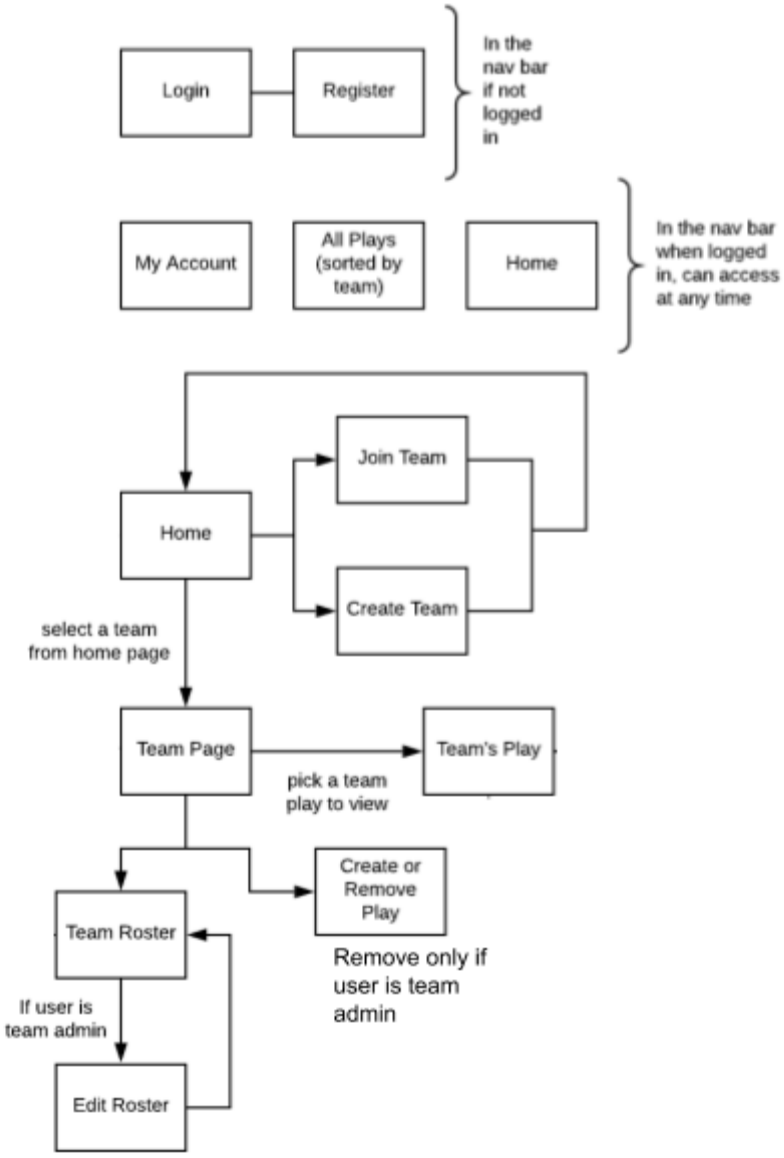
onUltimateTrack -- Thomas Zhao, Xiaojie (Aaron) Li, Stefan Tan, Johnny Wong
SoftDev2 pd8
P #05: Fin
2019-05-13 (last updated: 2019-06-06 at time 23:30)

