

# BEAT 'EM

## USER STORIES

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# Project Overview

The objective of the app is to channel soccer enthusiasts to use this application to predict the result of future soccer matches. Users can track football matches, team statuses, match's timetable, live feed of the running games. The users will be able to search for their favourite leagues and competitions by searching at the continent level then going down to country level. The admin here will earn revenue from Ads and sponsorship from other parties (handled off the App) to show their Ads in the App.

The schedules and live scores are being fetched from an API.

The actors and their respective platforms will be:

1. Users : **iOS & Android**
2. Admin: **Panel**

The **app** will be in **multiple** languages. The Admin from the Admin Panel is managing the languages of the app. **Admin Panel** will be in **English** language only. If for the added language, the data feed is not available, then by default, the app will be displayed in English language.

The app should be compatible with **phones** and **tablets**.

## **NOTE:**

- **The default language is based on the device configured language.**
- The system shall support more than 1 million users and should be scalable enough to support increased number.
- The 3rd Party Live Feed data Provider allows only 3 call/second.
- Need to design database efficiently to cope up the prediction calculation for huge no. of users giving best performance when displaying results.
- **In Multi lingual features for screen names/tags, we create a table for Arabic and English. If the client wants new language later, they just need to populate this table. They want to make it operation task (configuration) rather than development**

# User Stories for Users

## Splash Screen

**As a User, I will be displayed a Splash Screen at the time of application initialisation.**

Splash screen would display the logo of the app for a second or two, i.e. during the initialization phase.

### ENTRY POINTS:

- Play/App Store
- Opening app while tapping on App Notifications
- Tapping on Phone's Menu
- Any other source from where the app will be opening up.

### ACTIONS:

- If the user is opening the app for the first time after installation, they will be redirected to the Login Screen.
- If the user is coming from any app notification, they will be redirected to the respective notification detail screen if logged in, else to the login screen.
- If the user is coming from the recently used apps controller, then they'll be redirected to the Home Screen, if logged in as registered/guest user, else to the login screen.

### VALIDATIONS:

- Users would be asked for location permission the first time the user opens up the application.

## Language Selection

As a user, I can select my preferred language.

I will be listed with all the available languages, and I can select my preference from them.

By default, no language will be selected, but as soon as the user selects any language, they will be redirected to the next screen.

### ENTRY POINTS:

- Splash Screen (if the user has not selected their language yet)
- Settings Screen

#### ACTION ITEMS:

- If the user is coming from the Splash screen, the user will be redirected to the Login Screen.
- If the user is coming from the Settings Screen, the user will be redirected to the Home Screen.

## Login / Register

### **As a user, I can login/signup into the platform.**

I can login/register into the platform by entering my phone number.

I also have an option to Skip and continue as guest user.

#### ENTRY POINTS:

- Splash Screen (when language has been selected)
- Language Selection Screen (post splash)
- After logging out of the app
- Side Menu (on tapping login/register option)
- Add Favourites
- Predict
- Follow/Unfollow

#### ACTIONS:

- Sliding to enter would ask the user to verify their number via OTP. The users will have an option to edit their number if need be. Once verified, the app shall check whether the number is registered or not. If registered, the user will be redirected to the Home Screen, and if not registered, they'll be redirected to the Personal Info Screen.
- Tapping on Skip would redirect the users to the Home Screen.

#### VALIDATIONS:

- The length of the Phone Number should be between 8 – 15 digits.

#### VALIDATION MESSAGES:

- The length of the Phone Number should be between 8 – 15 digits.

## Personal Info

**As a user, I can manage my personal information.**

I can manage my:

- Profile Picture
- Full Name
- Date of Birth (DD/MM/YYYY) – Date picker
- Country
- Gender

Once done, I can tap on Done or I can optionally Skip and move forward.

### ENTRY POINTS:

- Mobile Verification Screen (if the user is not registered)

### ACTIONS:

- Tapping on Done or Skip would redirect users to Home Screen.

### VALIDATIONS:

- Full name should not allow more than 50 characters
- Gender options (Male/Female)
- DoB has to be less than the current date
- Country should list of all countries from which only 1 can be selected. It will be auto-fetched if the user has allowed the location permission.
- None of the data entry is mandatory.
- If the user does not choose their profile picture, then we need to display their gender icon as their profile pic in the app. If the user has not selected their gender also, then we display the Beat'em icon as their profile pic.
- If the user does not provide their full name, we create a name for them using their phone number or any other combination. Example, BM123456 or User123456.

### VALIDATION MESSAGES:

- Full name cannot be more than 50 characters.
- Please enter valid Date of Birth.

