

Project Scope

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Fantasy Hurling Game *with* Social Media Capabilities

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1.0 Project Overview

1.1 Project Title:

Fantasy Hurling Game with Social Media Capabilities

1.2 Project Type:

Web based game connected to social media

1.3 Project Client:

(Potential) Gaelic Athletic Association

1.4 Project Supervisor:

Dr. Luke Raeside

1.5 Project Manager:

Martin Zuber

1.6 Project Timescale:

15/9/2014 – 30/4/2015

2.0 Project Objectives

The aim of this project is to create a website with the ability of allowing visitor to play an online fantasy hurling game and accommodate social interaction between members. The website will be backed by a java server allowing the fantasy hurling data to be dynamic.

The user will only ever be able to interact with the client side of the website consisting of a playable game, customizable user profile and social media features such as messaging and GPS features. The administrator will interact with the server side of the system, maintaining and updating the application. This data will update the users scores and information dynamically. Together the system would be fully functional with the client side interface backed by our database.

3.0 Work Breakdown Structure

3.1 Analysis

- Market research for social media links with GAA
- Evaluate existing GAA fantasy games online
- Research GAA copyright laws
- Research most suitable software technologies
- Assess if project is achievable

3.2 Design

- Select Software Development Life Cycle (SDLC)
- Create system specifications
- Select software technologies
- Propose staff workloads and areas
- Evaluate timescale periods for each task
- Design website and logo
- Create UML diagrams to understand the system
- Design the database

3.3 Implementation

- Delegate and assign tasks
- Create the website in HTML with CSS
- Create JSON and AJAX code to optimize the website
- Create the database using JAVA
- Link the database and the website with JAVA enterprise server
- Document task completion with project progression

3.4 Testing

- Select testing Model
- Test iterations of system using JUNIT
- Select final working system
- Deploy System

4.0 Timeline

TASK	DATE	CHK
Phase 1	2014	
Market research	22/9 - 26/9	
Evaluate Existing games	22/9 - 26/9	
Research copyrights	22/9 - 26/9	
Research suitable software	29/9 - 03/10	
Asses project feasibility	29/9 - 03/10	
Select SDLC	06/10 - 10/10	
Create specifications	06/10 - 10/10	
Select software	06/10 - 17/10	
Propose staff tasks	13/10 - 17/10	
Evaluate task timescales	13/10 - 17/10	
Design website and logo	20/10 - 31/10	
Create UML	27/10 - 14/11	
Design database	17/11 - 28/11	
Assign staff tasks	1/12 - 5/12	
Create website	8/12 - 21/12	
Phase 2	2015	
Implement JSON & AJAX	26/1 - 27/2	
Create database	26/1 - 27/2	
Link database to website	02/3 - 13/3	
Document task completion	8/12/14 - 13/3	
Select testing model	16/3 - 20/3	
Test system iterations	23/3 - 17/4	
Select final iteration	20/4 - 24/4	
Deploy system	27/4 - 01/5	

5.0 Defining Features

5.1 User Features

- Creating an account
- Logging in
- Customizing a profile
- Creating a team
- Creating a league
- Inviting users
- Challenging users
- Messaging services

5.2 Administrator Features

- Website maintenance
- Updating player price
- Updating player score
- Updating available players