Project: BorkBook

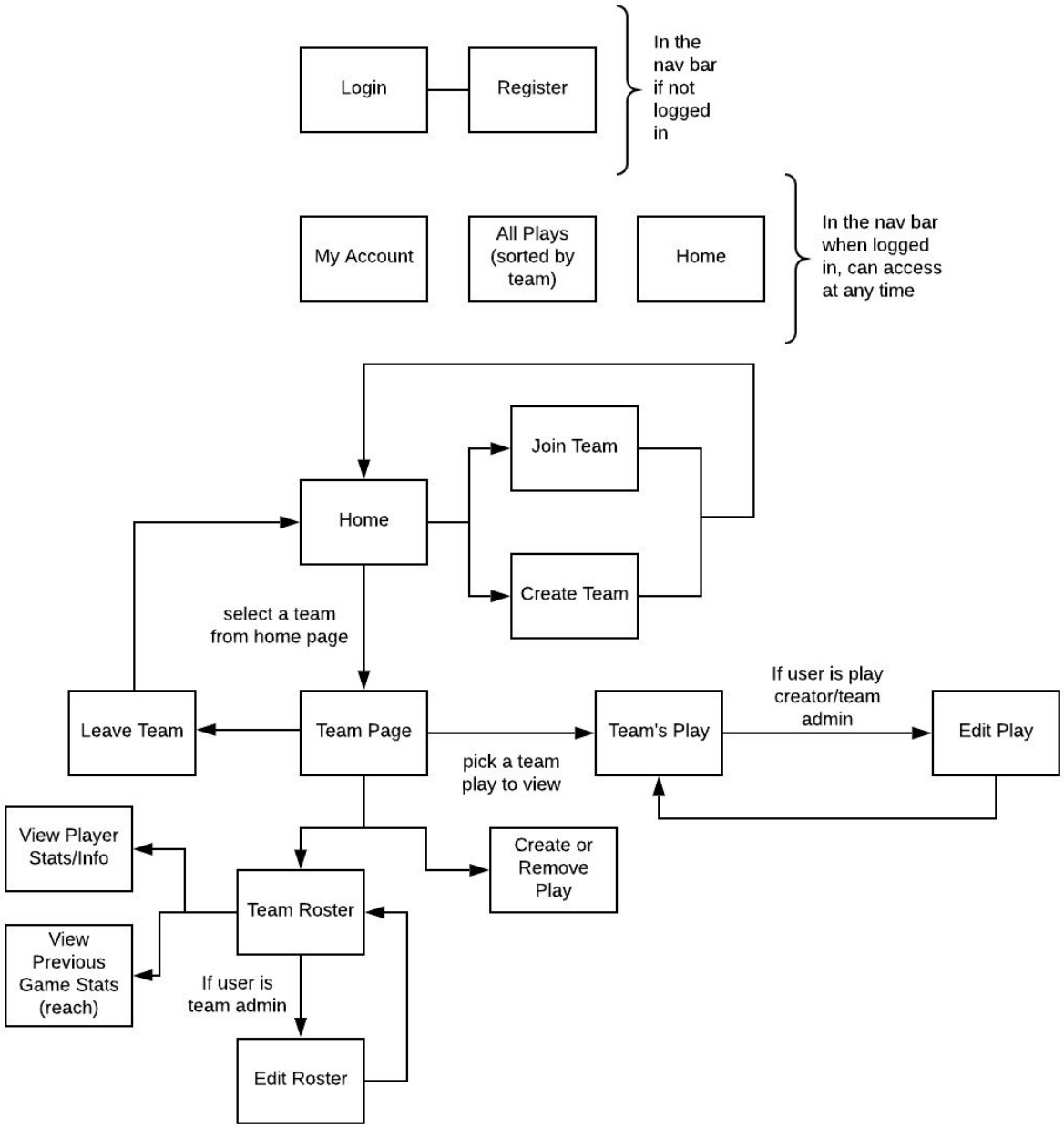
Project Summary

A tool to aid sports teams by organizing their playbooks~~, rosters, and game stats~~ and rosters. It would be helpful for teams to better communicate and explain plays through visuals (created using SVG and stored in a database) while making them easily accessible ~~and editable~~ by the creator and team admin.