## Bottom Bar

**As a user, I can access some of the major functionalities from the bottom bar.**

The bottom bar includes the following:

- Home (default)
- Match Tracker
- Prediction Lobby
- Groups
- Fun Games

### ENTRY POINTS:

- Home (default)
- Match Tracker
- Prediction Lobby
- Groups
- Fun Games
- Notifications Screen
- Side Menu

### ACTIONS:

- Tapping on Home would redirect the user to the Home Screen.
- Tapping on Match Tracker would redirect the user to the Match Tracker Screen.
- Tapping on Prediction Lobby would redirect the user to the Prediction Lobby Screen.
- Tapping on Notifications would redirect the user to the Notifications Screen.
- Tapping on Groups would redirect the user to the Groups Screen.
- Tapping on Fun Groups would redirect the user to the Fun Groups Screen.
- Tapping on Side Menu would open the side menu for the users.

## Home Screen

**As a user, I can get an overview of the matches and leagues from here.**

Home screen would display

- Nearby Matches (if location is enabled. The distance for the radius will be coming from the Admin Panel.)
- Matches in my country - with an option to change country if needed (By default, country to be fetched via GPS. If not fetched, user's selected country in Profile will be displayed. If still, we do not get the country, we shall give an option to select country & message in white box to be displayed saying, "Please select a country to view the upcoming matches.")
- Popular Leagues (List will come from Admin Panel. This will be visible only if the user has not selected their favourite leagues & teams.)
- Favourite Leagues (Option to set favourites will be displayed if not selected. If selected, the leagues will be displayed.)
- Favourite Teams (Favourited teams will be displayed. If no teams are selected, then option to favourite team will be displayed. This section will be available only when user selects favourite leagues and/or teams.)
- Recent Updates (Recent updates of the popular or my favourites leagues, teams and matches will be displayed here. The updates will be coming from an API. If the user has selected favourites, then updates for favorites will be displayed, else for the popular leagues would be displayed. Top 3 updates will be displayed with show more option, tapping on which would display other 5 updates.)
- Tutorials (Admin uploaded tutorials would be displayed here.)

User can access the bottom bar options, notifications and side menu from here.

#### ENTRY POINTS:

- OTP Screen
- Personal Info Screen
- Choose Favourites Screen
- Bottom Bar
- Country Selection Screen
- Notification Screen

#### ACTIONS:

- Tapping on Leagues Name would redirect the user to the League Detail Screen.



- Tapping on a specific match would redirect the user to the Match Detail Screen.
- Tapping on Beat'em icon would allow them to access the Side Menu.
- Tapping on the any of the icons of the bottom bar would redirect them to the respective screens.

#### VALIDATIONS:

- If the user did not choose favourite leagues, the system shall show popular leagues that are set by the Admin.

## Choose Favourites

**As a user, I can choose my favourite leagues & teams.**

To favourite, we need to select the continent first.

Based on the selected continent, we will be listed the countries. On selection of a country, we will be listed leagues of that country. I have an option to favourite league or I can select the league to view the teams belonging to that league.

I can favourite the league and team independently.

#### ENTRY POINTS:

- Home Screen

#### ACTIONS:

- Tapping on heart would favourite / unfavourite the respective league or team.
- Users can favourite teams by swiping right, unfavorite by swiping left and go to next and previous by swiping up and down.

#### VALIDATIONS:

- If the user favourites a team, then, by default the league it belongs to is favoured too. User can then manually unfavourite the league if they wish to.

## Match Tracker

**As a user, I can track the matches of my favourite leagues if selected or the admin set popular leagues.**

I can search for leagues from here.

If the user has selected favourites, then the list of favourite leagues will be displayed, else the popular leagues will be displayed. The search text would be displayed accordingly.

I can also access the bottom bar options, side menu & notifications from here.

I can tap on a league to view its details. The league displays the logo, name, continent & year. By default, the current year bracket is displayed. Once the season is finished, the matches schedule will be flushed and replaced with new one. If there is a gap between the new one and the old one, then the system will show nothing during that period. Also, ads are being displayed over here. The ads are based on user's location and the league they're viewing.

The leagues are further divided into:

- Matches
- Standings
- Teams
- Leaderboard

Matches are divided into:

- Now (lists currently live matches)
  - Score & minutes are displayed.
  - Option to view broadcast in web view, if link is added by the Admin.
- Upcoming (displays upcoming matches)
  - Date of the match is displayed along with the option to predict or view prediction.
  - Predictions close 15 minutes before the start of the game. Prior to that, the user can predict & edit the predictions as many times as they want.
    - Users can predict the scores and scorers.
    - Based on the scores, we can calculate if the score & win.
    - Points are earned for guessing the correct win, score and scorer. Points can be 0-0. By default, it'll be - - -.
    - The scorers' selection depends on the score selected by the user.
    - It is optional for user to select the scorers, that is, they are not bound to select the scorers after selecting the scores. Users can set the scores by scrolling up & down. There's no limit on selecting max scores, still, we can keep 99 as max.

- Played (displays the past matches)
  - Date & Scores are displayed for the matches played in the past.
  - The broadcast links if available, will not be shown here.

