PROJECT PLAN

# Synthesis Assignment



Made by: Georgi Zhizgov

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# Introduction

This document describes the Synthesis assignment for week 11-16. This is an individual assignment where all the 7 learning outcomes(LO’s) can be shown. This document also contains all information about what the problem is about and how the solution process will be delivered.

# Problem Description

The company DuelSys inc. wants a software solution to allow their customers (sport associations) to manage their sport tournaments. For now, the software must support a round-robin1 tournament system for badminton2, but DuelSys inc. also wants the software to have the potential to support other types of tournament systems and sports. A tournament has multiple players competing in badminton games to determine who is the best (e.g. gold, silver and bronze medal). To determine this, the purpose of the software is to register all the results of each game.

This software solution will be used by sport association staff (staff) to organize tournaments and by players to find information about the tournament(s) they want to participate in.

# Project Goals

Our software solution will enable the client to safely register through our website and being able to follow the newest tournaments and register for participation. There will be also a desktop application to support admin’s work, which will be CRUD for tournaments and schedule for the tournaments.

The solution will be delivered in two parts: an executable software application, as well as an online client environment.

# 4. Project outcome

4.1 Deliverables

* **Database**
* **Desktop Application**
* **Web Application**

# 5. Constraints

Description of the limitations and milestones

TABLE 1 CONSTRAINTS

|  |  |
| --- | --- |
| Technology | C#, HTML, CSS, MySQL, ASP  .NET Core Razor Pages, Gitlab & Git |
| Time | We have 6 weeks to complete this project.(24/04/22 – 10/06/22) |

# 6. Phasing

Agile methodology - The Agile methodology is a practice that encourages continuous development and testing throughout the software development lifecycle of a project. Unlike the Waterfall methodology, the Agile methodology allows for parallel development and testing:

**1. Week 11**

- Project plan

- UML Class Diagram

- URS (User Requirement Specification)

- Desktop Application

**2. Week 12**

- Project plan

- UML Class Diagram

- URS (User Requirement Specification)

- Test Plan

- Desktop Application

- Web Application

- Database Design

**3. Week 13**

- Test Plan

- Desktop Application

- Web Application

- Database Design

- Unit testing

**4. Week 14**

- Desktop Application

- Web Application

- Unit testing

**5. Week 15**

- Desktop Application

- Web Application

- Unit testing

**6. Week 16**

- Polishing applications

- Deployment