CSCB07 – Software Design

Project

Logistics

- This is a group project that is worth 20% of the course grade.

- The members of each group must be registered in the same tutorial.

- The standard group size is five. However, due to restrictions such as the total number of students in a tutorial, groups of four or six might be allowed.

- Attending the tutorial sessions of weeks 12, 13, and 14 (Jul 25th – Aug 10th) as a group is mandatory and will be counted towards your participation grade. The following tutorial sessions will be replaced by online meetings with the TA (details will be communicated later on):

  o Week 13 (Monday tutorials)

  o Week 14 (Thursday and Friday tutorials)

- The due date of the project is Aug 10, 2022.

- The work of each student will be evaluated separately. That is, students belonging to the same group might end up getting different grades.

Group Formation

- If two or more students would like to be in the same group, one of them should communicate this information to the TA by email and CC the others. **This should be done no later than July 25th**.

- The groups will be finalized on July 26th. We will try to accommodate as many preferences as possible.

- Once the TA confirms your group, you can start working on the project right away.

Project Description

Using Scrum, you are required to develop an Android application that allows customers to schedule sports events online. Each event represents a game or a competition with the following:

- A fixed number of players (e.g. 12 for basketball, 22 for soccer, etc)

- Start time

- End time

- Location (or venue)

A customer can also join a scheduled event as long as the required number of players hasn't been reached yet. In addition to customers, the application should account for admins who manage venues.

Each team is required to use Scrum as follows:

- Choose a Scrum Master

- Conduct "Standup" meetings and document them

- Develop the application based on the user stories below

- Use Jira to keep track of the user stories and make sure your TA is added to the project. You should have two sprints.

  Jira tutorial: https://play.library.utoronto.ca/watch/bf32534c28169fdea01ca3b8d4a99bc6

- Keep track of the changes made to the code using some version control system and make sure the TA has access to your project as well.

User Stories

1. As a customer, I want to sign up and log in to my account, so that I can securely access my data.

2. As a customer, I want to see the list of venues and the sports activities available at each venue, so that I can schedule an event.

3. As a customer, I want to see a list of upcoming events, so that I can join an event I like.

4. As a customer, I should be able to see all events I scheduled or joined, so that I can keep track of my activities.

5. As an admin, I want to log in to my account, so that I can securely manage venues.

6. As an admin, I should be able to add a new venue, so that customers can schedule events at it.

7. As an admin, I should be able to filter upcoming events by venue, so that I can make the necessary arrangements at that venue.

Submission

The Scrum Master should submit the following deliverables by sending an email to the instructor and CC'ing the TA and all of the group members. Finalizing these deliverables, however, is the responsibility of the group as a whole.

1. The application code

2. A document including the following information:

   a. The main tasks done by each member of the group

b. A summary of each of the Scrum meetings

Grading Scheme

- Implementing the main functionalities (40%)

- User interface design and ease of use (20%)

- Version control (15%)

- Scrum (15%)

- Participation during the meetings with the TA (10%)