



VDR1 - Senior Design Team 305

MOUTHPIECE

Social Media Application- Athletic/Sport



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Engineering

Team Introduction



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Ian Tyrell
Computer Engineer (B.S)

Front-End Engineer



Christian Robinson
Computer Engineer (B.S)

Front-End Engineer



Julien Denis
Computer Engineer (B.S)

Back-End Engineer



Peyton Smith
Computer Engineer (B.S)

Back-End Engineer



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Sponsor and Advisor



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Advisor

- Petru Andrei
 - Electrical and Computer
 - Professor
 - Bi-weekly meetings



Ian



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Outline

- Project Background
- Project Scope
- Narrowing the Scope
- Customer Needs
- Project Plan
- Application Features
- User Interface Mock-Up



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Project Background

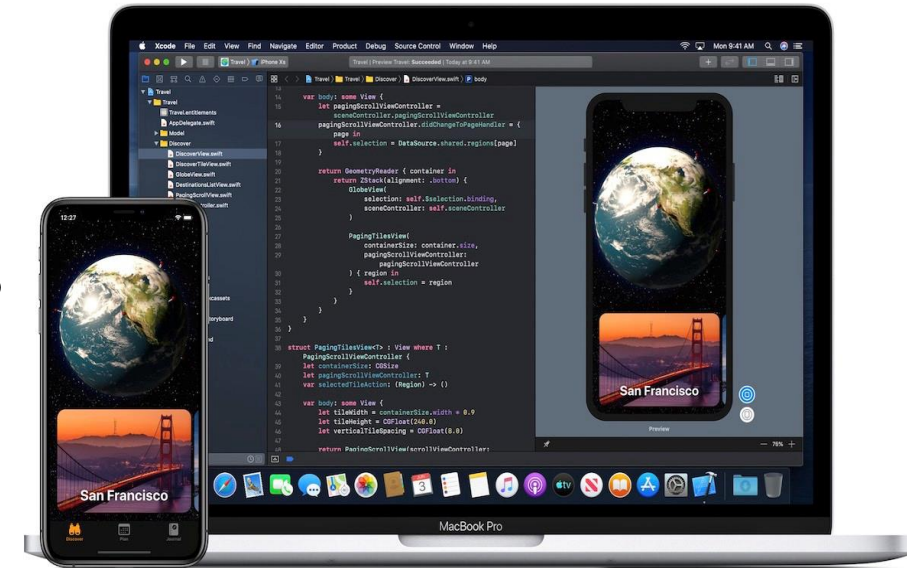


Introducing Swift



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- Student Proposed Project
 - Ian Tyrell
- Mobile Application Design (iOS)
- Only solely software based Senior Design Project
- Requires learning a new general purpose language “Swift”



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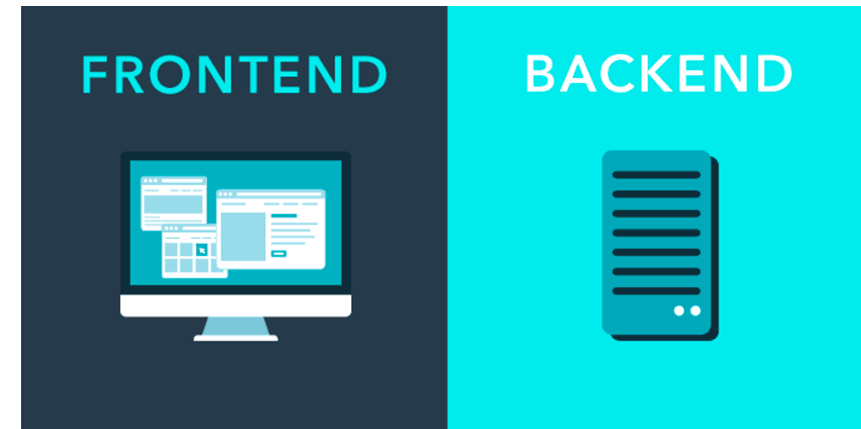
Project Background



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Roles:

- **Front-end Engineering**
 - Members in charge of operating code that formulates the UI/UX developed framework. This includes what the end-users will see while loading the application in regard to functionality.
- **Back-end Engineering**
 - Members in charge of operating code that generates output for the end-user to see. This is typically the “under the hood” code that include but not limited to, connecting to a database, managing models of code, managing business and UX logic.



