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A project by Vaanaiki BROTHERSON

Project L3 - Proof of Concept - Documentation

Va'a Training Tracking Application - A Hoe Tatou

Client: Va'a Team Coach

Delivery Date: UNDETERMINED

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@date : September 2023



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Table of content

This document is the functional and technical documentation for the **A hoe tatout** project You will find here the Table of content of the differents parts of this project :

- . Concepts, Methods & Implemented Technologies
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- . Roles definitions
- . User stories and use case diagrams
- . Database (MCD et MPD)

Concepts, Methods & Implemented Technologies

Tools, Concepts, and Frameworks

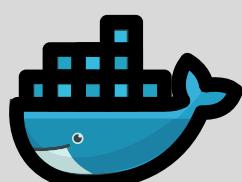
Laravel PHP 8.1.2-1ubuntu2.14 (CLI): [Laravel Documentation](#) Model-View-Controller (MVC): [Introduction to Laravel and MVC Framework](#) Docker:

[Docker Installation](#)

Composer: [Composer Download](#)

MariaDB Server: [MariaDB Documentation](#)

SQL: [SQL on Wikipedia](#)



Agile project management

Project tracking will be done using Agile methods and more particularly Scrum, Roadmap and changelog can be followed on the project's ClickUp



Agile project management

The advancement of the project can be followed and monitored on the following clickUp link

<https://app.clickup.com/9016001649/v/li/901600008311>



About the agile methods

We will use the SCRUM method to track the progress of the project

Every User-story and User-case shall be listed as a ticket in the clickup project

US and UC will be sorted as Epics and then trimmed down in tickets of features

A sprint will last for 14 days

An intesprint shall be organized on the 8th day, to ponder the workload again and modify the workload accordingly

About the Epics and the features

An EPIC is a thematic collection of features that together form a larger, cohesive unit of work within a project or product development process. Features within an EPIC should ideally adhere to the INVEST ruleset when defining user stories. INVEST is an acronym that stands for:

1. Independent: Each feature within an EPIC should be independent of others as much as possible. This means that they can be developed, tested, and deployed without strict dependencies on other features. Independence allows for flexibility in prioritization and execution.
2. Negotiable: Features should be open to negotiation and discussion. They should not be set in stone but should evolve based on feedback and changing requirements. This flexibility ensures that the team can adapt to new information and priorities.
3. Valuable: Every feature should provide value to the end users or stakeholders. It should solve a real problem or address a genuine need. Ensuring that features deliver value helps in prioritizing and justifying their inclusion in the EPIC.
4. Estimable: Features should be clear and well-defined enough that the development team can estimate the effort required to implement them. This helps in planning and allocating resources effectively.
5. Small: Features should be kept small and manageable. Smaller features are easier to develop, test, and deploy. They also allow for more frequent releases, which can lead to faster feedback and improved product quality.
6. Testable: Each feature should have clear acceptance criteria that define when it is considered complete and working as expected. This ensures that the team and stakeholders have a shared understanding of what success looks like.

Following the INVEST ruleset when defining user stories within an EPIC helps teams maintain a high level of agility and adaptability. It encourages the creation of well-structured, valuable, and manageable features that can be developed independently, tested effectively, and ultimately provide meaningful benefits to users and stakeholders.

Version control

The different versions of the project are to be stored in the following github repository

