

Project Title: The Locker Room

Team Members:

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Client : Riad Mohammed, Jayze Elysee, Ashley Tisaranni

Date(s) of Meeting(s) with Client for Developing this Plan: Every Fortnight on a day that is convenient for the clients.

Goal and Motivation:

The overall goal of this project is to both enable soccer players to efficiently setup unofficial games (sweats) and find new people or groups to play with. Currently, when soccer players are planning sweats, or simply looking for people to play with, they utilize social networks such as Facebook and Whatsapp. However, the limitations of these platforms prevent this process from being a smooth one and as such, players are left frustrated. Such limitations and pains include:

- When organizing sweats, information such as venue, time, confirmed participants and other announcements are not readily available
- Players find it difficult to find **new** friends/groups to play with
- Players are unable to track their personal statistics such as goals, assists, clean sheets and man of the match awards.
- Few persons who play soccer are aware of where they can go to play with a team

Approach

In order to solve these problems and achieve the overall goal, the following key features and functionalities will be implemented:

- Player/Sweat search/invite
 - Users will be able to either search for available sweats to join or invite players/groups to sweats based on their specified criteria such as age, gender (male-only, female-only, mixed) , location, position and friendliness rating.

- Sweat Pages
 - Users will have the ability to efficiently organise sweats. Available functions include : inviting other users, keeping track of participants, make information such as venue, date and time readily available
 - Users will also be able to track events of sweats either real-time or asynchronously. Said events, once approved by participants, will be added to personal statistics where applicable.
- Recording of personal statistics
 - Users will be able to track statistics such as goals, assists, clean sheets and man of the matches. These statistics will undergo an approval process, which includes users filling out a survey after a sweat has concluded to either confirm or deny that any logged events, which contribute to statistics, actually occurred.
- Friendliness Rating
 - Every user will have a friendliness rating which will be influenced by their conduct and discipline during sweats. The post-sweat surveys will be used to collect data for friendliness ratings.

Novel Features

Due to the unique nature of our system, many features being implemented are relatively new.

Such novel features include the ability to:

- Create a sweat event which allows users to efficiently manage relevant information such as date, venue and time of sweat, as well as keep track of sweat participants
- Search for new players to invite to sweats
- Search for sweats to request to attend
- Track events of sweats either during or after the sweat
- Record personal statistics based on sweat events

Technical Challenges

As expected, our project brings with it many technical challenges for the group to consider and conquer. Some of these challenges include:

- Becoming familiar with database tools such as php and SQL to store and retrieve data for the website and further database manipulation
- Learning javascript, html and CSS to aid in the development of the website and its functionality

Milestone 1 (October 4th)

In the following steps, the following features will be represented by the letters for A, B and C for ease of readability:

- A: creating and maintenance of profiles for ever user
- B: Adding and maintenance of friends
- C: Chat Implementation
- D: Making and maintaining group chats
- E: Sweat Pages (includes functions such as inviting and searching for users and groups as well as manipulation of data.)

The following are the itemized tasks for milestone 1:

- Compare and select technical tools for A, B, C, D & E.
- Provide small (“hello world”) demos to evaluate the tools for A, B, C, D & E.
- Resolve technical challenges: A, B, C, D & E.
- Compare and select collaboration tools for software development, documents/presentations, communication, task calendar
- Create Requirement Document
- Create Design Document
- Create Test plan

Milestone 2 (November 1st)

- Implement, test and demo feature creating and maintenance of profiles for ever user
- Implement, test and demo feature adding and maintenance of friends

Milestone 3 (November 29th)

- Implement, test and demo chat Implementation
- Implement, test and demo making and maintaining group chats

Task Matrix for Milestone 1:

Task	Jordan	Matthew	Saeed
Compare and select Technical Tools	Database tools + chat & calendar API + searching for email & phone number verification tools + Implementation of Algorithms		
"Hello world Demos"	All	All	All
Resolve Technical Challenges	Javascript, HTML primarily + Basics of SQL +php	Javascript, CSS, HTML primarily + Basics of SQL +php	Database tools (SQL, php) primarily + Javascript
Compare and select Collaboration tools	Programs	Documents/presentations, communication	Programs, task calendar
Requirement Document	Write 50%	Write 25%	Write 25%
Design Document	Write 25%	Write 50%	Write 25%
Test Plan	Write 25%	Write 25%	Write 50%

Approval from Faculty Advisor

- "I have discussed with the team and approve this project plan. I will evaluate the progress and assign a grade for each of the three milestones."
- Signature: _____ Date: _____