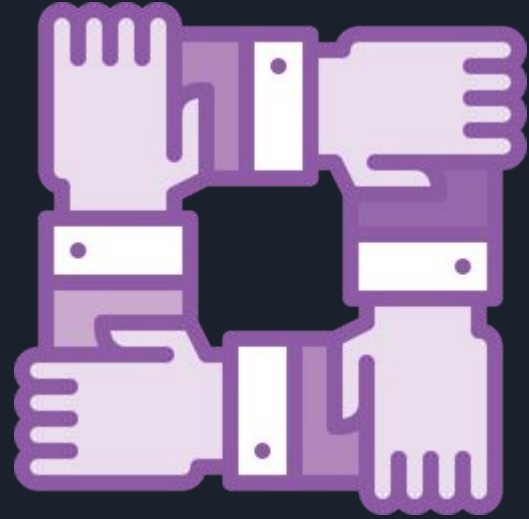# Team members

- William English
- Daniel Litt
- Cody Miner
- Brian Ringer

Client Information

- Kyle Armstrong (kyle@thetyros.com)

- Owner of Zooom App - an app that helps referees get game footage so they can practice calls

- Owner of RefReps - this is the company we are working with. Tasked with creating a game that will train referees to make calls

Requirement Match

Use Cases

All use cases have been added to the project.

- UC1: Admin uploads video

- UC2: Admin puts videos into a "lesson" object

- UC3: Admin saves lesson into database

- UC4: User can download lessons into unity application

- UC5: Users view and play lessons with progress tracked

- UC6: Users will complete something and earn an achievement

- UC7: User's data is collected for analytics

- UC8: Admin can analyze user data

- UC9: Admin can add "calls" to each video

Requirement Match

Web App Functional Requirements

- FR1: Web App can upload videos to the database -- HIGH -- BR1

- FR2: Web App can upload "lessons" to the database -- HIGH -- BR1

- FR3: Admin can add videos through the Web App into the database -- HIGH -- BR1

- FR4: Admin can order videos through the Web app into a "lesson" -- HIGH -- BR1

- FR5: Admin can add in the "calls" need to be made on each video -- HIGH -- BR1

- FR6: Admin can log into the Web App -- MEDIUM -- BR1

- FR7: Admin can view tracked analytics from users -- LOW -- BR3

All functional requirements for the web application have been integrated into the project.

Requirement Match

Game App Functional Requirements

- FR8: Users can create an account for the Game Application -- MEDIUM -- BR3
- FR9: Users can log into the Game Application locally -- MEDIUM -- BR3
- FR10: Game Application can download videos -- HIGH -- BR2
- FR11: Game Application can download "lessons" from the database -- HIGH --
- FR12: Users can download videos to Game Application -- HIGH -- BR2
- FR13: Users can download "lessons" to Game Application -- HIGH -- BR2
- FR14: User progress is stored locally -- HIGH -- BR4
- FR15: User progress is stored in the cloud -- MEDIUM -- BR3
- FR16: User analytics are tracked -- LOW -- BR3
- FR17: Game Application can upload tracked user data -- MEDIUM -- BR3
- FR18: Game Application can display incomplete achievements to users -- LOW
- FR19: Game Application can track completed achievements -- LOW -- BR4
- FR20: Game Application can display completed achievements -- LOW -- BR4
- FR21: User's local analytics are push when they are internet -- LOW -- BR4

FR8/FR9 were decided against for the game application. It was initially thought that these would be necessary to track individual users for analytics but it turns out that wasn't the case.

All other functional requirements for the game application have been integrated into the project.

Requirement Match

All non-functional requirements have been met.

Non-Functional Requirements

- PER1: Video quality 1080p and 4k and individual videos capped at 500 Mb (should not exceed 2 min) -- MEDIUM -- BR1

- PER2: Video can be uploaded and processed in 15 minutes -- HIGH -- BR1

- USE1: Training should take less than 30 minutes, all in-app -- LOW -- BR1

Final meeting with our client / transfer

- Final meeting will take place later in the week

- Plans are to transfer repositories to his development team on github

What actions/practices/steps did we take successfully

- Successful, frequent, meetings
- Prototyping and modeling
- Task distribution

What actions/practices/steps did we take but are not happy with

- We attempted to create a UML graph of our application, but unfortunately we weren't really that comfortable with UML and it didn't end up being that useful

What actions/practices/steps did you miss taking but would have

- Extra refactoring time
- Use of a slightly more structured agile framework

Final thoughts from all of us

- This process was a very helpful and informative way to gain practical experience
- I enjoyed how the course showed us the many aspects of software development
- I was happy with the final product