<https://github.com/naikibro/a-hoe-tatou>



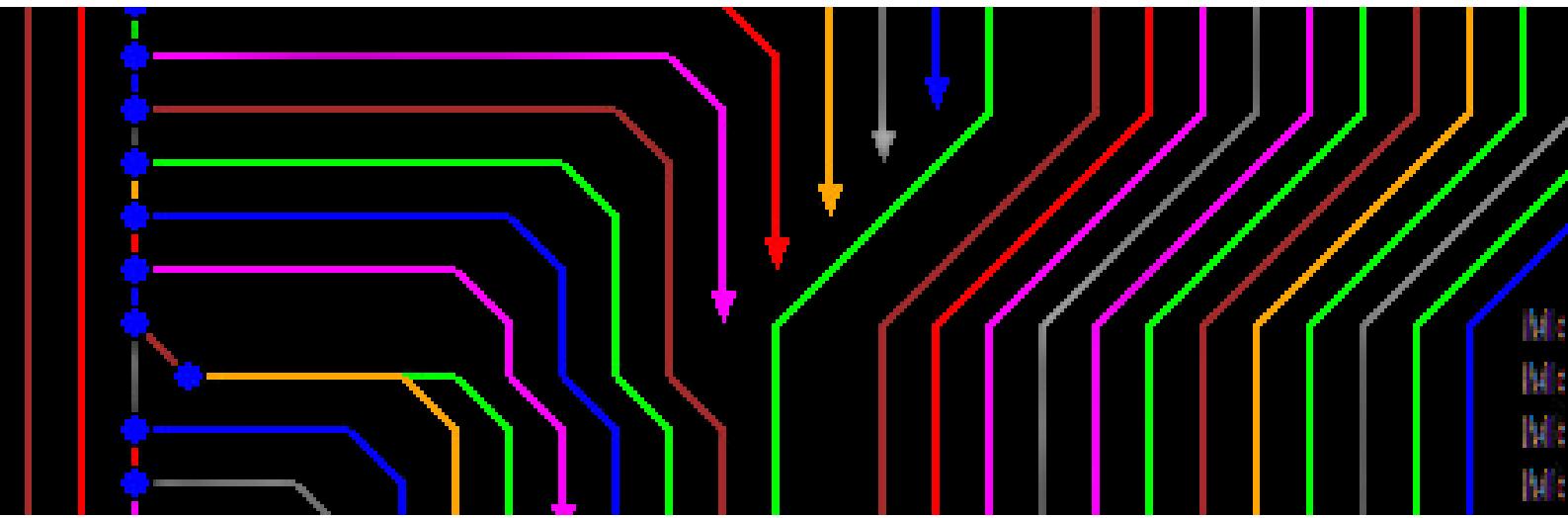
About the version control

We will use GIT versionning inside Github to manage the versions of our project

Developement of features shall be made inside specific branches on the developper computer and then merged, tested and approved to the main branch of the distant repository

About the Epics and the features

1. Collaboration: Version control systems (VCS) facilitate collaborative work by allowing team members to work on their own branches of the project and merge changes seamlessly.
2. History Tracking: VCS keeps a detailed history of all changes made to the project, making it easy to identify when and why specific modifications were introduced.
3. Error Recovery: If an issue or bug is introduced, version control makes it possible to roll back to a previous, stable state of the project, reducing the impact of errors.
4. Branching and Merging: Developers can create branches to work on specific features or fixes independently and later merge them back into the main codebase, ensuring a structured and organized development process.
5. Parallel Development: Teams can work on different aspects of the project simultaneously without interfering with each other's work.
6. Documentation: Version control systems often include tools for documenting changes, which can be helpful for understanding why specific decisions were made.



Graphical identity and mockups

Project tracking will be done using Agile methods and more particularly Scrum, Roadmap and changelog can be followed on the project's ClickUp

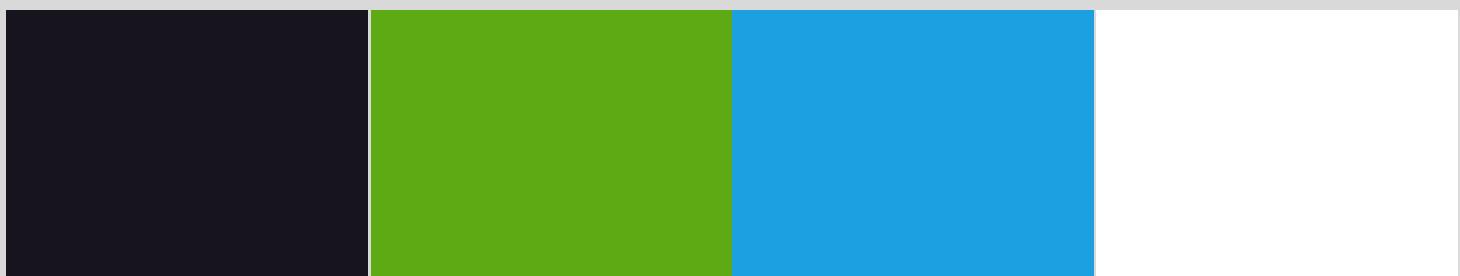


Graphical identity



The logo

Color palette



Mockups

User-loading-screen-animation

TO DO : Prepare loading screen animation
made with Processing





ONE APP
FOR ALL
YOUR VA'A
NEEDS !