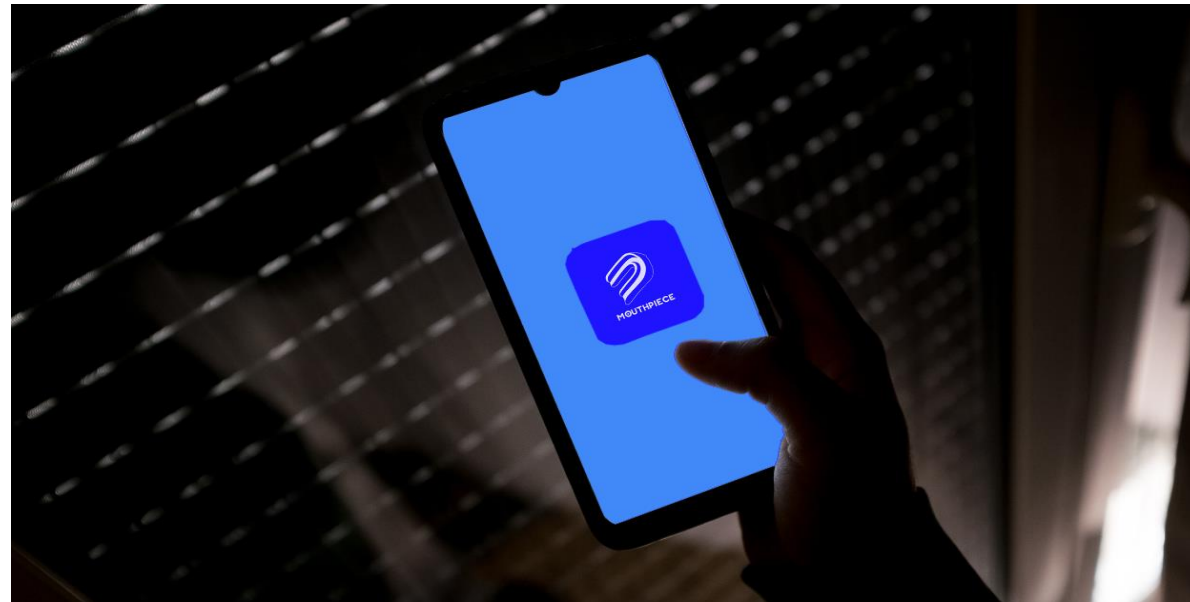
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Project Scope



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- Mouthpiece is a social media motivated application whose sole purpose is seamlessly share posts, pictures, and videos for a community of athletes. This community will connect athletes, sport fans, team member etc ...
- Free iOS Application



Ian



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Narrowing the scope

- Athletes
- Coaches/Recruiters
- Casual Viewers
- Trainers
- Tournament Organizers
- Teams



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Julien



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Narrowing the scope Cont.

- Athletes - Exposure, and finding competition
- Coaches/Recruiters - Scouting
- Casual Viewers - Entertainment
- Trainers - Players Development
- Tournament Organizers - Teams Locator
- Teams - Competition

