

### Team 19







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### Presentation Agenda

**Business Case** 

Scope, Time and Resources

**Application Demo** 

**Technology Stack** 

**Design Steps** 

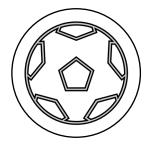
**User Stories** 

Risks & Mitigations

Data Model

**Future Steps** 

# Tracking the assignment and status of referees is a full-time job at ISRA



Indiana Soccer Referees
Association is responsible for assigning referees to USSF sanctioned club matches in the greater Indianapolis area



Tracking the assignment and status of referees manually is a full-time job



How can we design a custom application for ISRA where employees can manage referee and game information?

# The custom application will allow seamless referee management

#### The application has three major functionalities

Data Entry User can view a list of referees with their basic information.

Referee records may be added, edited or deleted

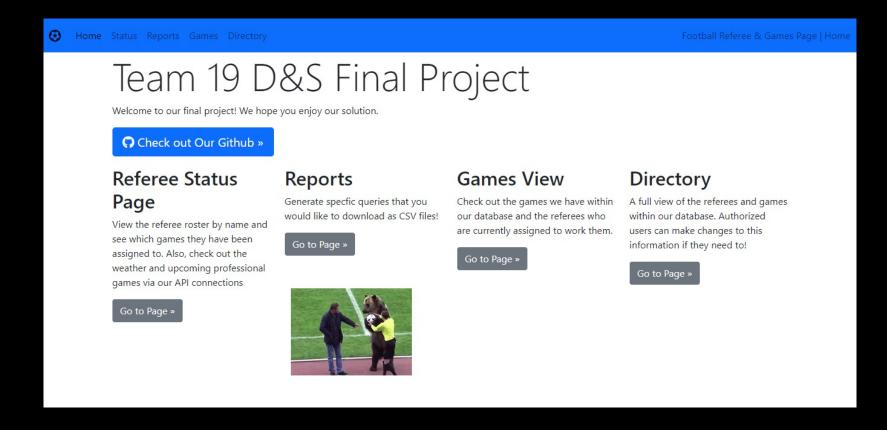
Detail View
with related list
User may view referee detail showing past, present and future referee games

Reports User may download custom reports of games assigned to user

within a date range and future games with unassigned positions

#### Application Demonstration

#### **D&S** Website



# With a vision to open-source the application to help other associations, our chosen Technology stack meets all needs

PHP Open source, extensive community support, widely used

Vue.js Lightweight, open source, easy to use framework; employs high-decoupling

MySQL Open source, reliable, compatible with all major hosting providers, cost-effective, and easy to

