PROJECT PLAN

A picture containing night sky

Description automatically generated

Done by: Stefan Popescu (4186354)

Tutor: Tim Kurvers

REVISION HISTORY

|  |  |
| --- | --- |
| Version | Changes |
| 0.1 | Created the document |
|  |  |

Contents

[1. Introduction 3](#_Toc103377334)

[2. Team 3](#_Toc103377335)

[3. Case description 3](#_Toc103377336)

[4. Problem description 4](#_Toc103377337)

[5. Project goal 4](#_Toc103377338)

[6. Deliverables 5](#_Toc103377339)

[7. non-Deliverables 5](#_Toc103377340)

[8. Constraints 6](#_Toc103377341)

[9. Risks 6](#_Toc103377342)

[10. Phasing 7](#_Toc103377343)

[Week 11: Kick-off by WKS teacher and start working on the URS & Test plan. 7](#_Toc103377344)

[Week 12: Q&A/Feedback with WKS teacher and continue working on the URS & Test plan. 7](#_Toc103377345)

[Week 13: Get feedback on URS & Test plan and start designing the UML Class Diagram. 7](#_Toc103377346)

[Week 14: Get feedback on your design and start implementation of system. 7](#_Toc103377347)

[Week 15: Continue implementation of system & unit tests. 7](#_Toc103377348)

[Week 16: Finish implementation & unit tests, create test report and polish all deliverables for submission before Friday 16.00. 7](#_Toc103377349)

# Introduction

This document describes the synthesis assignment on which the work will be done during weeks 11-16. This is an individual assignment where the current proficiency of all seven (7) learning outcomes (LOs) can be showed.

# Team

Popescu Stefan (458476, stefan.popescu@student.fontys.nl)

The individual is the representant. He will be in contact with the tutor and will be responsible for organizing meetings. During the meetings he will be taking minutes.

# Case description

The company *DuelSys inc.* wants a software solution to allow their customers (sport associations) to manage their sport tournaments. For now, the software must support a *round-robin1* tournament system for *badminton*2, but *DuelSys inc.* also wants the software to have the potential to support *other types of* tournament systems and sports.

A tournament has multiple *players* competing in *badminton* games to determine who is the best (e.g., gold, silver, and bronze medal). To determine this, the purpose of the software is to register all the results of each game.

This software solution will be used by sport association *staff* (*staff*) to organize tournaments and by *players* to find information about the tournament(s) they want to participate in.

# Problem description

Currently, the company is missing the software solution for this case description. They cannot support the creation/deletion/editing of their tournaments, as well as supporting the ability of the user to enroll/play/view the games/results.

# Project goal

The project goal is to provide the means necessary for *DuelSys inc.* to incorporate all their requirements as smoothly as possible. As such, the workload is going to be focused on providing the company with a software application as well as a website. The software application is going to support processes like creation/deletion/modification/visualization of the tournaments. The website is going to support processes involving the customer interaction, mainly enrolling/playing/viewing games/results.

# Deliverables

WEB – web application

APP – desktop application

By the end of the allotted six weeks, a fully working application and website that addresses the main issues will be delivered.

The company is having the following problems and this software solution will be able to solve them:

1. Managing tournaments (CRUD, and filtered search) APP
2. Managing customers’ profiles (CRUD) WEB
3. Enrollment of customers to various tournaments WEB
4. Viewing the result of the tournaments (customers) WEB
5. Documentation (URS, Project Plan, UML class diagram, Test Plan, Test Report)

# 7. non-Deliverables

These non-deliverables are what the company could expect to be delivered but they will not, as the focus will be mainly on providing the grounds for the required actions as well providing a test plan and a test report.

* A written manual for the application will not be delivered.

# 8. Constraints

The C# programming language will be used for the desktop part of the application. It has a defined style and there will be not much derivation from that.

There will be no additional funding provided for purchasing of software, for this reason the individual will be using Microsoft Visual Studio.

The individual has pre-defined the amount of time required to complete the project which will limit the additional features that can be provided. The assignment officially begins on the first day of week 11 and ends on the last day of week 16.

# 9. Risks

The only risk foreseen is getting tangled up in the extra requirements as the individual wants to provide more than the bare minimum.

# 10. Phasing

## Week 11: Kick-off by WKS teacher and start working on the URS & Test plan.

## Week 12: Q&A/Feedback with WKS teacher and continue working on the URS & Test plan.

## Week 13: Get feedback on URS & Test plan and start designing the UML Class Diagram.

## Week 14: Get feedback on your design and start implementation of system.

## Week 15: Continue implementation of system & unit tests.

## Week 16: Finish implementation & unit tests, create test report and polish all deliverables for submission before Friday 16.00.