User definitions

User stories and use case diagrams

cf Jira board :

<https://naikibro.atlassian.net/jira/software/projects/HT/boards/2>

User stories are dissected into Jira cards You will find here all of the
user stories of our app

Roles Definition



Passive Users

Visitor:

- Does not have an account.
- Is not logged in.
- Is always redirected to a registration + login page.

Unregistered Rower:

- Has an account.
- Is not registered in any team.



Active Users

Registered Rower:

- Has an account.
- Is registered in at least one crew and/or team.

Trainer:

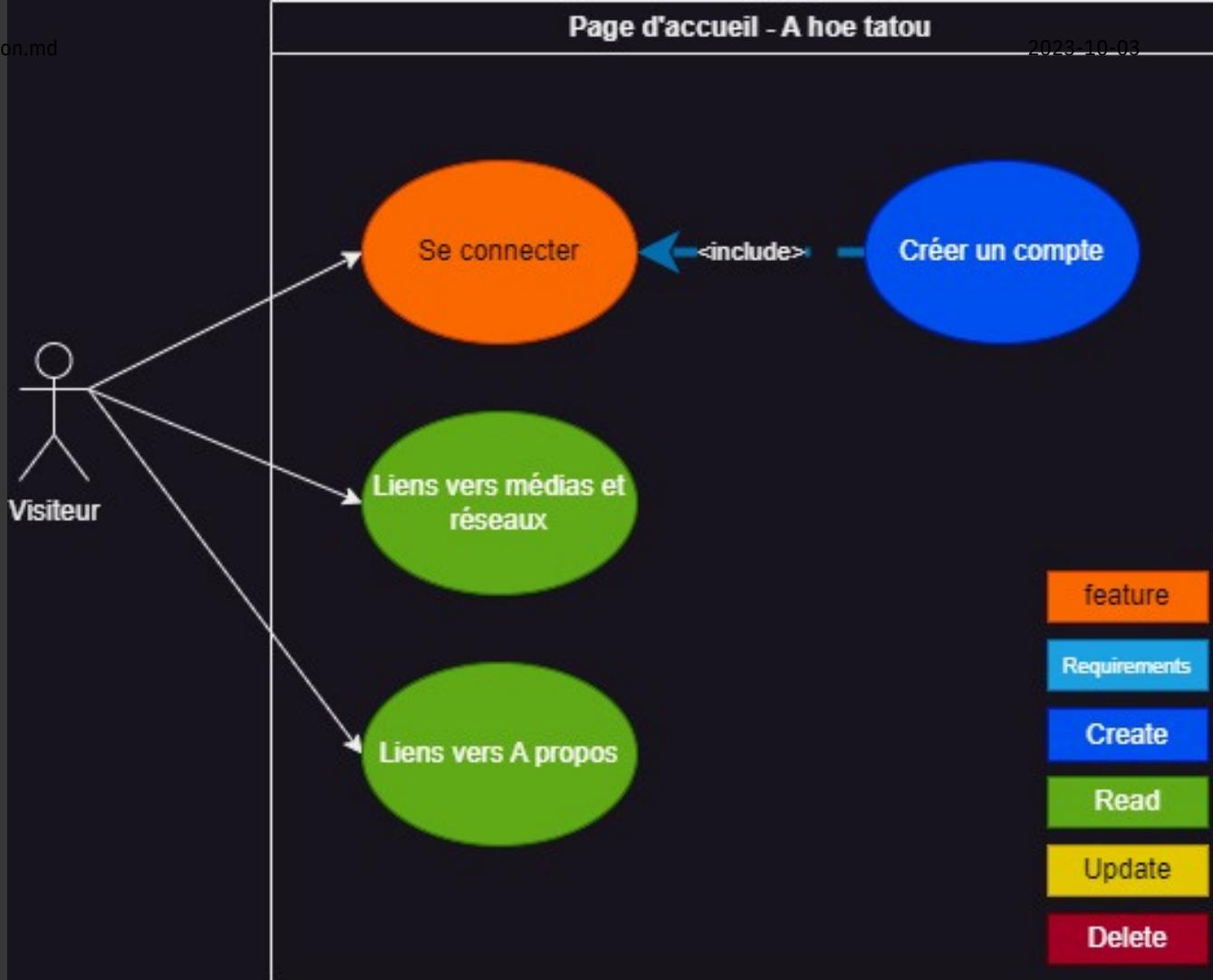
- Has an account.
- Is registered in at least one crew and/or team.
- Is registered in the trainers' registry.

