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 2

Date: 22/9 - 29/9

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

Week 5

Date: 16/10 - 23/10

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

Week 8

Date: 9/11 - 16/11

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

Week 10

Date: 25/11 - 2/12

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

Week 11

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

Week

Date: 11/12 - 18/12

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