Getting Real Report
Computer Science 1st Semester

Group 7
Roxana Ion
Alexandru Cehan
Alex Damsted
David Bertus-Barcza
Nikolaj Mørup

TEAM Description:
We will be helping a Football team with the development of a C# application that will keep track of the player absences also distributing the team news in a newsfeed.

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Introduction

Odense Swans is one of the oldest football club from Odense. We are going to develop an application to solve their absence problem of the players. The application will be accessed by a username and a password (also containing contact information such as name, email, phone number). The coach has the capability of checking off who is attending the football practice on practice day using his attendance list located in the admin login. Also, the players can check their attendance list from the player login. We will include a news feed that will show them important news (e.g. : future matches, playbook changes, training cancellations, team events). The coach will update the news feed himself.

Working Method

For our way of working, together as a team, we have decided to use SCRUM for developing our product also to use AGILE methodologies. We are going to split the things that needs to be done within the project into many smaller tasks, this way it will be easier for us and it will help to get a better overview on the development process.

We have decided to use GitHub for C# code storage, Google Drive for creating the report and for storing the diagrams, *draw.io* for drawing the diagrams, Facebook for communication.

Business Model

Key Partners	Key Activities	Value Propositions	Customer Relationships	Customer Segments
- Sponsors. - Players.	- Playing local matches. - Training sessions. - Selling tickets. - Selling T-shirt.	**-** Ability to play American football within a league. - Football matches.	- Dedicated personal assistance where the coach is there for the players to talk to personally by any means of communication - Devotion	**-** Male people who wants to join an American football team in Odense. - Any other certain group of people who would like to be involved in the team, provided they pay the registration fee. - Football fans - Sponsors
	Key Resources **-** Coach. - Players. - Players equipment. - Football field.		**Channels** - Advertised through different types of media and then customers are supported by personal interactions at practices or by other means of communication	

Cost Structure	Revenue
- Equipment for players. - Salaries. - Field rent.	**-** Player registration fee. - Sponsorships. - Paid tickets for matches.

Actors

Here are the following actors (types of users) of the system.

- **Coach,** that makes the presence, registers absence in the system, updates the newsfeed with information for the players. He can also add, modify, or delete users. He has the role of Admin in the system.
- **Players,** they can check the newsfeed, their absence or contact information of other users of the system. They can also change information regarding their details in the system.

Use cases

The following use cases (description of things the users should be able to do) have been identified for the system.

Login

The coach will log in with both username and password as "admin" which is implemented in the code. He will be directed to the coach menu afterwards. The players will log in with their username and password from the database. They will be directed to the player menu.

Check/Update player info

The coach is asking the system for the player list and he gets a list with details about every player where he will be able to add or delete a new player or change the information of one user.

Check attendance

The users can ask the system for a list of other users which will contain restricted read-only information about every member of the team. Here the player can see details about himself regarding his absence.

Check Absence

The coach is asking the system to modify the state of one or more players regarding the presence/absence of a desired day.
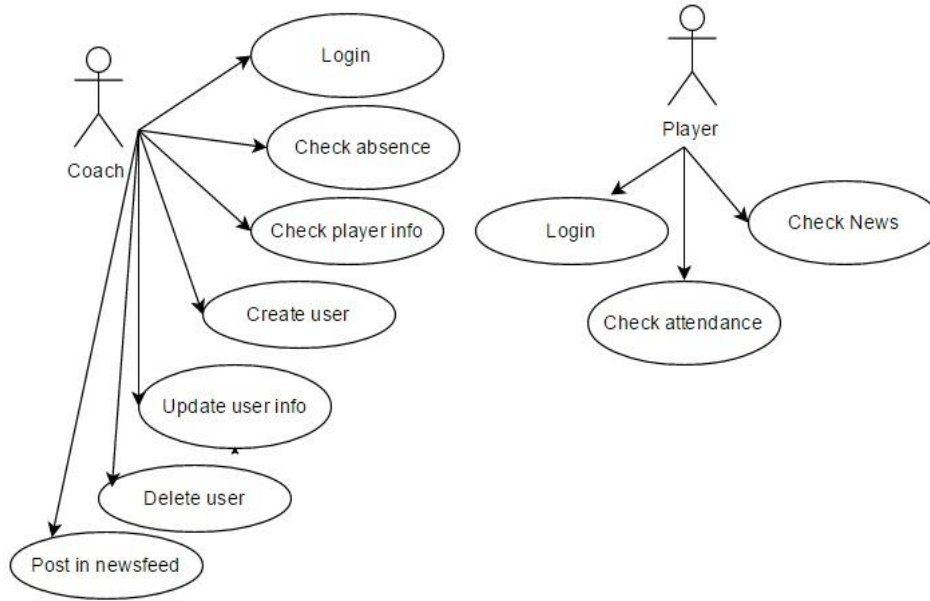
Post in newsfeed

