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INTER-LIGAS INTRANET SYSTEM



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Players + Results + Intranet + Extranet + Average + Statistics + Web + Joomla +
Joomleague + JQuery + Charts***

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1.PROYECT PLAN - INTRODUCTION

INTER-LIGAS INTRANET SYSTEM

The company is dedicated to promoting open source programs that work with open source.

The company detected within the current market needs of this and offers free installation and use without having to buy licenses, fully customized programs and led to the end user.

The main objective is to bring regional leagues leagues above, providing a level of presentation and follow-up activities, which motivates the components of these categories.

Our project starts with creating an intranet, from open source, which encompasses information from the regional leagues of cities, communities, and finally if the project is successful, by country.

The information to be highlighted are the schedules, results, information about teams and players, with statistics showing a prediction of the matches and tournaments to play based on the records.

Each club has a section of the intranet led their teams with an administrative panel where you manage your information in a personalized way.

The image information is divided completely optional but recommended, as it aims to share relevant information of interest from clubs at:

- Pitch and performance (changing rooms, facilities, image type field optional.)
- Equipment categories and related links involving a season with their general and specific statistics.

- Players that make up each team with averages of attack, defense, passing, cards, free throws, shots, etc. .. Open flash chart integrated into modules JoomLeague and solving the current problem of compatibility with templates using Warp5, as there is a conflict of bookstores.

- A list of all players (with filter for leagues, tournaments and communities) show a top 20 or 30 (yet to be decided) ordered medium, obtained by surveys in an early version and votes in real time, in future versions as the project evolves. This function is explained later.

- Players will implement a search engine with filters.

We must not dismiss the idea that if we survey a reliable and we implement the voting system in real time by phone, a figure appears automatically in the system scout, covering the top players and clubs offer offers, even coaches and referees.

The best players of the season, cities, or communities, and divisions, can be named best player, top scorer, played more minutes and less fouls committed to sportsmanship, best goalkeeper and more ..

- Results of days within each league.
- Ranking. Until now there is a first test version, with sample data where there have been some changes to the styles, can be found here. For now visible in Firefox with html5 standards.

In this ranking or rating color display equipment amounting to above and the relegation places.

As the project progresses a flash map that you can select the different communities, so the menu will lead to different clubs and every team will have a shortcut url to show section within the intranet.

As innovative and differentiating features include the Android application programming for the mobile version of the intranet, much smaller than the original version, including voting or distribution of game titles as they can be man of the match, keeper of the meeting , and other securities to devise, and the interface that allows you give your opinions on blogs, allowing downloads of pictures and short videos of the games. The application displays a list of all players of the game and the division of securities, together with the surveys found on the intranet web version, make up half of the players who placed in the list of best players of the season thereby promote the effort with sportsmanship, also the lowest reward misconduct, or less cards per time played. The representation of information by clubs, will be much greater, since you can access statistics and resources that the current website of the sports federation. You will open the area of communication between federations, since the idea is to cover the whole country, and even able to translate and versions for different countries.

The issues that the product is the clarity with which the viewer will see the games as they can be reviewed at all times via mobile, as is the classification, the mean and reviews of each player, photos, and make your own evaluation voting or commenting on the meeting. The latter is not a problem but if it helps in the attitude with which we can follow a game, when you have this information.

The visiting players, in the case of not knowing the local computer facilities may visit through a virtual tour that provides intranet and to describe the characteristics of the team facing middle and expected result being a motivating factor for this, the possibility of breaking up the odds.

The market need is unclear, because we are accustomed to the yawning gap between football's 1 st and 2 nd division with the regional categories, which are relegated to the background, where no one works in the same way to reach bringing them together, and above all, incentive motivation of the younger age categories.

We could say that there is a need but there is an opportunity to enhance, and create enthusiasm for football at all levels.

1.1.1.Project participants

Participants: 4 informatics who will share the work according to their knowledge (escalations) and work experience to develop. (Responsibilities will change according this parameters). All workers must be certified as a computer engineer or have a experience that replace this degree in the specialty programming with php, mysql, apache, html, xhtml, javascript, ajax. Programs to use are the most common text editors a local environment for working with data packets and database tables.

1.1.2.Project result

The result is a finished and functioning software product according to end user requirements that are likely to be composed of an intranet that encompasses all the information prior agreed with an administrative panel that the user will access a user name and password, and whereby you can create and update the information.

1.1.3.Product users

The software provides an interface where you create players and football teams within a club, then view them via web, with other clubs.

The system is very intuitive and no preparation is necessary but if it is recommended a mini-tutorial provided by the company for free.

1.1.4.Project justification














I selected this topic because I am working on developing a similar project in Spain, and it seemed interesting to talk to better understand the development and help the company in an optimum development.

