**Project Plan: Synthesis Assignment**

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# **CURRENT SITUATION**

“DuelSys inc”, a tournament-management company, wants to hire a software professional to develop a software solution that allows its customers to manage their sports tournaments.

The project management is being handled using the Waterfall methodology and is being carried out by one individual. About the progress, a GIT repository is used for version control, as well as weekly updates are given to the tutor regarding the progress.

# **PROBLEM DESCRIPTION**

Our client is facing one main problem. It is related to the organization of a round-robin badminton tournament. They would like to have a system that allows them to easily determine who is the best out of each tournament player. Another request for the software solution is potential support for other types of sports and tournament systems. Our solution should allow the client to organize tournaments and find information about them in an organized and user-friendly way.

# **PROJECT GOAL**

Considering the previously mentioned problem, the main project goal is to create a system that helps organizing, tournaments for both badminton and other types of sports for the client company. In order to achieve this goal, the system should include participants’ names and the results of each game. Regarding the tournament itself, sport type, description, duration (start and end dates), minimum and maximum number of players, location information(address) and tournament system information(round-robin) will be required.

# **DELIVERABLES**

In order to accomplish our goal, we have decided to develop an application (using C#) which will be used by the tournament managers. It will allow them to have control over the tournament information, schedule, scores, and results.

The following is a list with deliverables for week 16:

* Project plan
* URS
* Test plan and test report
* UML Class Diagram
* Database design
* Software solution
* Unit tests
* C# application
* Website

# **CONSTRAINS**

There is no real data, so own made-up data has to be used during the development. The UX is expected to be on par with modern software standards

(Proper UX, user feedback, common practices (hide sensitive data such as password), etc.

For the desktop application C# with Windows Forms is required and ASP .Net Core Razor Pages for the web application. Layout frameworks may be used without any ORM. MySQL database is used to store the data.

Tutor meetings are mandatory and are organized on a weekly basis. The deadline for submission is June 10th before 16:00. For source control, FHICT GitLab is used with appropriate rights given to the tutors.

The website should run on Hera and Venus servers. All deliverables must be submited on Canvas before the deadline.

# **PHASING**

|  |  |
| --- | --- |
| Week number | Deliverable |
| 1 | Work on project plan |
|  | Work on URS |
| 2 | Work on test plan |
|  | UML Class diagram |
| 3 | Design database |
| Implement Unit tests |
| Finish the visuals for the desktop application |
| 4 | Implement desktop features [[1]](#footnote-1) |
| Work on test report |
| 5 | Implement features for the website |
| 6 | Implement features for the website |
|  | Finish test report |

1. During the first half of the week, implement all the functional core user requirements as well as 1 minor and 1 major. After the first half, start working on the test report while further polishing the desktop application. [↑](#footnote-ref-1)