IPRO 308

NIHL

(Northern Illinois

Hockey League)

PROJECT PLAN

IPRO 308

Sponsor: Northern Illinois Hockey League

Faculty: Chris Lam (HUM) (lamchri@iit.edu)

I. TEAM CHARTER

1. Team Information

      A.   CONTACT INFOMATION

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Mantas Vidutis

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B.   TEAM STRENGTHS

Luke Blakely: communication, team work

Jake Carmichael: team work, problem solving

Hyemin Choi: design skill

Shashank Gopal: communication, team work

Anthony Lademan: web design

Rick Matusiewicz: team leader, interpersonal skills, public relations

Kevin Mutyaba: team leader, organizational skills

Christopher Najarian: willing to do anything

Ryan O'Connor: leadership, communication

Nirali Patel: communication, responsibility

Jaime Sahagun: programming knowledge and bug testing

Christopher Savage: previous project experience, concept design

Jared Svaldi: team work, word processing

Mantas Vidutis: previous project experience, logical thinker

C.   NEW KNOWLEDGE AND SKILLS TO DEVELOP

Luke Blakely: time management, web design

Jake Carmichael: preparation

Hyemin Choi: time management

Shashank Gopal: time management

Anthony Lademan: work ethic

Rick Matusiewicz: gain experience in web development and design

Kevin Mutyaba: project management

Christopher Najarian: communication

Ryan O'Connor: peer work

Nirali Patel: academic skill

Jaime Sahagun: communication and team working skills

Christopher Savage: communication

Jared Svaldi: usability testing

Mantas Vidutis: team ethical dispute management

D.   OVERALL EXPECTATIONS ABOUT THE PROJECT

We will make a prototype for the Northern Illinois Hockey league website. We want to develop web-based scheduling and scoring applications that can support their annual operations.

E.   TEAM IDENTITY

Name: IPRO 308

Motto: "The price of success is hard work, dedication to the job at hand, and the determination that whether we win or lose, we have applied the best of ourselves to the task at hand."

-Vince Lombardi

Logo:

2. Team Purpose and Objectives

A. Team purpose (team vision, team mission)

Our purpose is to make the NIHL website a web-based scheduling and scoring applications that can support their annual operations.

B. List the objectives that the team has set

1. Coding of NIHL website

START 01/12/10

DONE: 04/08/10

2. Design and Layout

START: 01/12/10

DONE: 03/15/10

3. Usability Testing

START: 01/12/10

DONE: 04/23/10

3. Background

A. Sponsor Information

The NIHL is the largest hockey league in Illinois. It is also the largest youth all star hockey league in the US, serving over 300 youth teams and over 4,000 players. The youngest players are five years old and oldest are 18.

B. Provide information about the user problem(s) the project is facing.

The NIHL currently has an elaborate manual process for the various hockey divisions to establish their schedules and locations for games every year, as well as capture game scores. Currently, over 3,500 games are played each season with hand scheduling assignments and a score reporting system that requires over 200 team managers to fax completed game reports to a league statistician who collates them and forwards them to a web site manager. The game scheduling process that takes place prior to the start of every season is also very labor intensive and could benefit from a web-based application tool.

C. Present information about the technology or science involved or potentially involved in addressing the problem(s).

We are going to be making a web-based application using Google applications and different programming languages.

D. Offer information on the historical success or failure of previous attempts in addressing the problem(s).

This is the first attempt at making a website for the current problem facing the NIHL but is a continuation of last semesters work.

E. Include any ethical issues that may be involved in investigating the problem(s).

> Deciding if we want to make this a general application that could be marketed and sold or not. There are also many other hockey orientated websites that could be used as a template for the NIHL. The issue that could arise from the situation is copyright laws and existing patents.

F. Provide information about the business or societal costs of the problem(s).

> Currently, over 3,500 games are played each season with hand scheduling assignments and a score reporting system that requires over 200 team managers to fax completed game reports to a league statistician who collates them and forwards them to a web site manager. The game scheduling procedure that takes place prior to the start of every season is a very labor intensive process for the parties involved.