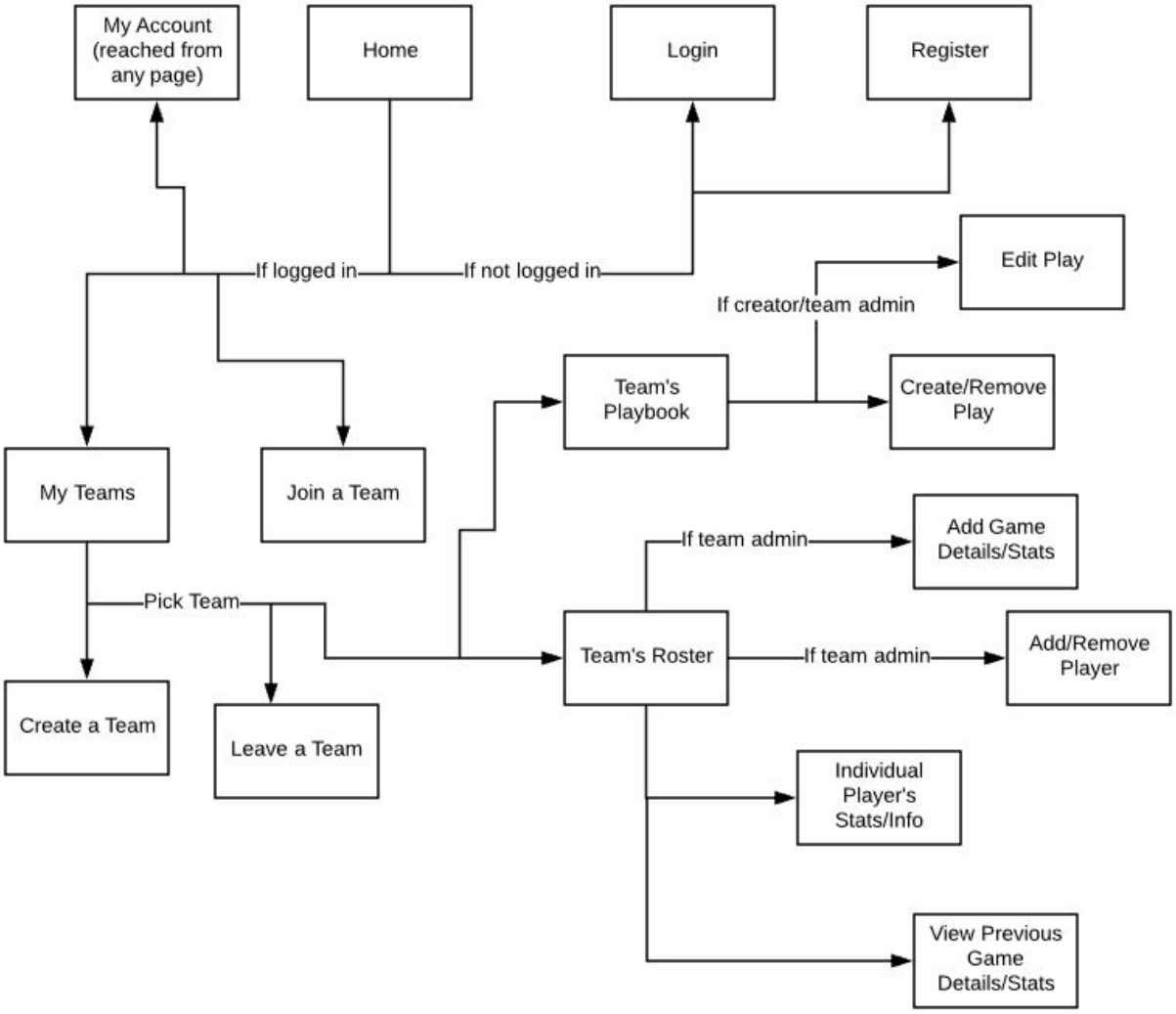
Site Map (new)