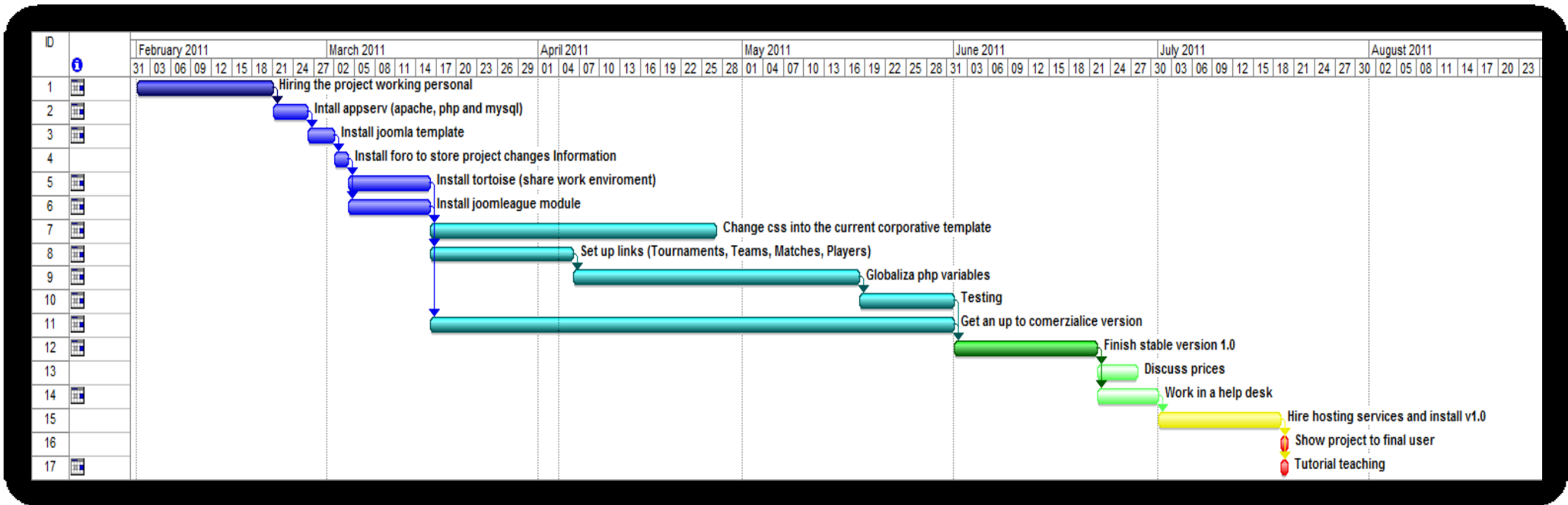
1.2.Project Objectives

1. Ending a fully functional version of the project start on time
 - 1.1 Set times for completion of version 1.0 of the draft
 - 1.2 Distribute work efficiently, more qualified personnel assigned to more complex tasks.
 - 1.2.1 Define the most difficult tasks
 - 1.2.2 Defining the specialization of each worker
- 2.Create a multitasking work environment
 - 2.1 Create an operational server
 - 2.2 Ensure better communication between workers easily
 - 2.2.1 Install forums with didactic material and store details of the work
 - 2.3 Using the same versions of domestic programs
3. Maintain direct contact with users (helpdesk)
 - 3.1 Assign a commercial relationships and to explain the operation of projects
- 4.Adjust prices so that there is very little competition
 - 4.1 Market full study

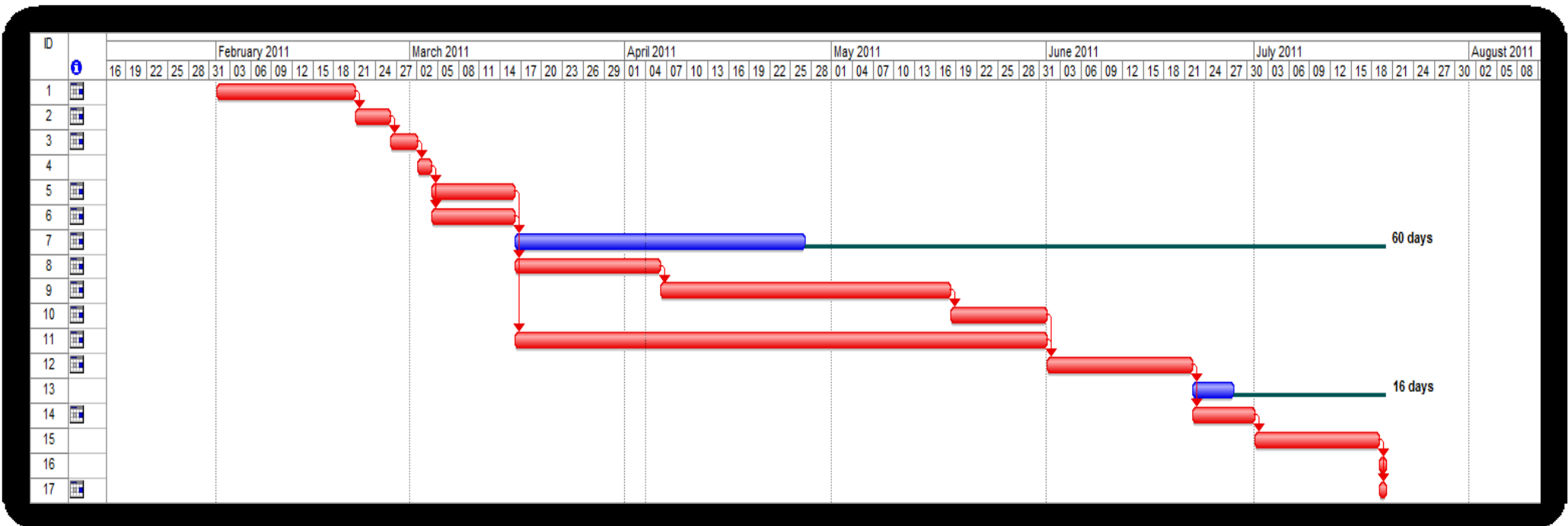
1.2. Project Schedule

1.2.1 List of activities

ID		Nombre de tarea	Duration	Start	Finish	Predecessors	Resource Names
1		Hiring the project working personal	14 days	Tue 01/02/11	Sun 20/02/11		Hiring the project working personal
2		Intall appserv (apache, php and mysql)	5 days	Mon 21/02/11	Fri 25/02/11	1	Intall appserv (apache, php and mysql)
3		Install joomla template	3 days	Sat 26/02/11	Tue 01/03/11	2	Install joomla template
4		Install foro to store project changes Information	2 days	Wed 02/03/11	Thu 03/03/11	3	Install foro to store project changes Information
5		Install tortoise	8 days	Fri 04/03/11	Tue 15/03/11	4	Install tortoise (share work enviroment)
6		Install joomla module	8 days	Fri 04/03/11	Tue 15/03/11	4	Install joomla module
7		Change css into the current corporative template	30 days	Wed 16/03/11	Tue 26/04/11	6;5	Change css into the current corporative template
8		Set up the joomla links	15 days	Wed 16/03/11	Tue 05/04/11	6;5	Set up links (Tournaments, Teams, Matches, Players)
9		Globalize php variables	30 days	Wed 06/04/11	Tue 17/05/11	8	Globaliza php variables
10		Testing	10 days	Wed 18/05/11	Tue 31/05/11	9	Testing
11		Adjust parameters to comercialize the version	55 days	Wed 16/03/11	Tue 31/05/11	6;5	Get an up to comercialice version
12		Finish stable version v1.0	15 days	Wed 01/06/11	Tue 21/06/11	10;11	Finish stable version 1.0
13		Discuss prices	4 days	Wed 22/06/11	Mon 27/06/11	12	Discuss prices
14		Help desk	7 days	Wed 22/06/11	Thu 30/06/11	12	Work in a help desk
15		Contract a hosting server and install our project	12 days	Fri 01/07/11	Mon 18/07/11	14	Hire hosting services and install v1.0
16		Show project to users	1 day	Tue 19/07/11	Tue 19/07/11	15	Show project to final user
17		Mini tutorial	1 day	Tue 19/07/11	Tue 19/07/11	15	Tutorial teaching