CAUTION! A user can be both a Rower and a Trainer for multiple crews

(roles are specific to crews).



Visitor



USV1 - LandingPage

USV2 - CreateAccount

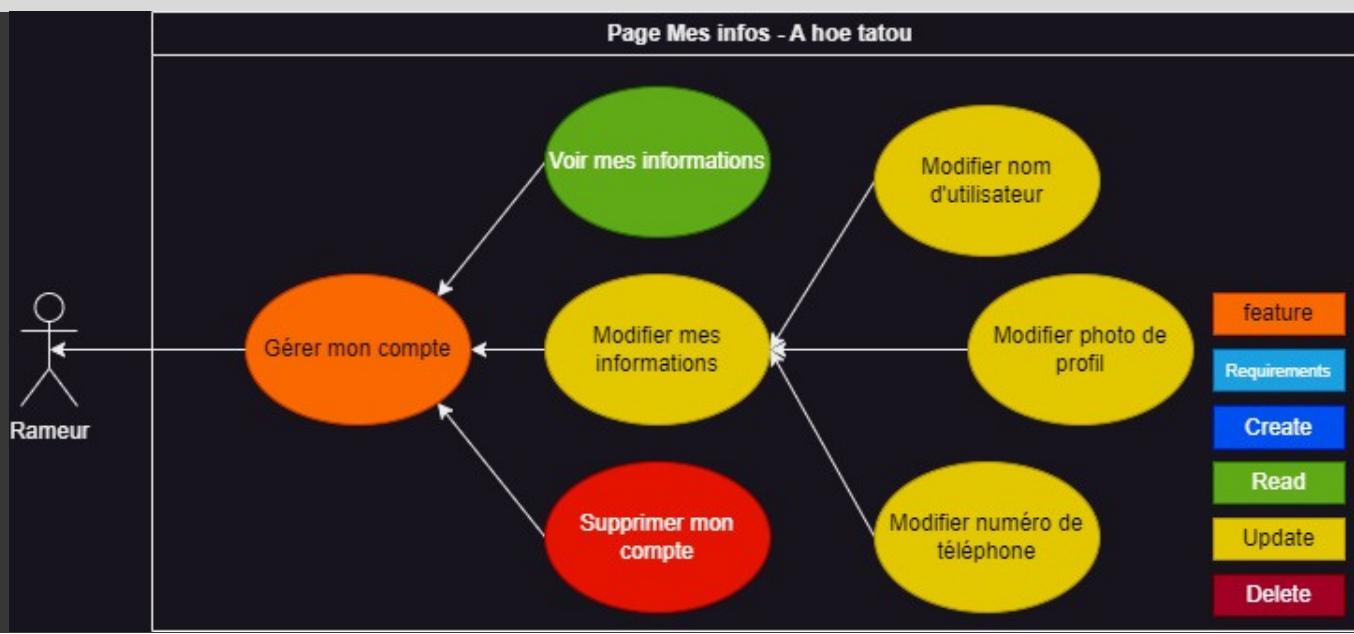
USV3 - Login

USR1 - Login

USR2 - ModifyAccount

USR3 - RemoveAccount

Rower



Teams



USR1 - GetTeam

USR2 - CreateTeam

USR3 - ModifyTeam