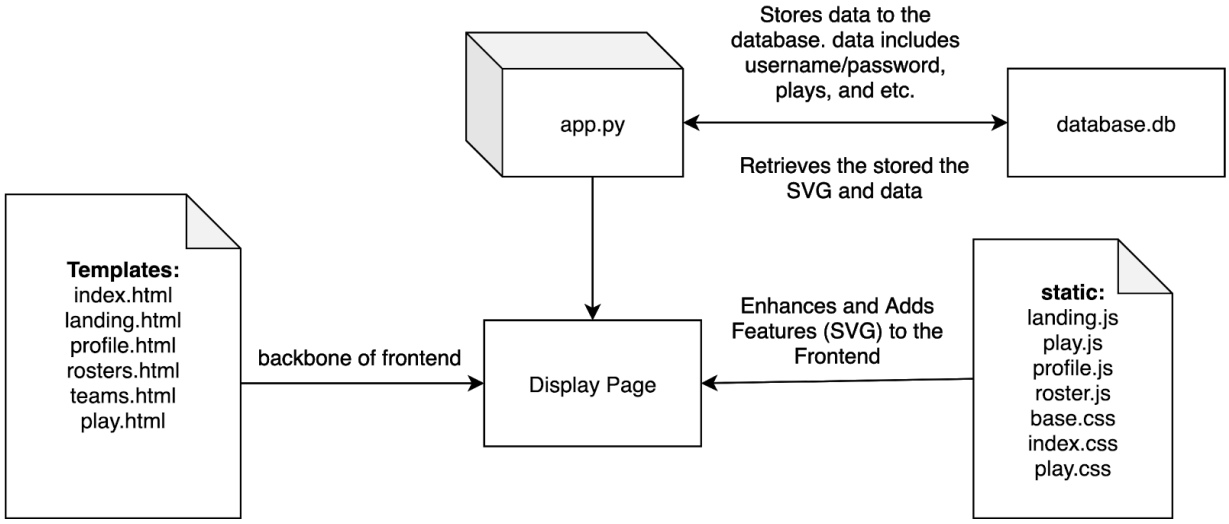
[OUTDATED] Site Map #2



[OUTDATED] Site Map #1

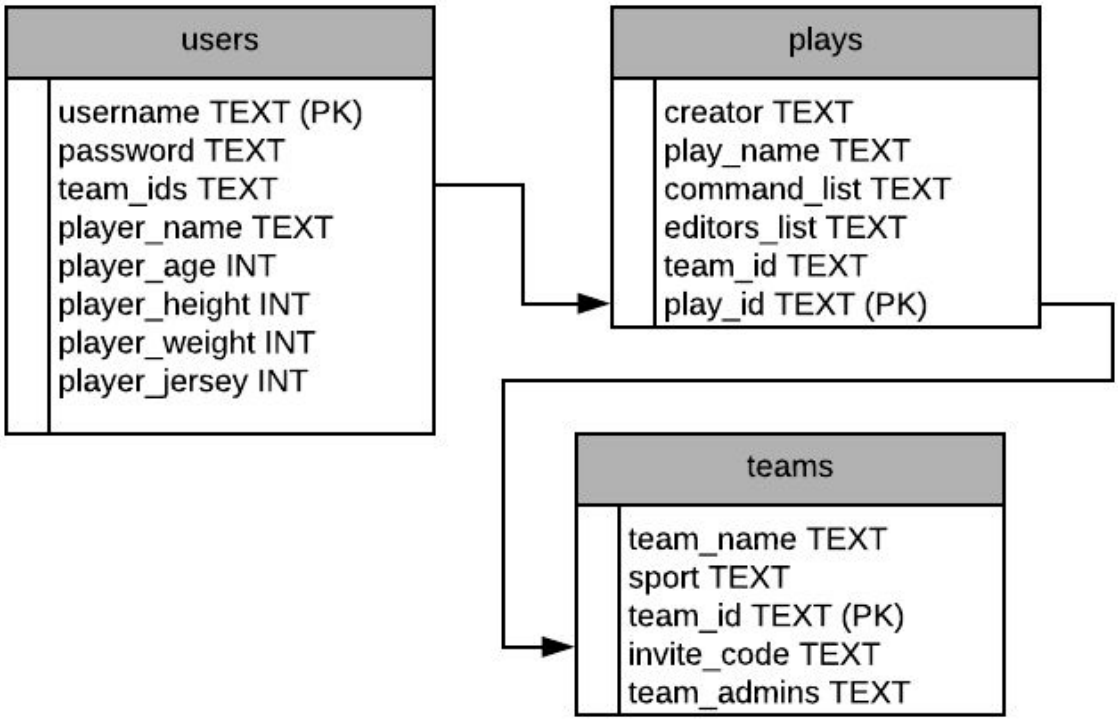


Component Map



* general format, specifics vary

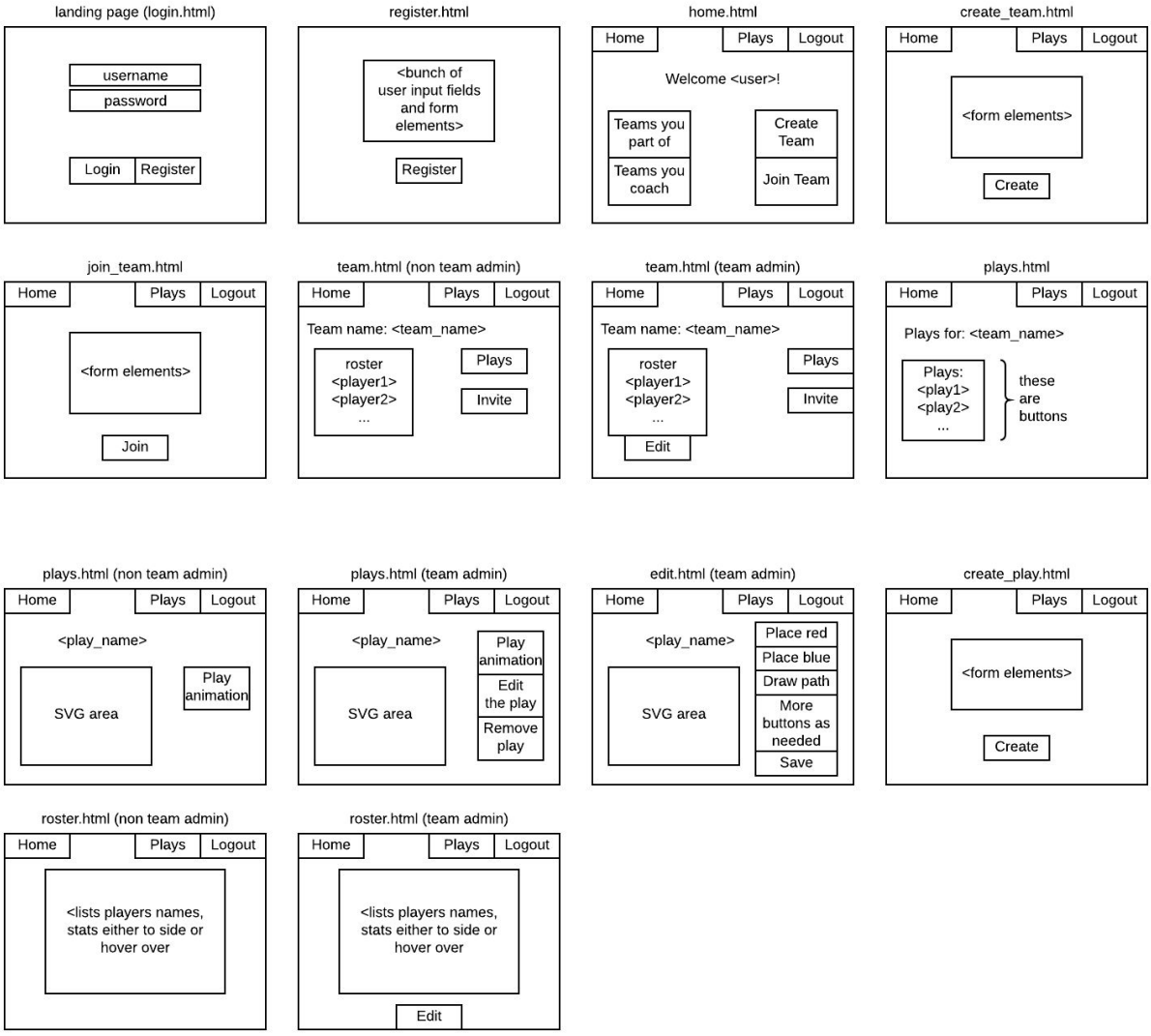
Database Schema



Frontend Framework: Bootstrap

Our members are simply more acquainted with Bootstrap and therefore, we will be using it for the purposes of this project.

Other Diagrams / Visuals (new)