G. Offer details on the proposed implementation outline for any practical solutions developed by the project team.

> The phases overlap and will interact together. For this to occur the group will separate into 3 sub-groups; two of which will focus primarily on the design and development phase while the third will prepare and complete the usability/testing phase.

> Development Phase: We will break into two teams here one will focus on the visual design and the other team will work on coding the actual application.

Testing Phase: Although we will be testing the program throughout its development this is a time to get the final bugs out. The usability team will do the initial testing with volunteers from the NIHL that will assist in real-life scenarios and provide feedback on the performance of the application. We will work out the final kinks and have a prototype of the application to be used by the NIHL.

4. Team Values Statement

A. Team values

Team work is our biggest value we want everyone to be aware and interested in others' roles, goals, and projects. Team members should accept and give help graciously and encourage and support each other at all times. Effective communication is an additional team value for our IPRO. Expectations, responsibilities, and roles are expected to be shared in advance and clearly described and explained. We want to maintain a safe environment for admitting mistakes, asking for help of clarification, sharing problems or concerns and giving or accepting feedback from the group. Accountability is another one of our team values because everyone has to do their part and be dependable.

B. Problem solving techniques

The first step is to identify the problem at hand to fully understand what needs to be accomplished. The group should involve in the entire problem solving decisions to ensure correct solutions all chosen. Before a decision is reached both sides of the issue should be seen and discussed. All possible solutions should be considered to guarantee the right conclusion is reached. Once all avenues have been sought the group or sub-group as a whole will decide the best action to taken towards the present problem.

II. PROJECT METHODOLOGY

1. Work Breakdown Structure

A. Describe how your team will go about solving the problem.

Our process for solving the problem of the NIHL is to first design and web-based application that they can use to schedule the games and update their statistics. Then we will work together to develop the application and finally we will test it to make sure everything works.

Major Tasks

Coding of NIHL website cont'd from fall '09 thru 04/08/10

Design and Layout of website 01/12/10 thru 02/25/10

Usability Testing 01/12/10 thru 04/23/10

Algorithm Team

Finish algorithm analysis game number bug 02/11/10

Add home/away aspect 02/25/10

Read/ Write from database 03/11/10

Implement algorithm 04/08/10

Test algorithm for any new bugs, finish 04/08/10

Design Team

Redesign website 02/25/10

Add more data display 02/25/10

Increase functionality 02/25/10

Usability Team

Usability analysis document 02/11/10

User testing task sheet 03/22/10

Volunteer Recruitment 03/22/10

ALGORITHM TEAM:

The team will work to finish and debug the remaining coding for the application in continuation from last semester. The team will establish the various functions required to solve the numerous problems.

ALGORITHM

Rick Matusiewicz

Kevin Mutyaba

Mantas Vidutis

DESIGN TEAM:

The team will be responsible for the design and layout of the website. They will work to ensure functionality and overall visual quality for the website is of a high standard.

DESIGN TEAM

Hyemin Choi

Anthony Lademan

Ryan O'Connor

Nirali Patel

USABILITY TEAM:

The team will be responsible for testing and overall quality control of the website. They will test various functions of the website to ensure the application will perform the tasks required at a high level.

Usability Team

Luke Blakely

Jake Carmichael

Shashank Gopal

Christopher Najarian

Jaime Sahagun

Christopher Savage

Jared Svaldi

2. Expected results

At the end of this semester we hope to have a fully functional prototype for the NIHL. Our application should work as an online scheduler for the hockey games. It should also be manger friendly and make the whole process run smoothly. The other application should make it possible for the teams themselves to update their statistics. The IPRO should result in a positive and completed website. This should increase productivity and time management for the NIHL as well as establish a professional atmosphere for the organization.

3. Project budget

$500 - testing

4. Designation of roles

IGroups Moderator: Kevin Mutyaba