Project Diary

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Fantasy Hurling Website
with Social Media Capabilities

17/12/2014

Week 1
Date: 15/9 - 21/9

Activities:
- Found two other team members to form a group for the project
- Martin Zuber and Michael James

Roles:
- The group initially began discussing the project
- We selected technologies we would like to work with
- We discussed potential project supervisors

Resources:
- None

Other Notes:
- None

Week 1
Date: 15/9 - 21/9

<u>Week 2</u>
<u>Date: 22/9 - 29/9</u>

Activities:
- The group decided that the project supervisor we would like was Dr. Luke Raeside. We all had Luke for previous modules and thought his supervision would suit our project.
- Each group member explored project ideas and reviewed the list of designated projects
- The group decided to create a fantasy hurling website with social media capabilities
- Each member of the group explored technologies involved in creating a web based gaming platform

Roles:
- I collected information about hurling competitions, players, teams
- Michael and Martin researched existing fantasy hurling platforms

Resources:
- GAA website, Fantasy Hurling searches

Other Notes:
- Supervisor was chosen
- Group was chosen

Week 3
Date: 30/9 - 7/10

Activities:
- The group received confirmation of our group members from Michael O'Donnelly
- Dr. Luke Raeside confirmed he would be our project supervisor
- Each member of the group began working on our scope documents
- Luke added the social media aspect to our project

Roles:
- Each member began creating a scope document
- Michael, Martin and I reviewed technologies we researched independently
- Each member continued research

Resources:
- Lecture notes
- Java Documentation
- Web Development books
- GAA books

Other Notes:
- Each member began their scope document

Week 4
Date: 8/10 - 15/10

Activities:
- Each member of the group submitted their scope document. Although the documents were different, the scope outline was decided as a group
- The group decided a structure to implement the fantasy hurling website
- We agreed on technologies to use for implementation of the project, Java Server, JQuery, CSS and HTML
- The group decided on using theme roller for site design

Roles:
- I began researching layout designs for the website and other technologies that could assist our project
- Martin began researching Java Server information
- Michael researched the database design using SQL
- Each group member reviewed existing fantasy gaming platforms

Resources:
- Online web design projects, existing fantasy sports games websites
- Java Server documentation
- SQL database design documentation

Other Notes:
- Each member of the group submitted their scope document
- Proposal document handed out

<u>Week 5</u>
<u>Date: 16/10 - 23/10</u>

Activities:
- The group decided on the project specification and was satisfied that we were moving in the right direction
- We finalized the software we would use on the project
- We began delegating roles to each group member
- We all went to Luke's lab and discussed the project scale and timeframe
- The group shared research information regarding the project
- Each member submitted their proposal document

Roles:
- This week the group was writing summary articles
- I chose social media
- Michael chose web development design
- Martin chose JavaScript

Resources:
- Research paper documents "Social Media and Prosumerism"

Other Notes:
- Each member of the group submitted their proposal document
- Summary document handed out

Week 6
Date: 24/10 - 31/10

Activities:
- Each member continued working on the summary document
- We discussed potential changes to the back end of the project
- In rich web apps we learned new techniques to storing and receiving data
- The group discussed documents for our individual research papers that could help the group as a whole

Roles:
- I continued with the summary document and researched website design and logo
- Martin researched and explored Microsoft Azure cloud based back side database Retrieving data via JSON
- Michael began writing documentation and UML

Resources:
- Research paper documents "Social Media and Prosumerism"
- Each member of the group reviewed research papers to do a literature review on

Other Notes:
- Martin began adjusting the way in which the backend of the project would operate
- Michael uploaded his summary document
- Literature review handed out

Week 7
Date: 1/11 - 8/11

Activities:
- Each member of the group selected the literature review research papers
- The group met up and discussed which aspects of the project they felt their literature review would cover
- Martin and I submitted our summary documents
- The group agreed that Martins new database was the best way forward, using new JSON skills retrieving data from the cloud server via a REST API

Roles:
- Martin continued exploring the technology and language needed to create this new database
- Michael continued working on documentation
- Michael and I began working on the website
- Each member selected the literature they would be reviewing
- I chose the impact of fantasy sports games and their involvement via social media

Resources:
- Each member of the group was working on their literature review with respective resources
- Literature review documents " Sport Fandom in the Digital World " and " Focus On Fantasy (an overview of fantasy sport consumption) "

Other Notes:
- Creating UML and designing a database

Activities:
- Each member of the group was working on their individual literature review
- Michael continued to create UML designs and the documentation of the front end of the website
- Martin called a meeting to confirm the new back end design of the project, using JSON API

Roles:
- I began creating images for the website
- Michael was building the website
- Martin began learning how to create REST API's

Resources:
- JavaScript tutorials, Photoshop tutorials, API tutorials
- All the academic research papers in our literature reviews

Other Notes:
- With Martin adjusting the back end technology the project still managed to stay on schedule

Week 9
Date: 17/11 - 24-11

Activities:
- Each member of the group was working on their individual literature review
- Michael created a GitHub repository so we could all work on the project from one source
- Martin and I installed GitHub and added the project locally

Roles:
- I began creating county jerseys for the website using Photoshop
- Michael created the GitHub account
- I began learning how to use GitHub
- Martin began writing a unique REST API for our website

Resources:
- GitHub
- Azure.Microsoft

Other Notes:
- Literature review due next week

<u>Week 10</u>
<u>Date: 25/11 - 2/12</u>

Activities:
- Each member of the group submitted their literature review
- Each member of the group continued working on last weeks tasks
- The individual presentations were handed out and we had to give a group presentation with an amalgamation of all three presentations
- The group met to discuss areas of the presentation for each member to focus on

Roles:
- I focused my presentation on the introduction and market of fantasy sports with parts
- Michael Focused on the progress of the project so far
- Martin focused on the technologies we used while creating the project

Resources:
- Lecture notes on presentations
- Continued learning of JavaScript, JSON, AJAX, C#, Photoshop, GitHub & Azure.Microsoft

Other Notes:
- While we all focused on specific areas of the project, we all still covered all 3 aspects. Just with greater importance on our designated aspect

Date: 3/12 - 10/12

Activities:
- The group amalgamated all three presentations in to one presentation
- The group discussed how the project was progressing

Roles:
- Martin created APIs to retrieve data from our server
- Michael completed the documentation with UML and wireframe for the website design
- I continued working on the website images for the county jerseys

Resources:
- none

Other Notes:
- The presentation went well, we met our allocated 6 minute limit and explained our project with good detail

<u>Week</u>
<u>Date: 11/12 - 18/12</u>

Activities:
- Each group member continued working on the project
- The group designed and implemented a prototype v1.0
- Martin created the back end
- Michael and I creating the front end

Roles:
- Martin was working with .net technologies
- Michael created a registration page
- I created a standings page
- The group began merging the front end with the back end for the prototype

Resources:
- none

Other Notes:
- This week we had to present our project in it's current prototype state to the project supervisors