1.2.2 Gant diagram + Critical Path



1.3 Project List Resource

Resource	Resource Type	Resource price	Activities
Workers(4)	Human	Percentage from Project final price	Programming
Laptops(4)	Technical	Every worker provides his own	Working tools
Joomla	Content Manager Sistem	Open source	Main engine for all project
Appserv	Package with apache, php engine and mysql installs	Open source	The engine of database and programming tools
Joomleague	Joomla module	Open source	Manage Tournaments, teams, matches and players
Tortoise	Repository	Open source	Manage server backups and repositories
Assembla	Repository tool	Open source	Physical storage for repository
UltraEdit	Text editor	Open source	Programming tool
Getipdirections	Joomla extensions	Shareware license for joomla	Get the ip direction where the user is connected
OpenChart	Flash statistics	Open source	Shows statistics in flas format

1.4. Project Risk Management Plan

RISK	RISK ASSESMENT	PRIORITY	MITIGATION MEASURES
Loss of information	It is possible to lose the progress of the project or all information, which would not meet the time limit set for completion.	1	Backups every week
Exceed the time set for the project	As previous work without a contract this risk is not very important but there must be a client agreement would involve restoring the economic agreement and the worst would suspend the project	3	Keeping track of time and devote more staff to work who are costing more work
Costs exceed the predictions	The module or component used to become payment module	3	We should be able to quell this risk seeking an extension in joomla shareware or programming for members of the company
Costs exceed the predictions	We may need a more reliable host (fee)	1	There is the possibility of operating a server inside the company's core

1.5. Project Plan Changes

Changes during the project will be recorded in a section installed at the beginning of development.

Each worker is logged with your username and password and logs its changes to the code clearly for upcoming changes.

Used a forum in which workers will continue the work and recorded the changes. Not set a project manager, so that all workers contribute and have the privileges to modify the threads or tasks.

Managed versions of each file, the paths where changes are made, sorted by topics. This makes the forum is very useful when modifying these files again.

We found here some modifications to the intranet:

May 05	19:36		interligas @ Interligas committed #27: Modificados estilos para tablas con la opción de sombreado comentada (funcion style).
Apr 18	02:24		interligas @ Interligas committed #26: Algunos cambios para el show_player
	01:14		interligas @ Interligas committed #25: Cambios en los estilos de las tablas resultados, ranking y plan(schedule). Ahora se iluminan!
Apr 16	21:03		interligas @ Interligas committed #24: cabeceras de tabla ranking traducidas al español (se esta utilizando de momento el english.php idioma por defecto)
	20:20		interligas @ Interligas committed #23: /////IMPORTANTE/////
	16:57		interligas @ Interligas committed #22: Añadidos comentarios para schedule o agenda por equipos
	16:55		interligas @ Interligas committed #21: Cambiados los css para el schedule (la agenda por equipos)
	15:41		interligas @ Interligas committed #20: Actualizadas tablas ranking y resultados para Chrome. De momento se recogen los estilos para firefox, internet explorer y chrome.
Apr 15	00:53		interligas @ Interligas committed #19: apaño un tanto cutre del degradado del showtime en la tabla de resultados
	00:30		interligas @ Interligas committed #18: Vuelvo a renombrar la cache como estaba al principio. (se ha conseguido añadir a la lista ignorar) Si necesitais que la renombre para ponerla en la lista de ignorar me lo decis que se hace un momento
	00:22		interligas @ Interligas committed #17: renombramos cache para pruebas añadir a lista ignorar
Apr 14	21:52		interligas @ Interligas committed #16: Descomentando echos
	21:34		enriquegn @ Interligas committed #15: Cambios en las funciones (aun por implementar) de reconocimiento de navegadores para mostrar tablas de ranking u

2.REQUIREMENTS SPECIFICATION DOCUMENT

2.1. Project round-up

2.1.1. User problem and the rationale for project design

The company provides the end user a username and password.

The user enters his administrative panel provided by the company through a url. After successfully logging in the user module is located within JoomLeague, which has been customized by the company to the user.

Project Management:

The first time you enter, you must complete the database with relevant information such as player data and images (in case available), position to which they belong, equipment (must turn up the teams that exist within the club), and as you progress you can add single league games.

The program displays all the necessary links on the basis of this information.

The business opportunity lies in the fact that the database is not global communities for the football team who play in Regional.

2.1.2. Project Objectives

This section should reflect the objectives of certain benefits or advantages of the system, such as its market value, the task performed by the user cost reduction, service quality and increase quantity of the customer.

The resulting product manages the database of the regional soccer leagues.

For the user is a leap in the information technologies used, since they have access to public data for details of other teams in their league. In addition to the internal management of his club. The user can use the intranet as a personal website.

This information solves the problem such that any team registered in any age category for any player that does not correspond (eg a game that allows a cadet in the category of children, in order to win the league, it is unfair to the other teams). The program automatically from the date of birth of the players located in corresponding category.

2.1.3. Clients

Customer - a person who pays the system and will work to develop the system owner.

Our customers are the directors of the teams that make up the various categories of regional leagues with all age categories.

Are the components of our company who come to the customers by offering a free program installation (so that all users have access to public information of the other components of the league or a tournament such as photo template ..)

You can get the information from contacts in any of the clubs website or visiting such facilities

2.1.4. Buyers

The buyer - a person who buys a system (sometimes the customer and the customer can be the same person)

Our buyers and users are the same person.

Probably if the business has the federation's output is to stay with the project.

2.1.5. Other interested parties

Provide information on other systems affecting the development of individuals (3-4 persons) or the leadership of the project sponsors, technical specialists, designers, marketing specialists, project managers, testers and quality control people, etc. The information should include those identified as name, address, place of employment, position, contact. It is also necessary to specify how they are related to the development of systems and make them the importance of this requirement specification.

2.1.6. Users

Consumers - the people who directly use the system.

Directors of clubs. Spanish Football Federation. private clubs, sports in general.

Experienced users due to existing intranets belonging to the soccer federations and communities.

The figure of the manager (computer) would be a factor that speeded up our work (more small tutorial courses)

2.2. Project limits

You can make a functioning engine JoomLeague but are users who can do, using the error test until this program is reached, probably later.

2.2.1. Bounded solutions

2.2.2. System development time

1. Hiring the project working personal

Our first point is to get hold of the staff necessary for the proper development of the project.

In our case recruit the components of the task and developed company has been in touch with friends who had studied our own race, with specific knowledge of html, php and databases, and has been a common understanding of the fact of starting work for ourselves, as we wanted to invert some free time on some personal project.

Plan development and analysis of project has been following the agreement between workers to carry out because of this the start and end times of this task (14 days) is only indicative and could be possibly the widest variance of all tasks to be performed.

Possibly start another project this task would be omitted, if everything works according to the established, but is not a basis on which we will have at first.