USR4 - LeaveTeam

USTT1 - RemoveTeam

USR5 - SendMessageToGroupChat

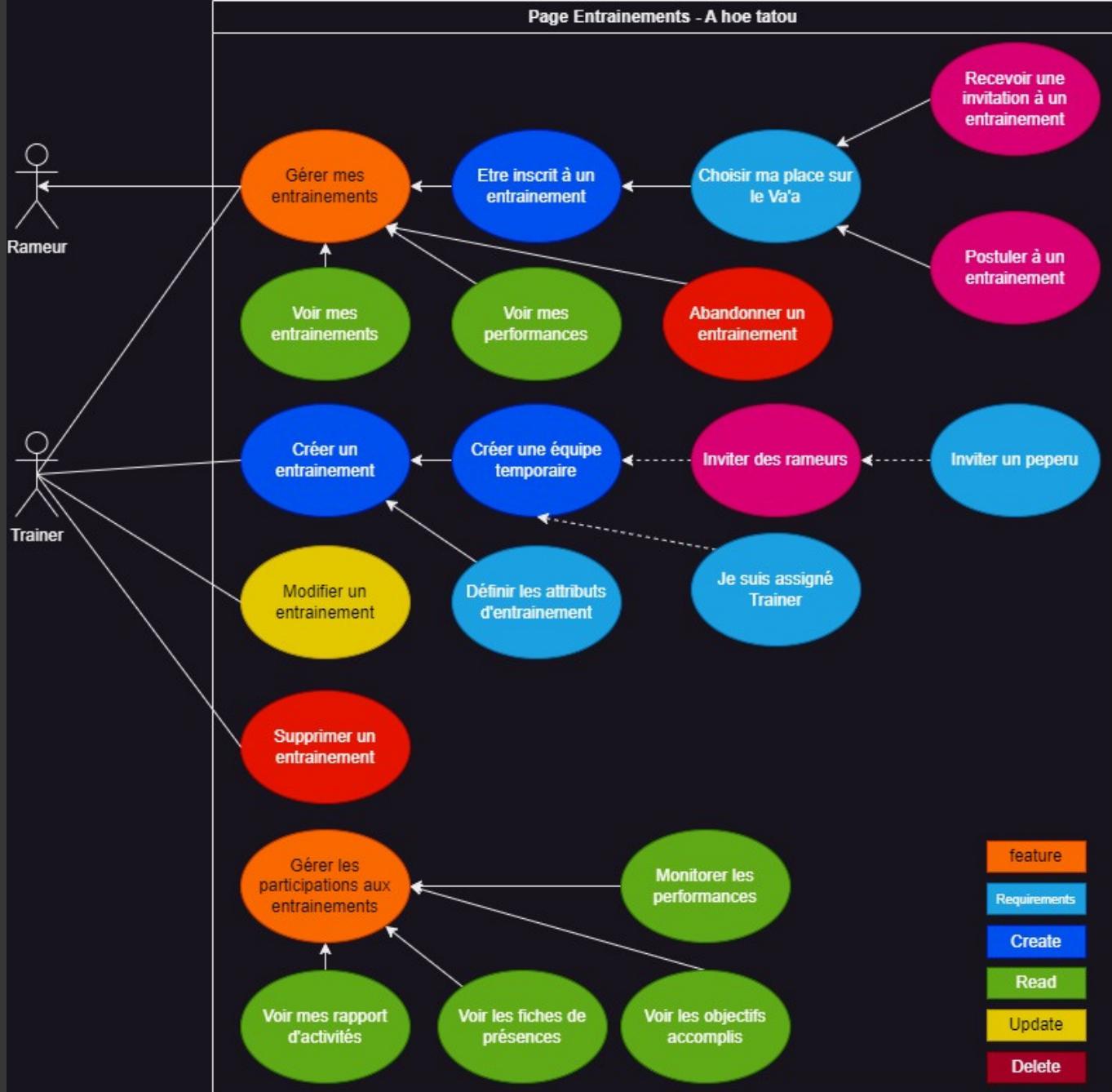
USR6 - SendMessageToGroupChat

Teams Inscriptions

USST1 - addUserToTeam

USST2 - RemoveUserFromTeam

Trainings



Trainings CRUD

USTTr1 - GetTraining
USTTr2 - CreateTraining
USTTr3 - ModifyTraining
USTTr4 - RemoveTraining

