### Design

**Client Analysis**
- Sponsor Meetings
- Observed Current Process

**Conceptual Prototyping**
- Theoretical Mapping
- Decide User Ranking
  - League Admin
  - Club Manager
  - Team Manager

**Data Modeling**
- Analyze User Requirements
- Design Database Relations

**Visual Interface**
- Decide on User Display
- Create Mockups

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### Development

**Choose Framework: Django**
- Expedited Development
  - Allows for immediate live views of the product

**Development Model: Evolutionary Model**
- Allowed the team to adjust to unexpected requirement changes and feature requests
  - Led to a highly successful team dynamic and made efficient use of the time constraints

**Public Imagery**
- Written FAQ/Tutorials for the website

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### Testing

**Test Plan**
- Decide on important system functions

**Functionality Testing**
- 20 man hours of user testing

**Issue Tracking**
- GitHub allowed live bug reporting and tracking
  - The user testing fed directly into our issue tracker

**Resolved Issues**
- Usability was optimized for inexperienced users
  - Allowed for changing team hierarchies based on possible future requirements

**Cleared Bugs**
- The majority of minor were bugs cleared
  - FAQ and Tutorial pages were created

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**Coding Team:** Vlad, Julian, Mantis, Dustin, William

**Design Team:** Colin, Kristin, Krzysztof, Chris