What would happen if any of the components of the project gave low? In the worst case, that person would be replaced because it would not be viable to continue with a project of this size with less than 4 people.

2. Appserv installation

INSTALLING THE WORK ENVIROMENT

All workers will have to have computers installed in their working environment as follows:

The first step in the installation of the work environment is to have successfully installed an updated version of appserv, which prepares an environment with apache, php engine manager and mysql databases.

We chose this packet because it is easy to install, upgrade, and rarely gives problems installing or running. Q There is no additional option set and we can be sure that all have the same version installed, but can work just with different versions of the program.

What if this program started to give errors?

It's not really an issue of priority 1 because the relocation would probably be sufficient to resolve this error but the packet sets up a very robust version of the environment since all installed versions are supported.

For our Gantt chart we have 5 days and the duration of this task to ensure that all company members have an operational working environment, but relmente installation time of the package are just a few minutes.



AppServ is a full-featured of Apache, MySQL, PHP, phpMyAdmin. You can setup in 1 minite.

Package of AppServ

- Apache
- PHP
- MySQL
- phpMyAdmin

All packages download from Official Binary Release. AppServ objective just make easy to setup. We do not provide anything else more than Official Binary Release package. Because we think the Official Binary Release work better than compile by individual or third-party binary.

AppServ have only special configuration when install, Apache configure httpd.conf, MySQL configure my.ini, PHP configure php.ini. AppServ can guaranty any package from AppServ can work stable like Official of Apache, PHP, MySQL Release. Objective of AppServ Just Easy to install. You can setup web server, database server in 1 minute. For some question AppServ can be Real Production Web Server or Database Server. We can tell you Yes !! 100% can make AppServ to provide Production Server. But Windows OS is not good enough for heavy load on you web or database server. Windows OS architecture use more memory and CPU usage its recommend you to use **Linux/Unix OS** to service heavy load of work. Because Linux/Unix OS have more speed and use less memory and CPU usage. If you compare hit when use Windows OS and Linux/Unix OS you must be found a very difference speed. e.g. Windows can handle 1000 users per second but Linux/Unix OS can handle more than 1000 users per second and eat a little memory and cpu.

Appserv url:

<http://www.appservnetwork.com/>

3. Install joomla template

INSTALLING THE WORK ENVIROMENT

All workers will have to have computers installed in their working environment as follows:

We Need the engine joomla, working in our online server, pero not is NECESSARY for Workers to Have Their laptops joomla working in activitie Because the number 5, about Installing TortoiseSVN ins and They CAN take the repository from the server, But we will talk about this later.

Actually, There Are Two Ways to get this installation done:

----- Option 1 -----

Option to install the engine in the local working environment and once running, using backups, upload to the server, which is not recommended because sometimes lose features to be replicating an entire database with all relevant calls in the code and routes (although the widespread joomla routes so that they can be updated with just a few clicks)

What would happen if the installation of the backup on the server give problems? Well, here we enfrentariamo a top priority problems, since we could not continue with the development of applications and we should jump to the installation option 2, seeing facilities required to repeat modules already had done.

We therefore recommend this installation directly on the server as indicated in option 2.

----- Option 2 -----

Or install directly on the server version of Joomla that we as a repository, and will be the version of the end user dispondrá.Y after that get off the repository TortoiseSVN support (activity 5) for a development version in our local environment.

What would happen if once installed and running our version of Joomla, it was not possible to connect to the server and not allow us to copy the repository to the local environment where they can work?

This is another problem of priority 1 because it would mean more work in having to individually install Joomla + JoomLeague, and changes to the server could perform only a single person to oversee all the work. It would appear the figure of a server administrator, responsible for the upgrade and provides a virtual environment where the other developers would make the changes and may make copies of the repositories.

Our Threshold in the times of this task has not had this type of additional difficulties and therefore this activity appears, and according to Gant diagram can be developed over a period of 3 days.

IMPORTANT: (IN GANT CHART WE HAVE NOT HAD IN MIND THE TIME OF INSTALLATION OF THE MODULE TO MANAGE THE BACKUP, BACKUP AKEEBA THAT IS PROBABLY NOT A KEY UNIT DEVELOPMENT PROJECT, BUT BACK TO THE SERVICE.)

UPDATE: COMPONENT AKEEBA BACKUP ALLREADY INSTALLED AND WORKING (COST: 0 DAYS)



Joomla is a CMS. A content management system is software that keeps track of every piece of content on your Web site, much like your local public library keeps track of books and stores them. Content can be simple text, photos, music, video, documents, or just about anything you can think of. A major advantage of using a CMS is that it requires almost no technical skill or knowledge to manage. Since the CMS manages all your content, you don't have to.

Joomla is an award-winning content management system (CMS), which enables you to build Web sites and powerful online applications. Many aspects, including its ease-of-use and extensibility, have made Joomla the most popular Web site software available. Best of all, Joomla is an open source solution that is freely available to everyone.

Joomla main url:

<http://www.joomla.org/>

Joomla demo url:

<http://demo.joomla.org/>

4. Joomleague intallation

INSTALLING THE WORK ENVIROMENT

All workers will have to have computers installed in their working environment as follows:



JoomLeague is a full-featured league/competition management component with integrated prediction game for Joomla. Joomleague is currently available for either Joomla!® 1.0 and 1.5 and works with almost any server configuration tested on. Created in 2005 when a league management component was needed for Joomla. Lgmngr a Mambo CMS was used a base and after adapting it to work with Joomla!® and extending the features it was released under the GPL for the first time.

After finishing up JoomLeague 0.93 a crisis in the development caused the team to split up and JoomLeague 1.5 was a fact. Started from scratch a lot of coding was in place but after about a year of coding it came to a halt again, this time because of inactivity. A couple of months later it was picked back up and after a good period of bugfixing, implementing new features and enhancing the core this is where we currently are. Ready to launch the first Alpha and keep on working on makeing JoomLeague better and more user-friendly.

Joomleague url:

<http://www.joomleague.net/>

5.Install Forum to Report Changes.

Activities This is Not supposed to have any errors and we CAN make it work in a while so we CAN finish it in 2 days.

What if the installation gives errors?