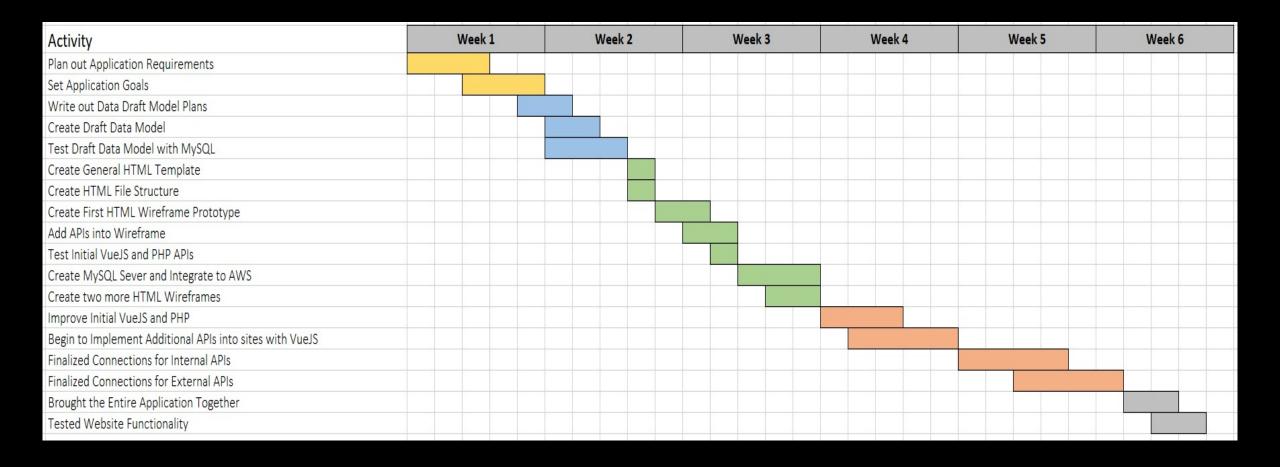
manage

Amazon EC2 Eliminate need for investing in hardware for hosting, reliable, scalable, secure

Bootstrap Readily available templates for design of webpages

Apache WebServer Web servers are easy to customize environments, they're fast, reliable, and highly secure

#### Timeline



#### Financials

- Number of Developers/Designers
- Estimated number of hours
   30 days x 1hr/day x #of devs = 120 hr
  - Average hourly wage \$40/hr
- Software Development cost \$40/hr. x 120 hrs = \$4800

#### Vision for the future...









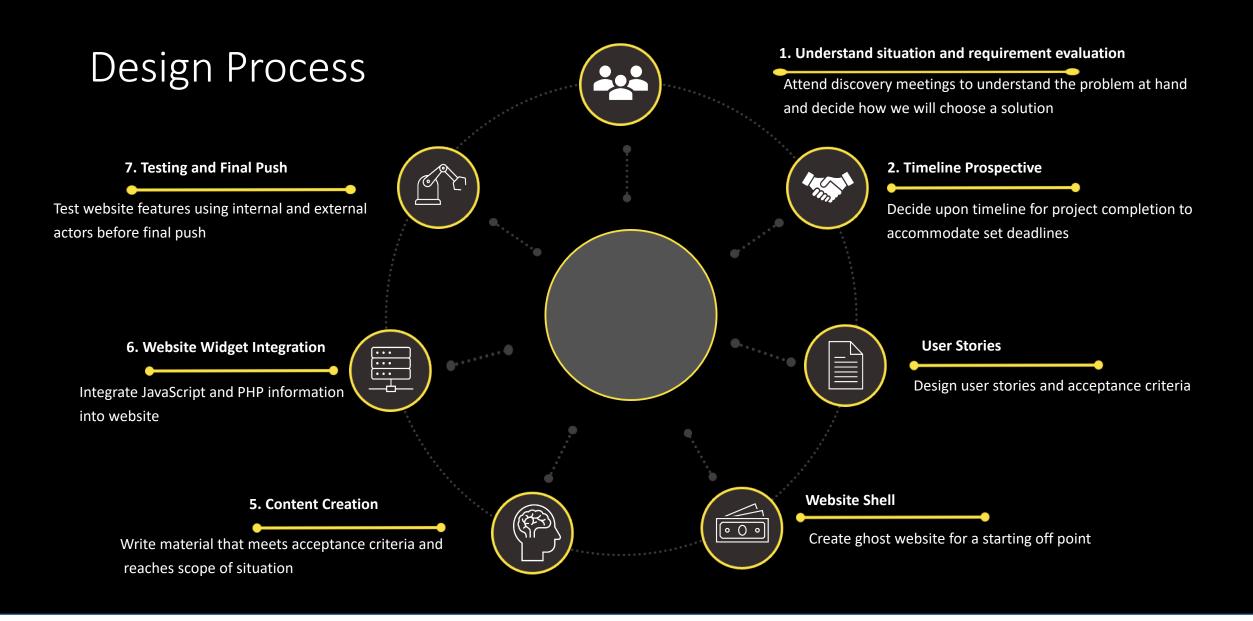
Add Data Validation for all input fields

