

# I<sub>PRO</sub> 308

PROJECT PLAN

IPRO 308

**Sponsor:** Northern Illinois Hockey League

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

## I. TEAM CHARTER

### 1. Team Information

#### A. CONTACT INFORMATION

Kristin Lucchesi

Email: [klucches@iit.edu](mailto:klucches@iit.edu)

Phone: [REDACTED]

Dustin Barksdale

Email: [dbarksda@iit.edu](mailto:dbarksda@iit.edu)

Phone: [REDACTED]

Julian Hays

Email: [jhays3@iit.edu](mailto:jhays3@iit.edu)

Phone:

Krzysztof Bartus

Email: [kbartus@iit.edu](mailto:kbartus@iit.edu)

Phone: [REDACTED]

William Perkins

Email: [wperkin1@iit.edu](mailto:wperkin1@iit.edu)

Phone: [REDACTED]

Christopher Savage

Email: [csavage2@iit.edu](mailto:csavage2@iit.edu)

Phone: [REDACTED]

Colin Scheer

Email: [cscheer@iit.edu](mailto:cscheer@iit.edu)

Phone: [REDACTED]

Vladimir Semenov

Email: [semevla@iit.edu](mailto:semevla@iit.edu)

Phone:

Mantas Vidutis

Email: [mvidutis@iit.edu](mailto:mvidutis@iit.edu)

Phone: [REDACTED]

#### B.

#### TEAM STRENGTHS

Kristin Lucchesi: Working within a team and some programming knowledge.

Dustin Barksdale: programming experience, problem solving and improvisation.  
Julian Hays: Google App Engine Development, web programming.  
Krzysztof Bartus: Adobe Photoshop and research.  
William Perkins  
Christopher Savage  
Colin Scheer: research, knowledgeable with Adobe Photoshop.  
Vladimir Semenov  
Mantas Vidutis: Detailed oriented problem solving.

#### NEW KNOWLEDGE AND SKILLS TO DEVELOP

Kristin Lucchesi: an understanding of web programming and design.  
Dustin Barksdale: communication and team skills; to sharpen my programming skills by applying them towards a real goal; to broaden my knowledge of programming languages  
Julian Hays: experience working with a team.  
Krzysztof Bartus: communication skills  
William Perkins  
Christopher Savage  
Colin Scheer: communication skills.  
Vladimir Semenov  
Mantas Vidutis: An understanding of cloud computing and leadership skills.

#### 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.

#### C. Team identity

Name: The All Stars

Motto: In it to win it

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. Design our web-based applications  
START 9/3/09  
DONE: 09/16/09
  2. Develop our web based-applications  
START: 09/16/09  
DONE: 11/11/09
  3. Test our web-based applications  
START: 11/11/09  
DONE: 11/25/09

### 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)

There were no previous attempts to correct this problem.

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.

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 process that takes place prior to the start of every season is also very labor intensive.

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

Design Phase: First we developed the site map. Then we have to start the data modeling and architectural diagrams. Then we will decide the functional requirements and the list of features consecutively we will be working on the visual design of our applications.

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 will be testing the program throughout its development this is a time to get the final bugs out. The visual design team will act as users to the application to determine in functionality. 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 another big 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

If problems arise the first step should be to work it out with the person your having a problem with. If the disagreement can't be solved between the two people they should talk to the sub group that they are in. If a clear decision to the problem cannot be reached within a sub group than the whole group should try to come to an agreement. If all else fail the teacher will have the deciding vote on what to do to solve the 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

Design Phase 9/3/09 - 9/16/09

Site map 9/9/09

Data modeling 9/14/09

Arctectual diagrams 9/14/09

Decide functual requirements 9/16/09

List of features 9/16/09

Development phase 9/16/09 – 11/11/09

TEAM 1

Split up tasks 9/21/09

Finish functions assigned 11/7/09

Put together application 11/11/09

TEAM 2

Visual design 9/23/09 (is ongoing process)

Help coders 9/16/09 – 11/11/09

Work on midterm presentation 10/5/09

Testing phase 11/11/09 – 11/25/09

TEAM2

Test application 11/14/09

Final project report 11/20/09

TEAM1

Give all documentation to team1 11/18/09

Fix bugs 11/21/09

BOTH TEAMS

Final test and fixes 11/25/09  
Final phase  
Final presentation 12/02/09  
Final project report 12/04/09

TEAM1: team one will be doing most of, if not all of the programming for our application.

#### CODING TEAM

Julian Hays  
Mantas Vidutis  
William Perkins  
Vladimir Semenov  
Dustin Barksdale

TEAM2: Will be visually designing what the application should look like and act. Team2 will also take care of the paper work associated with this project.

#### VISAUL DESIGN TEAM

Kristin Lucchesi  
Krzysztof Bartus  
Christopher Savage  
Colin Scheer

## **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. A potential product from this IPRO is a outline for these applications. There are many risks that could effect the outcome of our results. We have many different people programming the applications so there is a good chance that the different functions might not work well together. Also were not really sure what were getting into or what problems will arise during development.

## **3. Project budget**

For this project we will be using

## **4. Designation of roles**

Minute Taker: Krzysztof Bartus

Adgenda Maker: Kristin Lucchesi

Time Keeper: Julian Hays

iGroups Moderator: Mantas Vidutis