We can find another module within all existing joomla extensions but the best solution would work on the resolution of errors since it is the best forum we can find for free, and working within our own database, and also is fully compatible with the latest version of joomla

UPDATE:

**Finally we used the assembler for the update and change log because it is an auto-
mated system saves us work. Thanks to the repository we have taken this step in the
installation of the work environment. More information on the assembler and the
use of tortoise in the Url provided in the bibliography.**

6. Tortoise Installation

INSTALLING THE WORK ENVIROMENT

All workers will have to have computers installed in their working environment as follows:

We choose this tool to make the Project Easier to update and make all workers can have the same version of the project when we begin to modify code. This is the most popular and probably one of the best that exists in the network. The tool creates a copy of the operational intranet server for each developer, and is by Tortoise we can directly update the content on our intranet or project. As seen in previous sections, the malfunction of this tool can be a significant increase in the critical path of our project. Hence the 8 days of installation and testing.

What if, by human error, will update an unstable version of the intranet, or to update, conflicted other modules or functionality?

If the result is a complete unusable, it would be advisable to re-install over the last backup we have.

If the problem is the conflicts and discovered later, the solution would be to try to fix it, if possible, would restore the last backup that is available.

If the problem is detected early conflicts, we must first consider whether the changes are essential for the proper development of the project, if not essential we can discard or alternatives, for example find a module or piece of code that the same functionality but that does not conflict with other modules.



TortoiseSVN

TortoiseSVN is an easy-to-use SCM / source control software for Microsoft Windows and possibly the best standalone [Apache™ Subversion®](#) client there is. It is implemented as a Windows shell extension, which makes it integrate seamlessly into the Windows explorer. Since it's not an integration for a specific IDE you can use it with whatever development tools you like.

Tortoise url:

<http://tortoisesvn.net/>

2.2.3. Development of the system budget

This section Provides the Estimated / expected Development Costs of the system numerical terms (cash).

Because we are a subsidiary of an existing company is not spending the time to register a company.

Try to make the project cost is 0 €. Pending only the financial rewards for programmers somehow finally seeing their work rewarded.

Points during the project which may require a financial contribution:

- Joomla modules or components that are not shareware (commercial version of the product)
- External programming to support the project.
- Hire a web host that offers more benefits than the current hosting (free and flawless for now)
- Commercial contracts and programmers in different communities for the instruction of Joomla - JoomLeague and subsequent implantation in sports centers.
- Possible creation of a helpdesk

We are checking “Plan Avanza” continuously checking for grants

2.3. System requirements

This section provides the system posed by the completion of a non-functional requirements. Each non-functional requirements in the form:

2.3.1. System requirements for appearance

We will formulate the requirements of the user interface or backend.

Using username and password, the user will access the administrative panel, with restricted permissions for each user.

The user must have the capacity (previous tutorial) to create change data of players - teams. Create and eliminate new players, assigning players to teams, etc.

Encourage maintenance of their own information within the intranet, work to update profile pictures of players or monitor the relevant information.

2.3.2. Usability Requirements

System requirements for the use of simplicity:

We assume that each component of the company has an own computer with the minimum requirements or recommended for the development of the application. Preferable to mind an Intel Core 2 Duo processor with enough hard drive capacity. No need to buy new equipment for making the working environment.

2.3.4. For system maintenance

System requirements for the maintenance and support after it is handed over to the consumer:

As the intranet is running on an external hosting company, we can use the service from any computer with internet service.

If you use a helpdesk that has to be active in a given period of time may be needed is a PC with internet connection, but would hire a staff job with fixed position and do not want to work with negative economic margins.

2.3.5. Requirements for safety

- Confidentiality - The data in the system to Protect Against Unauthorized access;
- Integrity (Integrity) - the unique system of data Transmitted by the source (derived from) the data, while Ensuring the Legality of Their use;
- Accessibility - access to data Within a fixed time of Legitimate users.

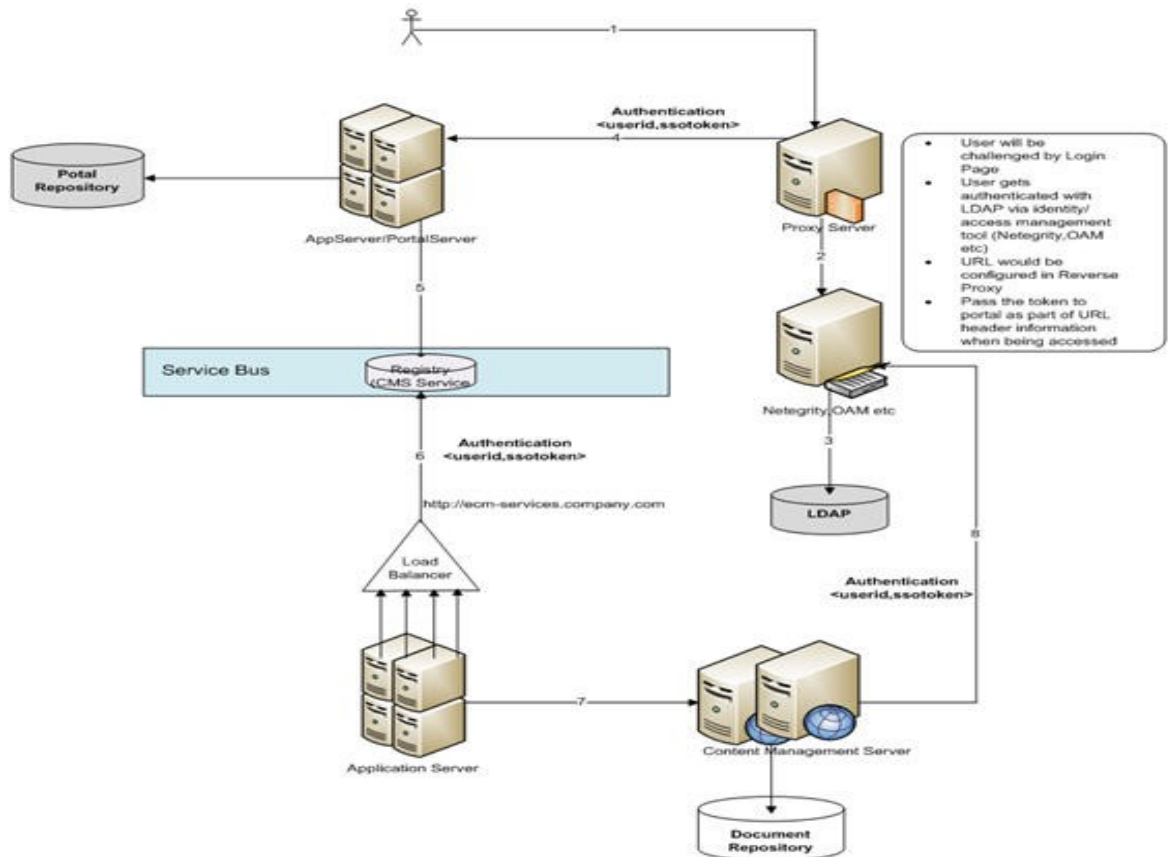
We will try to introduce a minimum of personal data unless there is a user's personal request to store them.