Login and authentication for user access

Implementing security layers into application

Open-sourcing of project with community development and maintenance

Estimated Costs - Development Costs - \$40 x 300hrs = \$12000



Introduction

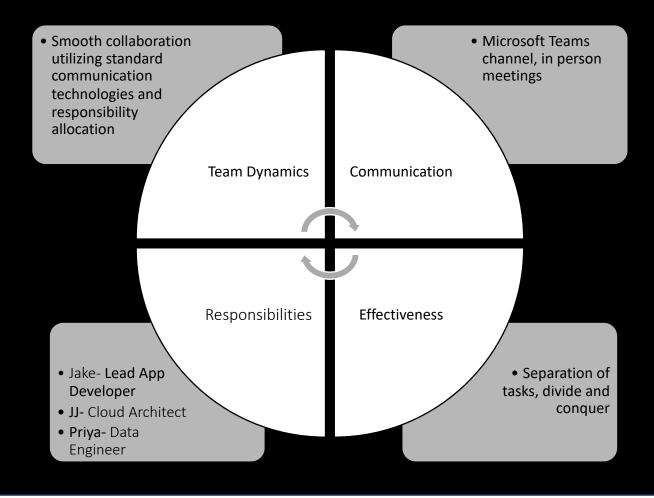
**Demonstration** 

**Design Process** 

Lessons Learned

Conclusion

# Overview of Lessons Learned through the Application Development Process



Lessons Learned

### Lessons Learned – Jake Joseph



Jake Joseph
<a href="mailto:jakejose@iu.edu">jakejose@iu.edu</a>
Lead App Developer

- Building in debugging mechanisms will help locate errors efficiently
- File structure is key to communication between the different features of the application
- Setting up an MVP to test in the cloud will allow the team to fix cloud synergy issues before the deadline
- Creating a plan and goals before starting the actual programming is key to decreasing the amount of unusable code

### Lessons Learned – JJ Bogner



JJ Bogner jjbogner@iu.edu Cloud Architect

- There are a lot of different ways to do something googling can quickly show different applicable methods available.
- Do not be afraid to ask your team for help when you have issues
- Start early
- Small errors can be huge complications copy & paste code whenever possible instead of typing.
- Double-check everything that has been manually typed before moving on to next step

## Lessons Learned – Priya Huddar



Priya Huddar phuddar@iu.edu Data Engineer

- Importance of writing clean code that is understood by all team members
- Learning to look for and describe errors to teammates
- Most errors that we come across have already been resolved by others – Google, look into Teams channel for classmates' insights
- Importance of communication and playing to the strengths of all team members

**Lessons Learned** 

#### Lessons Learned – Vivi Armacost



Vivi Armacost

varmacos@iu.edu

UI Designer

- Collaborative Programming
- Navigating opposing design perspectives within a team
- Virtually collaborating on code utilizing GitHub and Docker
- Over communicate at all points, especially when not working in person
- Ask for another pair of eyes when you cannot find a bug in your code

## Appendix

**User Story** 

Risks and Mitigations Expanded

Data Model

# User Stories that guided our development

User Story	Acceptance Criteria
As a user, I want to view a list of referees with their basic information	Webpage displays a table with referee name. User can click on a particular name to view details- name, age, referee grade, skill level
As a user I assign a particular referee to a game	User is able to select referee and enter the game to be assigned. The data is updated in the table
As a user, I want to download reports that show all games assigned to referees in a given date range	User can select start and end dates from a calendar.  A .csv report can be downloaded including games assigned in the date range

# Risks and Mitigation

Risk	Risk Profile	Mitigation
The application does not have security layers. It is prone to common external attacks such as SQL injection.	Probability	In the future development phases, we plan to incorporate a robust security upgrade to the site.
We are using public APIs for viewing weather information which have a risk of going down / out of service.	Probability X	In the future we plan to develop a API monitoring process and identify alternative public APIs in the case that one of our current APIs is down for an extended period of time.
Our current application requires a manual process for updating the server after we make changes to the original repository.	Probability	In future application updates, we will create an automatic process for pulling data from GitHub to our server.

### Data Model

 Database Structure- ER Diagram

