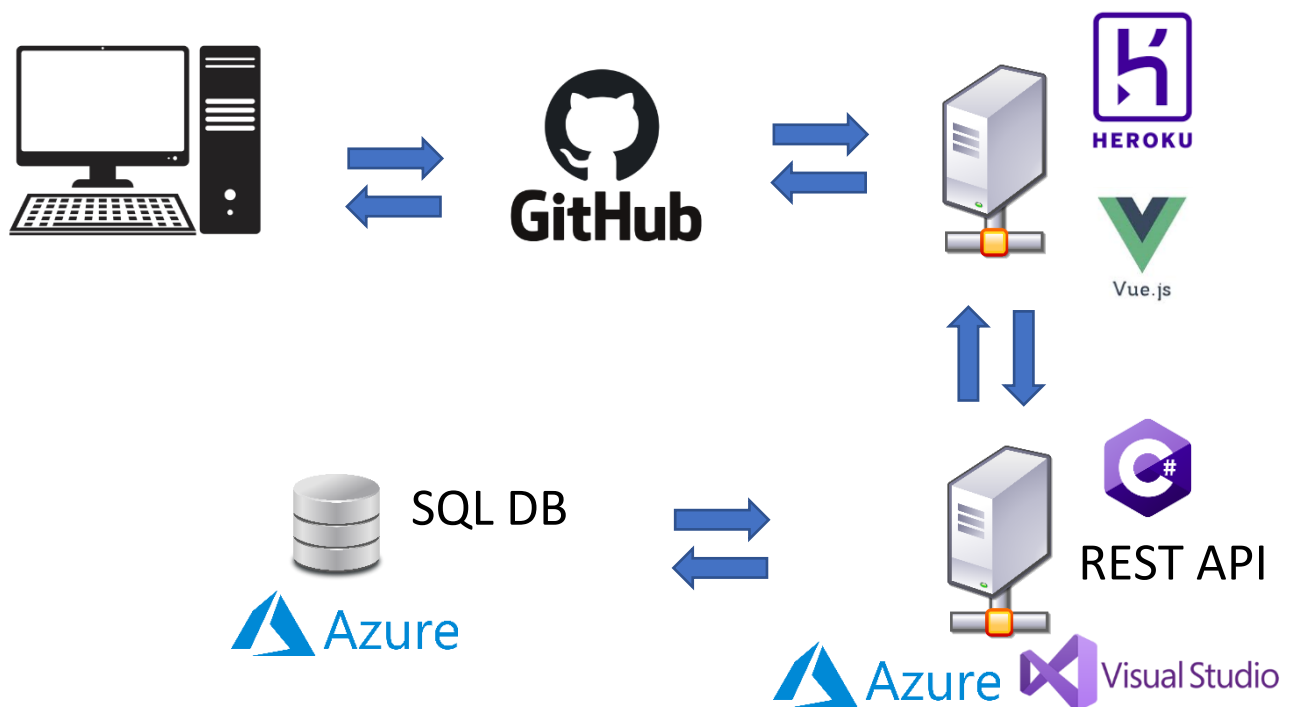Solioz Nicolas

//UDACIA

Audacia Ball

Short documentation

Introduction

This documentation has been made following a development challenge Audacia proposed a potential employee. The goal was to develop an application enabling users to track their table football games. The detailed requirements of this challenge can be found on the Git repository (see chapter "resources").

Project infrastructure

Explanation

This project uses many different technologies.

- SQL Database hosted on Azure, to store the data used by our app.
- REST API written in C# with Visual Studio and hosted on Azure, to send and receive data from our SQL Database.
- Vue.js UI hosted on Heroku, to interact with our components and use the app.
- GitHub to push and deploy our code. GitHub is directly linked to Heroku, which enables us to deploy easily Node.js and Vue.js code online.

Resources

What	URL
Application	https://audaciaballui.herokuapp.com/
GitHub repository	https://github.com/nicolassolioz/AudaciaBall
API	https://audaciaballapi20200911031401.azurewebsites.net

Challenge requirements

Challenge	Challenge met?	Remarks
US#1: As a user, I want to start a new game between two teams so that I can keep track of score as the game is being played.	Yes	
US#2: As a user, I want to create a game that has already been played so that I can enter the result of that game.	Yes	When creating a new game, the user can set a starting score for both blue and red teams, this allows him to input an existing game into the app.
US#3: As a user, I want to be able to create teams with one or two players so that I can reuse the teams when I create new games.	Yes	
US#4: As a user, I want to see a dashboard with team and individual player statistics so that I can see who is the ultimate champion.	Yes	
The dashboard shows all teams/players sorted by Win Ratio, GD	Yes	
Show the history/log of games played by one player	Yes	
Shows the history/log of games played by one team vs another (optional)	Yes	In the player and team management view, we can click on "?" to see the games played by the selected player.
Shows the confrontation statistics, e.g. Team N wins in direct confrontations: 10 - 2 Shows the history/log of games played by one team vs another	Yes	In the page "See all games played" we can see the result of every single match.

Further notes

Audacia Ball was deployed on 3 separate machines, one machine for the API, one machine for the database and one machine for the user interface. These machines are not optimized and aren't very powerful, so the time response from the application is a little slow. In a real-life scenario, an app in production would use better, more powerful resources.

All code is commented and should be self-explanatory. For any questions, I'm available at nicolas.solioz@bluewin.ch or 079 489 78 09.

Date – Version

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