The coach can ask the system to add, delete or modify different topics which will appear on the front page of every users. This way the coach newsfeed is to inform all the team at once about different events.

Check news

The players can check the newsfeed for news that are happening within the team.

Use Case DIAGRAM

Business case

Problem description

The main problem of the Odense Swans football team is tracking the absence of the players. Whenever a player is absent, the coach has to take a paper list with the player names and check the absence. Often, those papers are lost, therefore resulting information loss and the inability of keeping track of the absences for a long period of time.
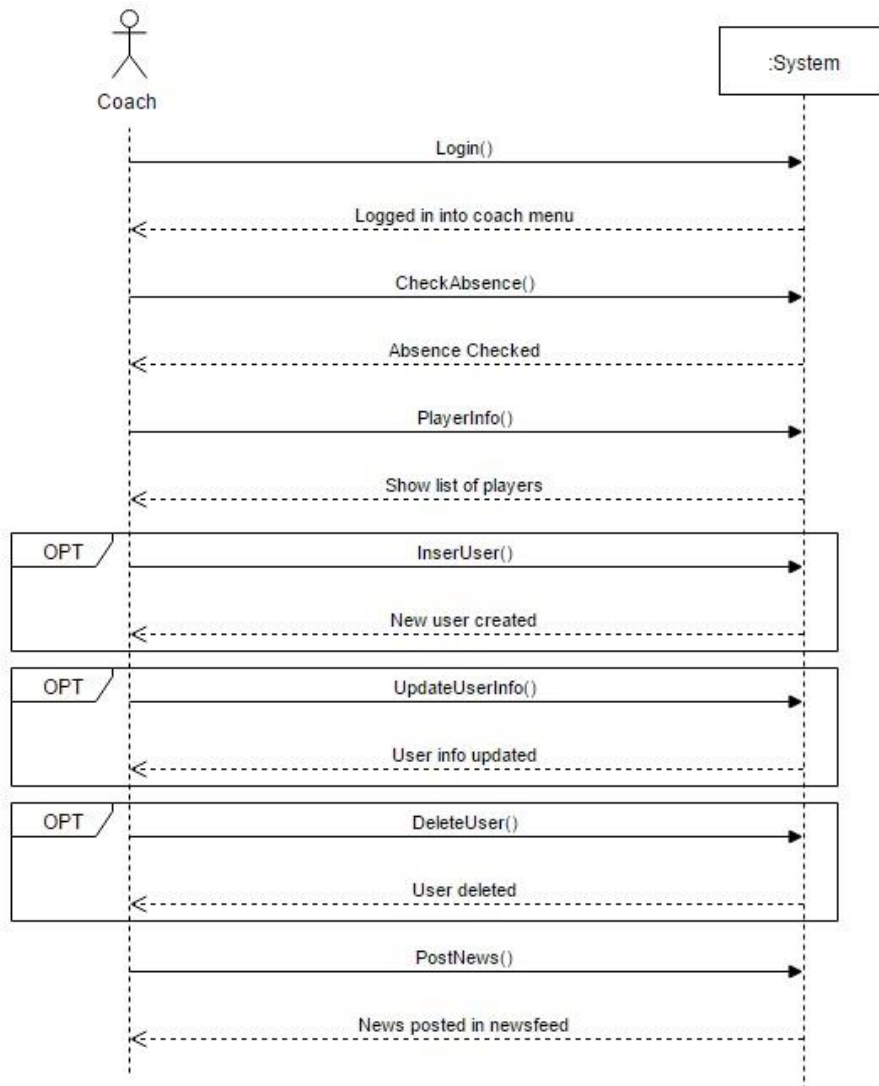
The second problem is sharing the news with the players (such as cancelled training sessions, team events). Until now, the news used to be spread by word, which is a bad way of distributing the information.
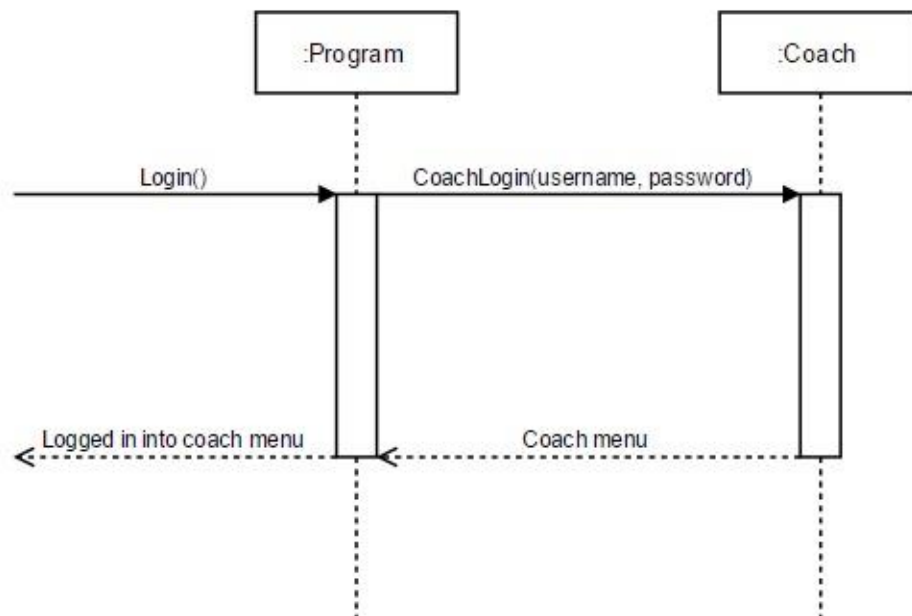
Main Solution