Trainings Inscriptions

USRTr3 - EnrollForTraining
USRTr4 - AbandonTraining
USRTr5 - ChoosePosition

USRTr1 - GetTraining
USRTr2 - InviteRower
USSTr1 - GetPerformance

Activities



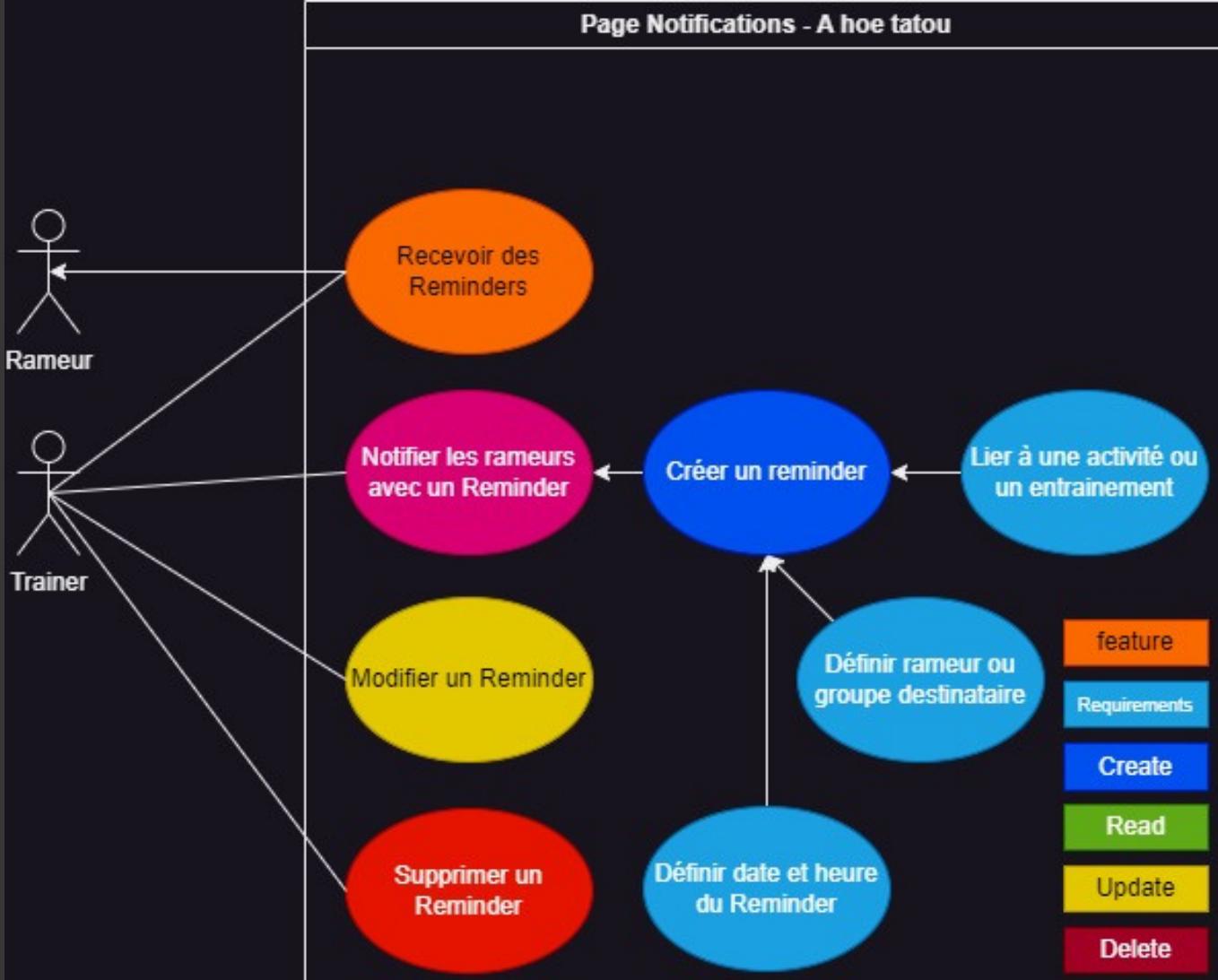
Activity CRUD

user-story:Trainer - GetActivity
user-story:Trainer - SetActivity
user-story:Trainer - ModifyActivity
user-story:Trainer - RemoveActivity

Activity Inscriptions

user-story:Rower - EnrollForActivity
user-story:Rower - AbandonActivity

Reminders



Reminders

user-story:Trainer - GetReminder
user-story:Trainer - SetReminder
user-story:Trainer - ModifyReminder
user-story:Trainer - RemoveReminder

user-story:Rower - GetReminder

user-story:Trainer - AlertBenchers
user-story:Trainer - AddRower
user-story:Trainer - InviteRower

