**Progress Report**

**- Increment 1 -**

**Group #8**

1. 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 – A new-user friendly fantasy soccer league.

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

Thus far, our primary functionality includes a sign-up system, log-in system, a home page, and an index (landing) page. The index is the first page new users are greeted when they connect to DjangosFantasy.com. It includes a small writeup about what the site is and what it does. Our sign-up system allows the creation of new user accounts, which are then added to our database for storing accounts. The log-in system allows users to sign into their accounts after they have been created. The home page is the primary page users are greeted with after signing in. It includes placeholders with a list of leagues the user is part of, data about the user’s current standings in their leagues, and a chat system. There is also a twitter feed directly from the Premier League’s twitter, and a view selection system that allows the user to switch between Premier League standings and their fantasy standings. We have also been able to add the league page which will be utilized when a patron is selecting the players they wish to include in their fantasy league. At the moment it is simply a visual representation of what a round robin style of player selection looks like, and we are currently waiting for the backend to give it functionality.

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

With each passing day we grow ever more so aware of how daunting this project truly is. As of writing this we have already experienced out first major technology shift. The website owes its name to the Django framework that it was intended to be designed with; the prospect of using a new cutting edge piece of tech was electrifying at the time. As we meandered deeper into the project support for Django began to waiver, eventually the sole voice of support for Django capitulated and we pivoted to using PHP for our website. We did agree to leave the name because we felt it was a catchy name. The move to PHP from Django reduced the overall learning curve for the group. Once we adopted PHP we then divided the team into FrontEnd and BackEnd development, with the original split being 2-3 respectively. Then one OS update later the team was redistributed with three of us on FrontEnd and two on BackEnd. The project has demonstrated a rather steep learning curve when it comes down to learning all of the new technologies to get the site up and running. Speaking as a unit the minutiae associated with HTML and CSS have been a tremendous source of strife.

Having enumerated our grievances with respect to the technical aspects of the project we can now shift our focus on the nontechnical aspects of it. Beyond a shadow of a doubt if we have any vitriol to unleash it would be directed towards the hardship that is managing this project alongside all of our other responsibilities this semester. In order to surmount the adversity we face we have increased activity in our primary communication channel and have even more meetings together. In all of these meetings we all rest assured that we can overcome any and all peril we might face.

Finding a suitable API was not easy as lots of them required payment or did not have suitable information. Currently the API that has been found only relates to premier league soccer matches so expansion into different leagues will require addition APIs or Scripts to fetch the necessary data.

PHP with SQL turned out to be a steeper learning curve than expected for members that came from a Python Django background.

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

Dylan:

Completed accomplishments and contributed to challenges

Completed overview, contributed to functional and non-functional requirements, and assumptions/dependencies.

Completed programming languages and non-execution based testing

Created the home.html page (the frontend part), a little bit of scripting on the home page, and created the home.css file

Took the three separate videos and cut them together

Thomas:

* + - 1. Added to the plans for next increment, mostly the login and signup security bits. Added a sentence to difficulty.
      2. Added to functional – login, signup. Non-functional – password hashing. Operating environment.
      3. I added signup and login to the execution based function testing.
      4. I built the some of the logo. I created the login and signup page. I also built a temporary under construction page.
      5. Only involved in recording and displaying the site from a local server.

Megan:

1. added to plans for next increment (portion on front development)
2. Created the Use Case Diagram
3. Added to Non-Functional Execution based testing
4. I created the index.html page and the index.css styling file
5. Involved in the recording of the video

Miguel:

1. Expanded upon the challenges by adding in richer detail to our experiences
2. Worked on the non-functional requirements, namely the code style
3. Worked on Platforms, APIs, Databases, and other technologies, and the Execution Based Non functional
4. Created the league.html and league.css
5. Filmed the videos and then handed them off to the editor

Daniel Lukish:

1. Involved with the video progress update.
2. Found a suitable API to use
3. Began research on how to implement the API to fetch sports data and populate our tables.
4. Worked on database connections and test cases.
5. Worked on Platforms, APIs, Databases, and other technologies. As well as the assumptions and dependencies.
6. **Plans for the next increment**

For the next increment, we are looking to get more of the core functionality into the site. This will include the addition of leagues to the database, the ability for a user to create a league, and the ability to add players to your league. We also plan to begin work on the player information system, which will allow the user to see recent scores, statistics, and the twitter feed of any chosen player.

We also plan on adding more security to the login and signup page. We plan on adding hashing to the user passwords. Only allowing the use of certain style of passwords (ex: certain length, requiring certain standards). Maybe a small terms and agreements.

In addition the front end developers will continue to modify the pages and add features as the back end developers finish them. Along with this we will continue to add elements such as photos and videos, and edit the styling to make the pages nicer.

Implementing the API in order to populate data so we can start working on the "leagues" functionality.

1. **Link to video**

<https://www.youtube.com/watch?v=uSe3JqufWEI&feature=youtu.be>