

# Software solution for DuelSys

Project plan

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# DuelSys inc.

Student: Saeed Ba Wazir

Class: S2-CB07

Version: 3.0

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# 1. Members

Currently, there is only one developer who is going to develop and deliver the final software solution, he is Saeed Ba Wazir, You can contact him via this email [488364@student.fontys.nl](mailto:488364@student.fontys.nl).

## 2. Client

The client is DuelSys inc., DuelSys inc. is a company providing logistics services for sports associations. DuelSys inc. want to provide software that helps sports associations with managing tournaments via software solutions.

## 3. Current situation

DuelSys inc. doesn't have a software solution to provide their clients with tournament managing software, therefore we got asked to make new tournament management for the clients of DuelSys.

Currently, the application can create, retrieve, update and delete tournaments, in addition, they can register results in the right scoring system recording to the game type. For players, they can register themselves and retrieve tournaments. For any interested party, they can retrieve tournaments and view tournament statistics and information.

## 4. Problem description

The DuelSys inc. doesn't have tournament management software to provide to their clients who are sports associations, one of the problems that face the associations is they don't have a system to let players register in tournaments, besides that they are struggling with creating schedules and registering results for tournaments, for instance registering wrong scoring in different games types.

## 5. Project goals

The goal of this project is to build a website for the players and a desktop application for tournaments associations managers. The software must support a round-robin tournament system for badminton with the possibility of extending the solution to support other types of tournament systems and sports. The solution should have a ranking system to determine who are the winners with the medals.

The website for the players to view tournaments and register themselves and view matches results and handles their profiles.

The desktop application is to build a back office for the sports associations to manage the tournaments, by creating, viewing, deleting, and updating the tournaments and they will be able to register the results of the matches.

## 6. Deliverables

At the end of the project, there are going to be multiple things I will have to deliver, this is a shortlist of these things.

- Software solution
  - Source code
  - Unit tests
  - Database
- Project plan
- User requirements specification
- Test plan
- Test report
- UML diagram
- Database design
- Maintainable and extendable
- Bug-free system
- Secure software

## 7. Non-Deliverables

At the end of the project, there are going to be multiple things I will have to achieve, this is a shortlist of these things.

- Minutes of meetings
- Agenda
- UML activity diagrams

## 8. Constraints

For my solution, there are constraints I have to keep in mind. The programming language I will use for the software solution is C# version 10.0. For the main software solution, I will be creating a Windows Form application, using Visual Studio 2022 For the framework I am going to use .Net 6. And for the website, I will be using the ASP.NET Core Razor Pages project and I will use bootstrap as the layout framework

For the database I will use MySQL database, which runs in Hera server provided by *Fontys University*. For hosting the website I will use the Luna server to run it provided by *Fontys University*.

For hosting the codebase that makes up the application and the website, I will be using GitLab provided by *Fontys University*.

## 8. Planning

In the coming weeks, I will start working on the software solutions and in these weeks, I will deliver sub-deliverables based on the requirements of the project, in the following tables there is the plan per week. The deadline for the whole project is Friday 10th of June 2022 at 16.00.

Week	Tasks	Subproducts	Milestone	Deadline
11	Create URS	URS first version	Analysis	23:59 Apr 29
11	Create Project plan	Project plan first version	Analysis	23:59 Apr 29
12	Update URS	URS Second version	Analysis	23:59 Mar 13
12	Update Project plan	Project plan Second version	Analysis	23:59 Mar 13
12	Create Test plan	Test plan first version	Analysis	23:59 Mar 13
13	Update URS based on feedback	URS third version	Analysis	23:59 Mar 20
13	Update Project plan based on feedback	Project plan third version	Analysis	23:59 Mar 20

Week	Tasks	Subproducts	Milestone	Deadline
13	Update Test plan based on feedback	Test plan second version	Analysis	23:59 Mar 20
13	Create UML diagram	UML diagram first version	Design	23:59 Mar 20
13	Feedback session	<ul style="list-style-type: none"> <li>MoMs</li> <li>Agenda</li> </ul>	Design	Mar 19
13	Implement feedback	Updated products	Design	23:59 Mar 20
14	Update UML based on feedback	UML diagram second version	Design	23:59 Mar 27
14	authorization and authentication	authorization and authentication	Implementation	13:00 Mar 24
14	User management	User management	Implementation	13:00 Mar 24
14	CRUD for tournament functions	CRUD for a tournament	Implementation	23:59 Mar 27
14	CRUD for tournament functions	CRUD for a tournament	Implementation	23:59 Mar 27
14	Feedback session	<ul style="list-style-type: none"> <li>MoMs</li> <li>Agenda</li> </ul>	Implementation	Mar 24
14	Implement feedback	Updated products	Implementation	23:59 Mar 27
15	Showing tournament results	Showing tournament results function	Implementation	23:59 Jun 3
15	Support multiple sport types	Multiple sports types	Implementation	13:00 May 31

<b>Week</b>	<b>Tasks</b>	<b>Subproducts</b>	<b>Milestone</b>	<b>Deadline</b>
15	Feedback session	<ul style="list-style-type: none"> <li>• MoMs</li> <li>• Agenda</li> </ul>	Implementation	May 31
15	Implement feedback	Updated products	Implementation	23:59 Jun 3
16	Make Test report	Test report	Testing	23:59 Jun 7
16	Update documentation	Updated products	N/A	23:59 Jun 8
16	Deliver the whole project	Last version of the project	deployment	16:00 Jun 10