All data conform to the rules of data protection law of personal character.

Data protection principles

1. Personal data shall be processed fairly and lawfully and, in particular, shall not be processed unless-
 1. at least one of the conditions in Schedule 2 is met, and
 2. in the case of sensitive personal data, at least one of the conditions in Schedule 3 is also met.
2. Personal data shall be obtained only for one or more specified and lawful purposes, and shall not be further processed in any manner incompatible with that purpose or those purposes.
3. Personal data shall be adequate, relevant and not excessive in relation to the purpose or purposes for which they are processed.
4. Personal data shall be accurate and, where necessary, kept up to date.
5. Personal data processed for any purpose or purposes shall not be kept for longer than is necessary for that purpose or those purposes.
6. About the rights of individuals e.g. You have the right to have data about you removed.
7. Appropriate technical and organizational measures shall be taken against unauthorized or unlawful processing of personal data and against accidental loss or destruction of, or damage to, personal data.
8. Personal data shall not be transferred to a country or territory outside the European economic area unless that country or territory ensures an adequate level of protection for the rights and freedoms of data subjects in relation to the processing of personal data.

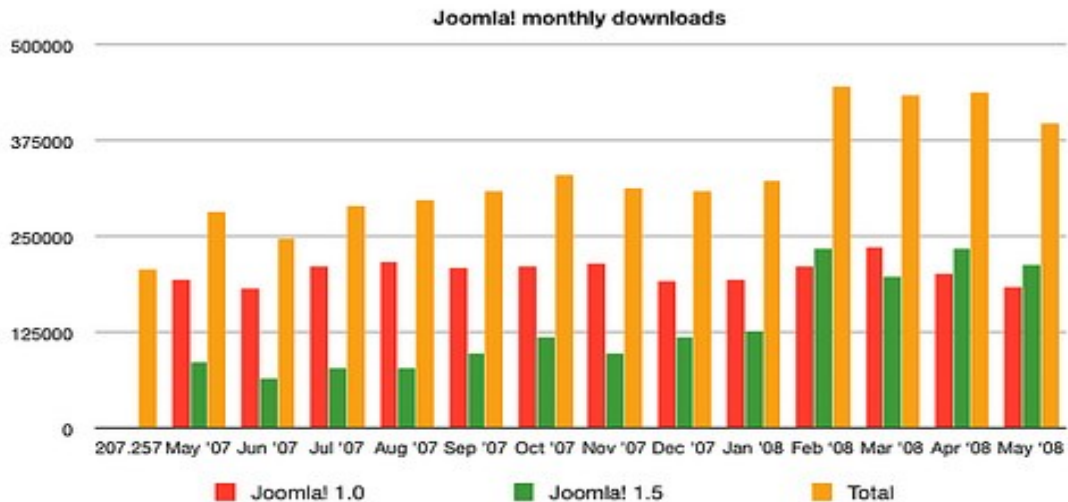
2.4. Use case diagram



2.5. Data Chart

	Aug '07	Sep '07	Oct '07	Nov '07	Dec '07	Jan '08	Feb '08	Mar '08	Apr '08	May '08
Joomla! 1.0	217.795	210.121	211.709	216.068	191.383	194.931	211.043	237.351	202.102	183.827
Joomla! 1.5	79.734	98.754	118.683	98.226	118.814	127.270	234.791	197.404	235.572	214.387
Total	297.529	308.875	330.392	314.294	310.197	322.201	445.834	434.755	437.674	398.214

Note : Information for may was extrapolated based on half monthly data.



2.6. Project Output

2.6.1. Existing solutions

In this section, we will consider that you are creating similar software. The evaluation shall provide the following: product name, product brand, price (if paid product), product features a list of the pluses and minuses.

There is a soccer federation for communities. It is an intranet that manages the meetings (dates and results are produced) as well as the management of the ranking but not as specific as that offered by our company because as original data, to view a simple list of players, Users must connect with each club's official website, which is not required from our intranet, and also inter-league shows each player's personal statistics and general, each team, with half of both.

Also shown the preview match from these statistics, to motivate the players, you were able to surprise with the forecast results.

2.6.2. User documentation and training

1st What level of user documentation is needed?

There will be a help section in the frontend of the intranet.

In addition, a course of about an hour is given to familiarize the client with the backend or administrative panel showing you how to register a player, assign it to a computer, edit or delete records in the database.

The system access will be limited by categories of administration and management.

2nd Consumers Are Involved in the preparation of documentation?

It takes into account whether the clubs have a computer that can handle the administration of JoomLeague, so that the course is more enjoyable and reduced, assuming that some basic ideas were known in advance. It is not necessary to take into account more parameters than the correct intrasession staff.

3rd Who Will Be Responsible for Preparing and Updating the documentation?

The same users or informatic responsible within each club.

