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Project plan

Sport tournament management software

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# Current situation

## Client

My client is represented by the company DuelSys inc., which has a clientele of different sport associations.

## Current situation

The company want to be able to offer a software solution for management of sport tournaments to its clients, which has the potential to be extended to support multiple types of tournament systems and sports.

# Problem description

The company DuelSys inc. wants to be able to present to their clients a software solution that will help them improve the management of sport tournaments, which is quite complicated, when done manual. In not only includes data validation since some personal data is required from the participants, but it also includes saving and keeping track of all the results from the games in every round in each tournament, in order to announce the winners and the ranking. The creation of a tournament schedule is also not an easy task. Having in mind all the different types of tournament systems, which require different grouping of the players and follow separate elimination rules. Sudden changes in the organization of an upcoming sport events can not only be simply done, but also made visible much easier for the participants or the interested people with the help of a software application. Overall, the manual work in this field is quite error prone and difficult to keep up with, which is why a software dedicated to the management of sport tournaments will be a perfect solution.

# Project goal

The goal of this collaboration with the company DuelSys inc. is to develop a software, corresponding to all their requirements, which will allow the easy management of sport tournaments to their clientele. The application will allow the authorized users to create new tournaments, with all the needed details for sport enthusiasts to get informed enough and decide if they want to participate in the event. Not only that, but the staff of the sport associations will be able to manage the information of already created events, which includes updating it or canceling it altogether. Therefore, the players will be able retrieve a list of all the available tournaments and register themselves for them, in order to take part. Before the events, a tournament schedule will be automatically generated, for all the participants to get informed about their opponents and the order of the matches in every round. During the events, the staff of the sport associations will be able to keep track of the results and make them available for every participant, as well as the final results and the ranking after the end of all rounds.

# Delivarebles

* Documentation
* Project plan
* URS
* UML class diagram
* Test plan and test report
* Software solution
* MySQL Database
* Source code
* Unit tests

# Non-delivarables

* Support of multiple sport types
* Support of matches in a tournament
* Support of a leader board
* Support of challenge games
* Support of player profile

# Constraints

* Making use of a version control system
* Usage of mocking data
* Weekly meeting with the tutor of the project
* Making use of Windows Forms and ASP.Net Core Razor Pages

# Phasing

During this project I decided to manage my work according to the agile methodology. For this approach, the constant collaboration with the stakeholders and continuous improvement are vital. This allows gradual and repetitive development of the software specifications and solutions. This methodology encourages adaptive planning, involving development, iterative approach, and rapid and flexible response to changes. It breaks down tasks into small steps, without affecting long-term project planning, which is what convinced me to go for this methodology.

I decided to divide my work in three iterations, each of which will last two weeks and will go according to the following planning:

## Iteration 1:

|  |  |
| --- | --- |
| Week | Milestone |
| Week 11 – 12: | * Work on documentation (URS, Project plan, Test cases) * UML class diagram * Layout of the desktop application |

## Iteration 2:

|  |  |
| --- | --- |
| Week | Milestone |
| Week 13 – 14: | * Documentation (URS, Project plan, Test cases) * UML class diagram * Database design * Applying core functionalities on the desktop and web applications * Unit testing |

## Iteration 3:

|  |  |
| --- | --- |
| Week | Milestone |
| Week 15 – 16: | * Applying major and minor requirements * Final polishing of the web and desktop application * Unit testing * Deployment |