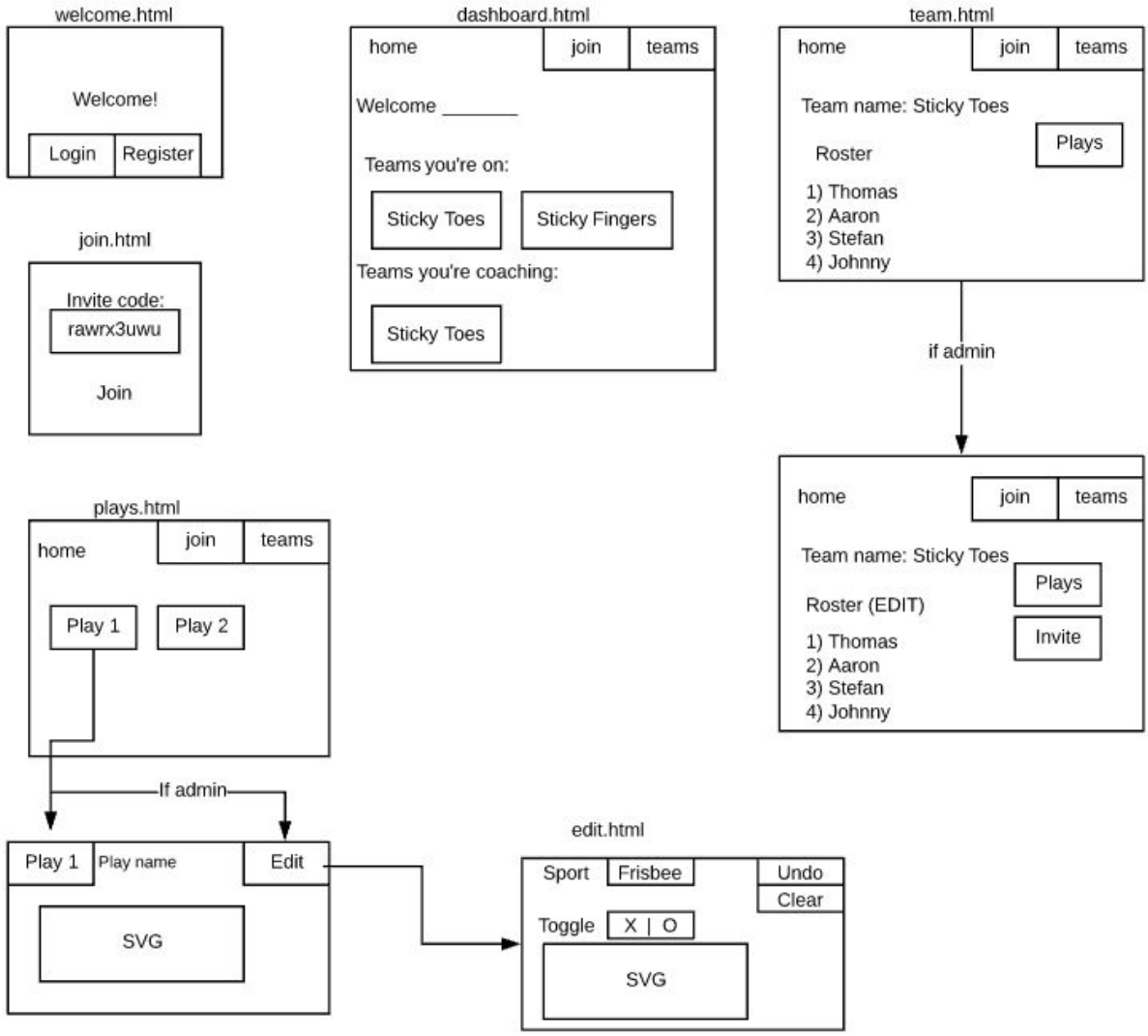


*** join_team.html and create_team.html are now part of home.html**

**** there is no animation feature**

***** there is no edit_play.html, nor does that feature exist**

[OUTDATED] Other Diagrams / Visuals



Roles

Thomas Zhao
- Project Manager
- Database Manager (SQLite)

Xiaojie (Aaron) Li
- Frontend Developer (HTML, CSS)
- App Developer (*app.py*, Python)

Stefan Tan
- SVG Manipulator (SVG, JavaScript)
- App Developer (*app.py*, Python)

Johnny Wong
- Database Manager (SQLite)
- SVG Manipulator (SVG, JavaScript)

Anticipated Timeline

~~May 17th, 2019~~

- ~~Site map functionality should be completed~~
- ~~Components from the component map should be in place~~
- ~~Login functionality should be implemented~~
- ~~User should be able to place SVG elements and move them around~~

~~May 23rd, 2019~~

- ~~Roster functionality should be completed~~
- ~~Creating plays should be finished~~

~~May 25th, 2019 to May 26th, 2019~~

- ~~ULTIMATE FRISBEE STATE CHAMPIONSHIPS :D~~

~~May 28th, 2019~~

- ~~Editing existing plays should be functional~~

~~May 31st, 2019~~

- ~~Site should be fully functional~~

~~June 3rd, 2019~~

- ~~Finalize the frontend (CSS, Bootstrap, etc.)~~
- ~~Test for any bugs and robustify code~~
- ~~Possibly add anything considered a stretch~~

May 24th

- Site map and components should be mostly integrated

May 31st

- Basic SVG functionality should be done (creating plays and storing, not necessarily editing them)

June 3rd

- Roster functionality implemented
- Team functionality implemented

June 6th

- ~~Editing plays should be implemented if possible (reach)~~
- Website should be running relatively smoothly by now

~~June 10th~~

- ~~Cushion date to perfect anything or to finish anything that remains incomplete~~