2.6.3. Prospective requirements

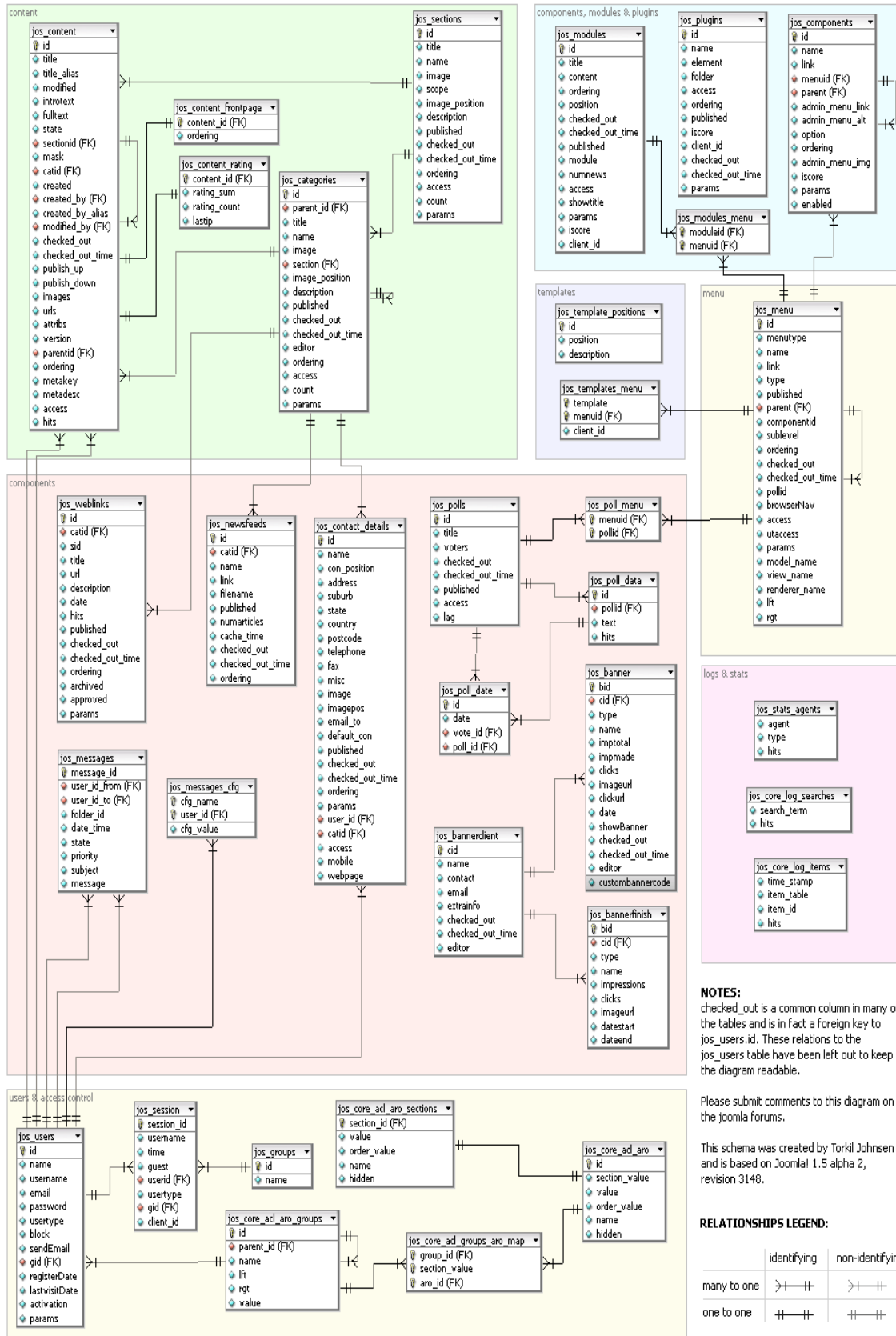
The outlook for new modules within the application will be using openchart (opensource) to show the statistics of the players as they are playing games and make half with overall team statistics.

2.7. Changes in the requirements specification document

All changes are recorded, versioned within the application stored in the Assembla repository managed by tortoise.

3.SYSTEM DESIGN DOCUMENT

3.1. Joomla ERD (Entity Relationship Diagram)



3.2. Detailed system design (Joomleague Component)























































































































































3.2.1. System architecture description

Function name and purpose	Features Input	Features a description of the algorithm	Output Options
Function display : Display the view from club info.	(\$tpl = null)	Display the clubinfo listview	-
Function edit : displays select & logos	(\$tpl = null)	Set page title Edit Club Info model build the html select list for countries build the html select list for playgrounds display logo	-
Function _getShowClubInfoLink : Get the show club info link	()	Get the show club info link	\$link
Function save : save query into database	()	save query into database	-
Function showranking : display ranking view	()	Get the view name from the query string Get the view Get the joomleague model	-
Function showresults : Show the football matches results	()	Get the view name from the query string Get the view Get the joomleague model	-
Function getClub : Get the club name	()	Contains the query to Get the club name	\$club
Function getGoogleMap : Get the googlemaps coordenades	(\$mapconfig, \$address_string = "")	Get the googlemaps coordenades	\$gm
Function getTeamPlayer : Get Team Player	()	Contains the query to Get Team Player	\$player
Function computeRanking : Manage home, away & total rank tables	()	Get the url and divisions for ranking tables & creates ranking objects	-

3.2.2. Database tables

Servidor: localhost ▶ Base de datos: interligas ▶ Tabla: jos_joomleague_matches

Examinar Estructura SQL Buscar Insertar Exportar Importar Operaciones Vaciar Eliminar

	Campo	Tipo	Cotejamiento	Atributos	Nulo	Predeterminado	Extra	Acción
<input type="checkbox"/>	match_id	int(11)			No		auto_increment	     
<input type="checkbox"/>	match_number	int(11)			Sí	NULL		     
<input type="checkbox"/>	playground_id	int(11)			Sí	NULL		     
<input type="checkbox"/>	match_date	datetime			No	0000-00-00 00:00:00		     
<input type="checkbox"/>	matchpart1	int(11)			No	0		     
<input type="checkbox"/>	matchpart2	int(11)			No	0		     
<input type="checkbox"/>	matchpart1_result	float			Sí	NULL		     
<input type="checkbox"/>	matchpart2_result	float			Sí	NULL		     
<input type="checkbox"/>	matchpart1_bonus	int(11)			Sí	NULL		     
<input type="checkbox"/>	matchpart2_bonus	int(11)			Sí	NULL		     
<input type="checkbox"/>	matchpart1_legs	float			Sí	NULL		     
<input type="checkbox"/>	matchpart2_legs	float			Sí	NULL		     
<input type="checkbox"/>	matchpart1_result_split	varchar(64)	utf8_general_ci		Sí	NULL		     
<input type="checkbox"/>	matchpart2_result_split	varchar(64)	utf8_general_ci		Sí	NULL		     
<input type="checkbox"/>	match_result_type	tinyint(4)			No	0		     
<input type="checkbox"/>	matchpart1_result_ot	float			Sí	NULL		     
<input type="checkbox"/>	matchpart2_result_ot	float			Sí	NULL		     
<input type="checkbox"/>	alt_decision	tinyint(4)			No	0		     
<input type="checkbox"/>	matchpart1_result_decision	float			Sí	NULL		     
<input type="checkbox"/>	matchpart2_result_decision	float			Sí	NULL		     
<input type="checkbox"/>	decision_info	varchar(128)	utf8_general_ci		No			     
<input type="checkbox"/>	project_id	int(11)			No	0		     
<input type="checkbox"/>	round_id	int(11)			No	0		     
<input type="checkbox"/>	count_result	tinyint(4)			No	1		     
<input type="checkbox"/>	published	tinyint(4)			No	0		     

4. TEST PLAN

4.1. Test Process Review

Keyword-driven testing, also known as **table-driven testing** or **action-word testing**, is a table-drive testing methodology for action-word testing that separates the test creation process into two distinct stages: a Planning and an Implementation Stage.

