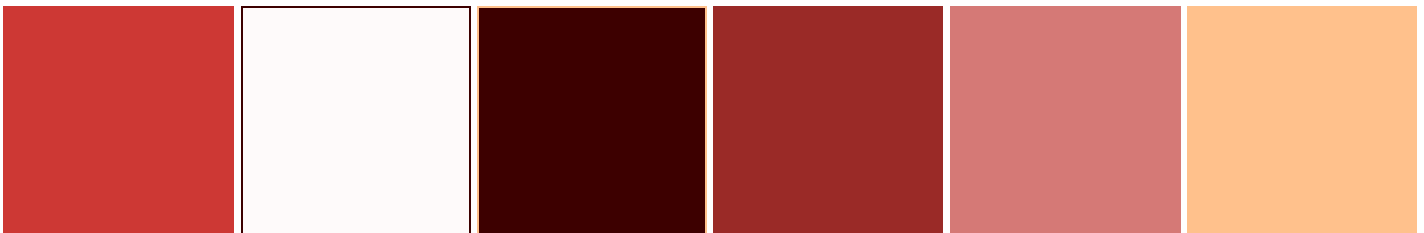
The application will also make use of the Gravatar API to display a user's icon.

Design

Frontend Framework

The application will be designed with custom css using Sass.

Color Palette



Primary Color --
#CD3834

White -- #FEFAFA

Dark -- #3D0000

Medium -- #9A2A27

Light -- #D57976

Accent -- #8FC9CC

Font

The application will use Nimbus Sans L from fontlibrary.org with Helvetica and Sans-Serif as a backup.

Technology Stack

Front End

The application will make extensive use of AngularJS for AJAX calls and DOM manipulation. The styling will be created using Sass.

Server

The application will run on a Node.js server utilizing Express as the application framework. The application will also use Passportjs for authentication.

Database

All data will be stored in a SQL database using PostgreSQL.

Supported Browsers

Application will support only the browsers listed below. QA will focus their testing on Mozilla Firefox which will be considered a part of the Minimum Viable Product. Browsers and versions not listed below will be considered out of scope.

Browser	Version	Support
Mozilla Firefox	44.0	Full Support
Google Chrome	48.0	Progressive Support

Milestones

- I. **Scope of Work Approved**
February 2, 2016 -- Scope of work reviewed and approved.
- II. **Database Schema Finalization**
February 3, 2016 -- Complete schema for SQL database and write basic queries for necessary data compilation
- III. **Server Setup and Route Definition**
February 5, 2016 -- Complete server set-up and finalize routing structure for the app including API structure for external calls
- IV. **Front End Foundation**
February 8, 2016 -- Basic pages written to flesh out site map containing necessary forms for POST calls.
- V. **Client Side Logic Completed**
February 10, 2016 -- Ability to manipulate incoming data finished. AJAX calls completed and name space defined.
- VI. **Front End Finalized**
February 12, 2016 -- Complete the styling of the app
- VII. **Pre-deployment and Testing**
February 13-14, 2016 -- Deploy app locally and perform QA.
- VIII. **Source Code Delivery**
February 15, 2016 -- Commit and push final source code to GitHub and Heroku and share links with Prime