System

user-story:User - TurnOnNotifications
user-story:User - TurnOffNotifications

user-story:Practice - AutoFillVaa
user-story:Practice - EmergencyAutoFillVaa

Database schemas

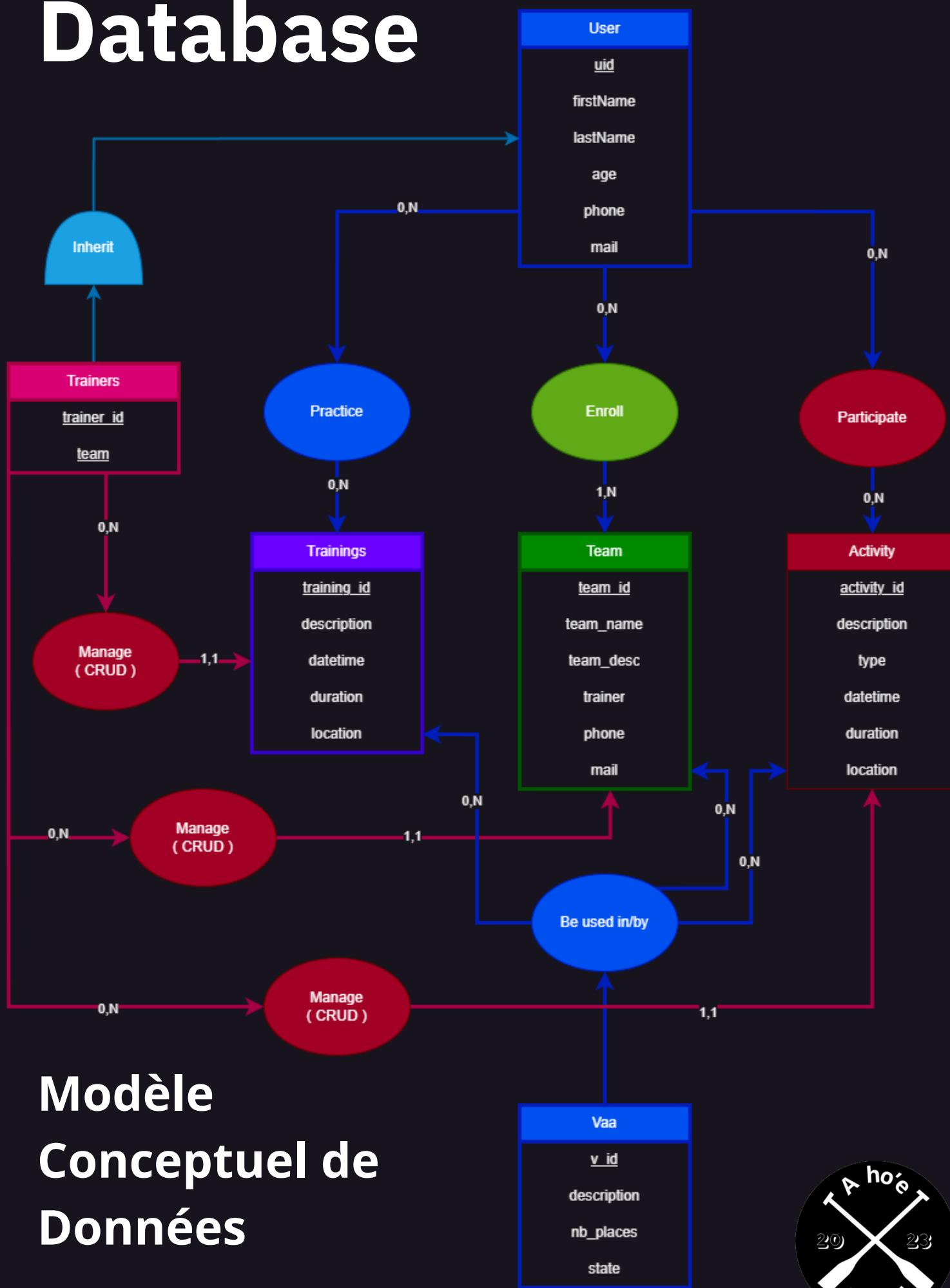
You will find here the MCD and MPD of the database

DBMS : MariaDB

Query language : SQL

diagram tools : SQL flow, draw.io

Database



Modèle
Conceptuel de
Données