PROS

1. Maintenance is low in a long run
 1. Test cases are concise
 2. Test Cases are readable for the stake holders
 3. Test Cases easy to modify
 4. New test cases can reuse existing keywords more easily
2. Keyword re-use across multiple test cases
3. Not dependent on Tool / Language
4. Division of Labor
 1. Test Case construction needs stronger domain expertise - lesser tool / programming skills
 2. Keyword implementation requires stronger tool/programming skill - with relatively lower domain skill
5. Abstraction of Layers.

CONS

1. Longer Time to Market (as compared to manual testing or record and replay technique)
2. Moderately high learning curve initially

4.1.1. Test Objectives

This section we will identify the objectives pursued by the performance testing program designed for.

The objectives are to find inconsistencies in the lists in detail the views of the modules within joomleague.

4.2. Test cases

This section provides test cases for using the program will be designed for testing

N°	Description	Input Data	Expected results
1	Verify that the data in the database are listed correctly	!= null instruction	Correct / Fail
2	Checking there is no duplicates	Char	Integer (how many times is the item found)
3	Average check	Char	Compare total average with every element
4	Verify host-server connexion periodly	Automated program	Correct / Fail

4.2.1 Last Bugs solved

✓ = ▼	TIPO	TAREA PADRE	ESTADO	TEMA	ASIGNADO A	VERSIÓN PREVISTA	% REALIZADO
<input type="checkbox"/>	946	Module Todo	New	mod_joomleague_results needs colspan			<input type="text"/>
<input type="checkbox"/>	945	Frontend Bug	New	Visible "Picture of"			<input type="text"/>
<input type="checkbox"/>	944	Frontend Bug	New	Roster - Picture ratio		1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	943	Backend Bug	New	admin menu active		1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	942	Backend Bug	New	tree notice error	comraden	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	940	Extension: Predictiongame	New	Your selected Prediction Game does not exist on this site or is not published yet. Please check your Link!!!		1.6.0	<input type="text"/>
<input type="checkbox"/>	939	Module Bug	New	ticker bug		1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	937	Frontend Todo	New	Own goal (player assigned option)	comraden	1.6.0	<input type="text"/>
<input type="checkbox"/>	935	Frontend Bug	New	notice errors curve view	And_One	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	934	Frontend Bug	New	Curve chart over menus	And_One	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	933	Frontend Feature	New	[Translation] Injury	timoline	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	932	Frontend Feature	New	Showing age	timoline	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	931	Frontend Feature	New	Roster - Age (add header)	timoline	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	930	Backend Feature	New	Starting Lineups Pre-Filled From Roster		1.6.0	<input type="text"/>
<input type="checkbox"/>	927	Frontend Feature	New	Tooltip on Modules when using short-name or picture		1.6.0	<input type="text"/>
<input type="checkbox"/>	926	Extension: Predictiongame	New	flash charts in user view		1.6.0	<input type="text"/>
<input type="checkbox"/>	925	Extension: Predictiongame	New	Send Tipp Reminder		1.6.0	<input type="text"/>
<input type="checkbox"/>	921	Frontend Bug	Feedback	Staff members are not imported.	diddipoeler	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	917	Extension: Predictiongame	New	Prediction Game - Ranking Module		1.6.0	<input type="text"/>
<input type="checkbox"/>	916	Backend Todo	New	query in vieww.html.php		1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	915	Frontend Bug	New	[mod] ranking		1.6.0	<input type="text"/>
<input type="checkbox"/>	914	Frontend Todo	New	[tree] bg color round columns	comraden	1.5.2-sara	<input type="text"/>
<input type="checkbox"/>	913	Extension: Predictiongame	New	Toto issue		1.6.0	<input type="text"/>
<input type="checkbox"/>	912	Extension: Predictiongame	New	[pred] add members in backend		1.6.0	<input type="text"/>
<input type="checkbox"/>	911	Frontend Bug	New	"Team is in score" - fixed but not all		1.5.2-sara	<input type="text"/>

4.3. Test Results

System Tester in the exercise testing procedure, must record the time they receive the results. This section provides a summary of the results obtained in the form:

1st A test case that the system has passed from the time the list.

2nd A test case which had to repeat the list. Identifies the program errors that were discovered during the test cases.

Charts in the form of statistical data on the number of times the system did not pass any test case.

5. User Documentation

5.1. System Administrator Guide

This section provides instructions for administrators who oversee the program designed. It must be specified in detail how a particular environment to install / uninstall system comprising a system of files, the necessary hardware and software configuration. We will find this Guide into the Assembla – Tortoise.

5.2. User Guide

This section provides instructions for users who work with a program. The user manual should be coherent and vividly describe the action sequences in which the user must perform in order to use the system created function.

We will find this Guide into the Assembla – Tortoise.

Also in this section shall be a complete list of error messages with links, how to restore the potential consequences of errors.

6. Viability and conclusions

There is no doubt that our project is viable because it does not pose any additional expense to the hours of work and programming.

The Gantt chart is not entirely reliable because during the development of the project we have encountered myriad of problems that have dragged all the duration of the application.

A team of more than 4 people, as we started doing the project has proved to be little for the magnitude of the intranet, (we wanted to do too much in too little time) Difficulties we have encountered are each working in different geographic locations, which has hampered communication greatly.

The solution would be to establish a workplace or reunion where we can put together all our concerns and to advise us.

Expanding the team would be a good idea if we have to split the profits. During the development has come the question of whether we could throw in our open source contributions as likely to generate new jobs, and also facilitate the work, as any person could work with us.

7. VOCABULARY

CMS → http://en.wikipedia.org/wiki/Content_management_system

REPOSITORY → <http://en.wikipedia.org/wiki/Repsitory>

DPA → http://en.wikipedia.org/wiki/Data_Protection_Act_1998

PLAN AVANZA → <http://www.planavanza.es/Paginas/Inicio.aspx> //Spanish Webpage//

Keyword-driven testing → http://en.wikipedia.org/wiki/Keyword-driven_testing

table-driven testing → http://en.wikipedia.org/wiki/Keyword-driven_testing

action-word testing → http://en.wikipedia.org/wiki/Keyword-driven_testing

8. BIBLIOGRAPHY

Joomla homepage → <http://www.joomla.org/>

Joomla extensions → <http://extensions.joomla.org/>

AppServ homepage → <http://www.appservnetwork.com/>

Tortoise homepage → <http://tortoisesvn.net/>

Joomleague homepage → <http://www.joomleague.net/>

Joomleague forum → <http://forum.joomleague.net//>

Joomleague repository →

<http://bugtracker.joomleague.net/redmine/projects/joomleague/repository>

Joomleague info and FAQ → <http://wiki.joomleague.net/doku.php>

Test Cases Specifications → http://en.wikipedia.org/wiki/Keyword-driven_testing