Our main solution is to create an application that will keep track of the player absences. We are going to create a login system, an admin login and a user login. In the admin login, the coach will have access to the list of players from the database, he will be able to check the absence, create new users, or delete them, also to update player information. He will also be able to post news in the newsfeed. In the user login, the players will be able to check out their absence and read the news from the newsfeed.

Sequence System Diagram

SSD Coach

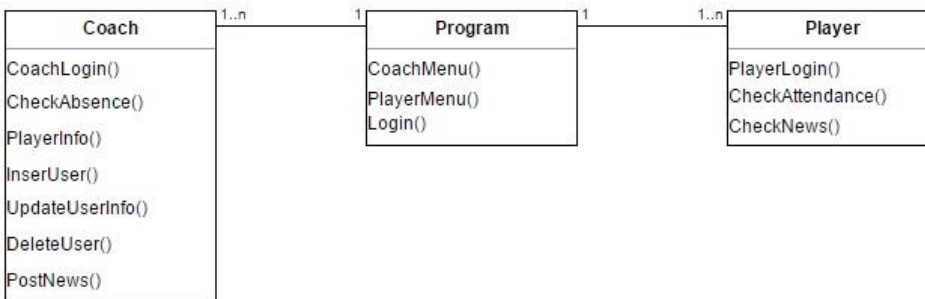## SD coach

SD player login

SD Insert User

DOMAIN MODEL

PRODUCT BACKLOG

Product Backlog Item	Tasks	Started Tasks	Done
Check Absence/Attendance	CheckAbsence - Coach	CheckAbsence	CheckAttendance
Post/Check News in Newsfeed	CheckAttendance - Player	CheckAttendance	InserUser
Insert, Update and Delete User	PostNews - Coach	InserUser	CoachLogin
Login	CheckNews - Player	CoachLogin	PlayerLogin
Add a card…	InsertUser - Coach	PlayerLogin	PlayerInfo
	UpdateUser - Coach	PlayerInfo	PlayerMenu
	DeleteUser - Coach	PlayerMenu	CoachMenu
	PlayerInfo - Coach	CoachMenu	Add a card…
	CoachLogin	Add a card…	
	PlayerLogin		
	PlayerMenu		
	CoachMenu		
	Add a card…		