Project Scope

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Fantasy Hurling Game

*with* Social Media Capabilities

01/10/2014

**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** **5.2 Administrator Features**

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| --- | --- |
| * Creating an account * Logging in * Customizing a profile * Creating a team * Creating a league * Inviting users * Challenging users * Messaging services | * Website maintenance * Updating player price * Updating player score * Updating available players |

**6.0 Gantt Chart**

**6.1 Phase 1**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 22/9 | 29/9 | 06/10 | 13/10 | 20/10 | 27/10 | 03/11 | 10/11 | 17/11 | 24/11 | 01/12 | 08/12 | 15/12 | 22/12 |
| Market research |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Evaluate Existing games |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Research copyrights |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Research software |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Asses project feasibility |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Select SDLC |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Create specifications |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Select software |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Propose staff tasks |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Evaluate task timescales |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Design website and logo |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Create UML |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Design database |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Assign staff tasks |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Create website |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Document tasks |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**6.2 Phase 2**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 26/1 | 02/2 | 09/2 | 16/2 | 23/2 | 02/3 | 09/3 | 16/3 | 23/3 | 30/3 | 06/4 | 13/4 | 20/4 | 27/4 |
| Implement JSON & AJAX |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Create database |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Link database to website |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Document task completion |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Select testing model |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Test system iterations |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Select final iteration |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Deploy system |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

\* Represents active task week

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