

Assignment 3

Individual Contributions

Team 21

SEBA Master - Web Application Engineering

Summer Term 2021

Breakdown of Individual Contributions

		Roles and Responsibilities		
Team Member	Time (Estimate)	Data Model	Backend	Frontend
A.B.M. Fahim Shahriar	185 hours	Arena (User) - 10% Player(User) - 40% Event - 30% Notification - 100%	Events (CRUD) - 90% Arena dashboard -Events Filtering - 100% -Events Pagination - 100% Create notifications (3 types)- 100% Stripe payment - 100% Arena update - 100% Image upload to cloundinary - 100% Player signup - 70% Event Scheduler - 100%	Arena Dashboard -Events list - 100% -Events filter - 100% -Event create, update, cancel - 100% -Event form validation - 100% -Arena image upload - 100% -Arena details update - 100% Payment - 100% User signin - 50% User signup - 50%
Irtiza Chowdhury	175 hours	Arena (User) - 80% Event - 10%	Arena Sign Up - 50% Event APIs: -Participation - 100% -Registration Conflict-100% -Other events by Arena - 100% -Interest in events - 100% -Schedule conflict - 100% Arena API	Event Details Page -Event Specifics -Arena Details (Location, Contact etc.) -Participate/Deregister -Invite Friends -Interested -Other Events Header - 10% User Sign In - 10% Overall UI/UX
Md Mahfuzul Haque Muftee	190 hours	Event - 30% Personal Event - 70% Player (User) - 30% Arena (User) - 10%	Personal Event (CRUD) - 100% Event (RU) - 10% User - Player (RU) - 70% Form validation - - Player update, Sign in - Personal event Add & remove friend	Header - 90% Sidebar - 100% Player Dashboard - 100% Sign in - 40% Maps - 100% Calendar - 100% App Navigation, Material UI Theme Player update and sign in form validation, webpack
Quazi Fahim Faisal Dhruba	175 hours	Event - 30% Player(User) - 30% Personal Event - 30%	Event Search - 100% Event Sort Event Date and Price specific APIs General Event Pagination Event Navigation	Event Search Page -General Navigation -Event Cards -Filters -Sort -Filter Bar -Event Pagination Whole app Location Handle -AutoComplete -Geocode --LatLng to Address --Address to LatLng