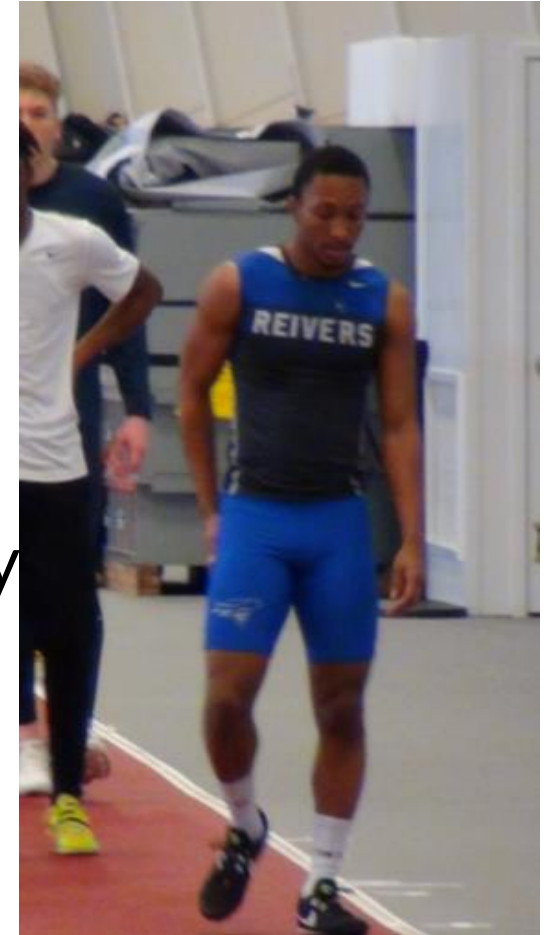
Julien



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Meet.. Dexton

- Never participated in sports, despite his talent.
- Was ignorant of his own talent.
- Received full scholarship to Iowa College.
- Now is a full time trainer and social media personality



Meet Jonathan...

- Attends Evans High School in Orlando, FL.
- He has a passion for basketball
- Plays basketball in his neighborhood with other high school students
- Comes from a low-income family
- Can not afford to join expensive sports organizations (AAU,etc.)
- He wants to show off his abilities and skills
- Take his talents to the next level



Customer Needs



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Question 1:

“What feature would you like to see in the app regarding picture/video sharing?”

Response:

“I think it would be nice for other users on the app to interact with your shared pictures and videos just like how you can in any other social media app.”

Interpretation:

“Like”, “Love”, and/or “Dislike” posts on your feed. Add commenting and sharing functionality.

Peyton



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Customer Needs



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Question 2:

“How can we, as the developers of the app, bring the basketball community better together?”

Response:

“Having some in-person events would be nice, maybe having a way for people of the app to play basketball together.”

Interpretation:

Geo-location functionality

Peyton



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Customer Needs



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Question 3:

“What do you think is best for the recruitment-side of basketball from a recruiter’s perspective?”

Response:

“Have media be present and easily accessible for recruiters to see when they open the app.”

Interpretation:

“Discover” functionality

Peyton



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Customer Needs



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Question 4:

“Any way for the app to integrate more of a competitive scene amongst players?”

Response:

“Have a ranking system that ranks teams/individuals based on how well they perform in in-person events.”

Interpretation:

Tournament functionality

Peyton



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Customer Needs



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Question 5:

“Can you think of any other nice-to-have features for the app?”

Response:

“Having statistics of a team or user would be nice, also helps the recruiters if they want more of an in-depth analysis of who they are looking for.”

Interpretation:

Both official/unofficial statistics shown on user/team profile.

Peyton



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Application Features



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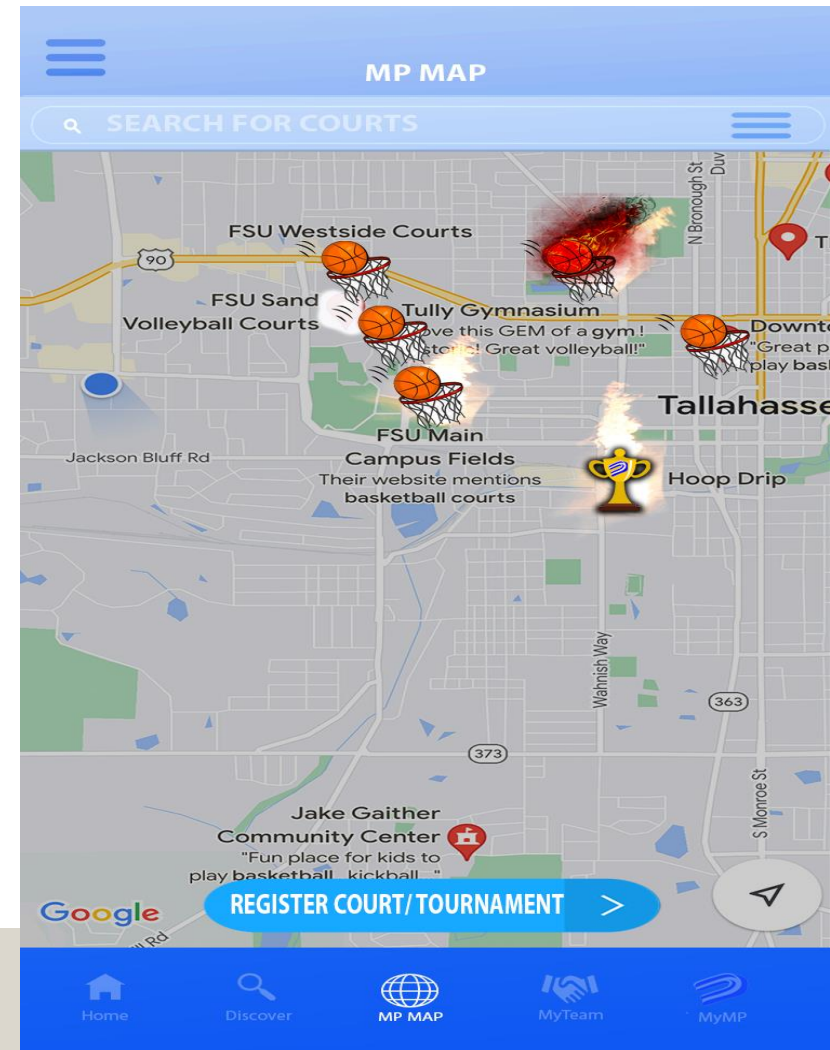
- User Profiles
 - Specialize profile editing
 - Profile Pictures
 - Tiers
 - Stats (Unofficial and Official)
- Social Sharing
 - Post pictures, videos, thought texts.
 - Commenting/Messaging
 - Share, Like, and React
- Team/Group Profiles
 - Team feature where users can create a team.
 - Can be a street team, rec team, content creator team, school team, or just a group.
 - Groups can have tiers
 - Tier Panel
 - Team can do the same social sharing.
- Geolocation
 - Court/Field Locator
 - Show hot courts in the area
 - Nearest Courts
 - Tournaments/Games Locator
 - Custom Map Markers
 - MP map
- Competitive
 - Athlete tier
 - S through D.
 - Tier Panels
 - Rankings
 - Winning/followers/Likes decides rankings
 - Beating higher ranks boosts rank
 - Tournament incentive

