

Criterion A: Planning

Description of the Scenario:

The client is Flip Scott, a coach and professor at Grand Ridge University who currently coaches the men's basketball team. It is his first year coaching basketball as it is his first year at Grand Ridge University. It is difficult for him to manage anything because of all his work load that is put on him due to his first year coaching. Coach Scott has encountered a couple of problems as his main one being not being able to calculate the player's statistics in a quick way. He does it by hand on a piece of paper and then submits it to the basketball college board which take quite a bit of time. When he calculates the athlete's statistics by hand, he often makes mistakes and forgets some stats or misses out on some things because he rushes it to get other things done. He then loses a lot of time which causes him to rush many things which then causes him to be stressed out. Coach Scott came to me to find a solution that would help him fix his issue with inputting and calculating the player's statistics and finding the average of all of them. It is the end of the season and Coach Scott needs to calculate the averages of the player's points, assists, and rebounds throughout the whole season; Coach Scott does not know how he can display all of his player's information and seasonal statistics. He is always using his laptop and tablets as he does his paperwork and turns in files. I found it beneficial if I were to create a program that would help him calculate all of the player's averages in a quickly mannered fashion. After consulting with Flip Scott, a solution to his problem was made which is a statistics manager application that would calculate the players of Grand Ridge University's seasonal statistics and averages.

Rationale for the Solution Proposed:

In order to create the Statistic Manager Application, I have decided to utilize a Java application because it is an application that I am most familiar with and which is easy to manage. After consulting with Flip Scott, I will create an application using NetBeans IDE because I would like to use GUI. Using this application will be very beneficial for Coach Flip Scott because it is less time consuming; he will just need to input all the player's information and then will find all the information he needs. Using this Java application it very useful because it is accessible on many computers which should not affect him when trying to use it. Overall this Stats Manager application will save Flip Scott a lot of time and will be more efficient and accurate.

Success Criteria:

- ~ This application uses Graphical User Interface (GUI)
- ~ Checks that the application allows the user to add a player (enter the players name, position, jersey number, and their statistics)
- ~ This application allows the user to sort it by jersey number, name, or position
- ~ The user is able to delete previous players
- ~ The user is able to view previous information
- ~ The user is able to edit previous information
- ~ The user can update previous statistics of the player
- ~ The user can successfully exit out of the program and save all of the information
- ~ The program can successfully calculate the players seasonal averages