**Progress Report**

**- Increment X-**

**Group #Y**

# Team Members

Megan Achurra - mea17e - megan-A

Dylan Giesler - dag18e - dag18e

Daniel Lukish - dl16c - dl16c

Miguel Perez Ojito- map18f - miggs597

Thomas Rudolph - tmr18c - thomas54015

1. **Project Title and Description**

Django’s Fantasy is a hybrid between fantasy leagues and traditional sports betting. Users create or join leagues and then participate in a draft. Over the course of the draft the user will choose 3 Premier League Football clubs. Players are prompted to choose 1 team they believe will lose the most throughout the season and 2 teams that they believe will win the most. Assistance to novices can be provided if needed, to advise on which teams to choose. Points are given to a user when either/both of their winning teams wins or their losing team loses. At the end of the season the user with the most points in the league (the best predictor of winning and losing teams) is the winner.

1. **Accomplishments and overall project status during this increment**

Dylan - Created the team information page and implemented the team information system. Also added the tooltips to the home page and the team information page.

Megan - Changed some styling for the index page and got introduced to php. Created pick.php which was part of draft functionality (checks that user picks are valid and updating the database table)

Daniel - Rewrote all python code to php since python was not working due to permission errors that were unfixable. Wrote and implemented the points system. Added Update Teams and Update Points buttons to home page.

Thomas - Built part of the draft system, built a trade system, added a forgot password feature, and also added a delete user feature for captains (captin).

Miguel - Created the front end for the trading system, and made sure it looked right across different screens

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

We did not expect Sonia to tell us we needed to implement the trade system by Friday after our presentation since we said we dropped it in the last iteration. So on top of getting everything else finished on time, time had to be set aside for the trading system as well. Even though we were blindsided by the trading system request it only took us an afternoon’s work to get created.

Thanks to how well we worked together throughout the entire process there were no unbearable hardships in this iteration.

Megan - For me specifically I was challenged with assisting the backend developers to help them finish everything on time. As I am unfamiliar with php I struggled to find something I could help with that would not take my team members more effort to explain to me than to do it themselves. With the help of Thomas and looking at the way his other php code is formatted and online resources, I was able to get enough of an understanding of what I needed to do to accomplish my task.

1. **Team Member Contribution for this increment**

Dylan Giesler

1. Wrote accomplishments for this iteration and the team member contribution
2. Added to assumptions and dependencies and functional requirements. Also made all of the sequence diagrams.
3. Contributed to non-execution based testing
4. Created the team information page that displays information about any team in the premier league using an embedded frame from footystats.org. Also added tooltips to the home page on the site.
5. Created my slide and edited the overview slide, then presented my part and the overview

Megan Achurra

1. Contributes to accomplishments for this iteration, challenges, and team member contribution
2. Added the updated use case diagram and use case textual descriptions
3. Added to non-execution based testing (walkthrough of site that caught minor issues)
4. Altered styling of index page and created pick.php for draft functionality
5. Created my slide in the powerpoint and presented my part of the project.

Thomas Rudolph

1. Contributed to the accomplishments section.
2. Added to Function requirements, non-functions requirements, and operating enviroment.
3. Originally contributed to programming languages. Added to execution based functional testing, and execution-based non functional testing.
4. This increment I added a delete user from leagues feature, added a fogot password feature, built the draft.php file, and built the trading system.
5. I built my slides and presented on them.

Daniel Lukish

1. Wrote accomplishments for this iteration and the team member contribution
2. Added to functional requirements.
3. Updated Programming Languages.
4. Added to the team information page. Created profile page. Created buttons to update team data and points for leagues, and the respective functionality for these updates. Converted all python to php to get API data.
5. Created my slide and then presented my part and the overview, and answered questions.

Miguel A. Perez Ojito

1. Contributed to accomplishments, and challenges.
2. Added Non-functional requirements, and assumptions
3. execution based testing used the trading system to make sure that it was in working order
4. Created the front end for the trading system asap so that the backend team could get to work quickly on the implementation of actual trades
5. Created my slide and then helped with the live demo and presentation
6. **Plans for the next increment**

*N/A*

1. **Link to video**

*N/A*