Peyton



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Mockup- User Interface



Project Plan



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1. Complete online swift course
2. Complete a survey of athletes in local area to see which features are top priority
3. Design a wireframe to layout the front-end of the application
4. Complete a detailed plan on which features need to be completed first
5. Start development and keep all our code on a git repository

Chris



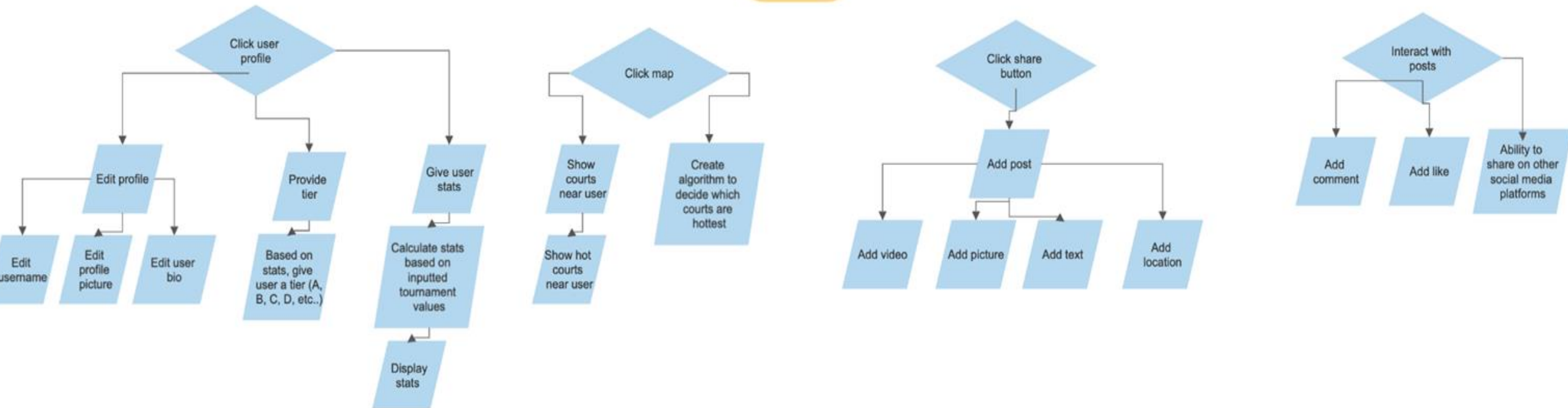
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Functional Decomposition



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Mouthpiece



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Questions?



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