The list of the matches come from API.

Standings include the standings of all the teams. This is fetched via 3<sup>rd</sup> party API.

Users can rotate this device to view more details.

Teams display the list of all teams that fall under the league for the respective season. I can favourite / unfavourite team(s) from here as well.

Leaderboard displays the ranking of the users for that particular league. My rank will be listed at the top and then the top 10 ranks will be displayed with option to view more. On tapping view more, 10 more ranks will be loaded & displayed. The leaderboard displays:

- Rank
- Name & Country
- Number of Predictions made
- Points earned
- Option to follow / unfollow other users
- Option to view other user's profile

The points are earned as follows:

Correct win points + correct score points + correct scorer points. There won't be negative points for incorrect guesses. If the user makes any incorrect guess, then that would be considered as 0 point.

#### ENTRY POINTS:

- Bottom Bar

#### ACTIONS:

- Tapping on a particular league would redirect the users to the League Details Screen.
- Tapping on hamburger menu would allow them to access the Side Menu.
- Tapping on search icon would allow them to search football leagues.
- Tapping on the any of the icons of the bottom bar would redirect them to the respective screens.
- Tapping on a particular match would redirect the users to the Match Detail Screen.

**Note: Once the season is finished, the matches schedule will be flushed and replaced with new one. If there is a gap between the new one and the old one, then the system will show nothing during that period.**

### **As a User, I can view the details of the match.**

The detail screen would include:

- Team Names
- League Name
- Round Number
- Date & Time of Match
- Stadium Name
- Average Prediction Percentage
- Average Score

Apart from that, it includes the following tabs:

- Highlights (for ongoing & past matches)
- Stats (for ongoing & past matches)
- Predictions
- Feed
- Head – Head
- Lineups

Highlights will display the match highlights from API. It would include the Goals, Penalties, Own Goals and Assist along with the timings.

Stats would display the data from API.

Prediction is divided into two tabs:

- My Prediction
  - My Prediction with option to edit, if the predictions are open, i.e. if there is more the 15 minutes left for the match to start.
  - If the prediction has closed, then my prediction will be displayed.
  - If I have not predicted, the option to predict will be displayed, if the predictions are open, else, message stating “The predictions are closed.” will be displayed.
- Friends

- The people I follow and the people in my groups will be displayed here.
- I can view the predictions of my friends only after the predictions have been closed.
- When the predictions are open, a message will be displayed saying, “You cannot view the predictions of your friends till the time the predictions are closed.”

Feed includes text, images and videos posted by users of the application.

- User can view, like, comment the posts, create a new post and report a post.
- To post a new post, user needs to enter text (max 500 characters). For media content, the URLs to them need to be entered. Maximum of 5 URLs can be inputted in a single post.
- User can edit & delete their posts as well. Confirmation will be asked on deleting, “Are you sure you want to delete the post?” with Yes and Cancel options.

Head-Head displays fetches & displays data from API.

Lineups are displays fetches & displays data from API.

- There is also an option to predict, if the user has not predicted yet.

#### ENTRY POINTS:

- League Detail Screen

## Prediction Lobby

**As a user, I can view and manage all the predictions of all the upcoming matches from here.**

I can find the list of all my favourite leagues or popular leagues here.

If the user has selected favourites, then the list of favourite leagues will be displayed, else the popular leagues will be displayed. The search text would be displayed accordingly.

I can search for leagues from here.

I can also access the bottom bar options, side menu & notifications from here.

I can tap on a particular league to manage the predictions & view the leaderboard.

- List of all upcoming matches are displayed with an option to view, predict or edit the prediction (15 minutes before the start of the match).

- Leaderboard tab displays the global leaderboard for all the users who have predicted for that league. My rank will be listed at the top and then the top 10 ranks will be displayed with option to view more. On tapping view more, 10 more ranks will be loaded & displayed. I can view their profiles and follow / unfollow them.

#### ENTRY POINTS:

- Bottom Tab Bar

#### ACTIONS:

- Tapping on a particular league would redirect the users to the Detail Screen.
- Tapping on hamburger menu would allow them to access the Side Menu.
- Tapping on search icon would allow them to search football leagues.
- Tapping on the any of the icons of the bottom bar would redirect them to the respective screens.
- Tapping on particular user will redirect the users to their profile screen.
- If the user has predicted, then on tapping the prediction, the user will be redirected to the prediction screen where they can view & edit their prediction. If the user has not predicted then on tapping the Predict option, the user will be redirected to the Prediction Screen.

## Groups

**As a user, I can manage my groups from here.**

Groups allows me to compete & compare league-wise scores within the group members & overall the global leaderboard.

I can:

- View my groups
- Create a new group

To create a group, I need to:

- Select Members
  - Members can be selected amongst friends (people I follow & those who belong to my groups), contact (phone contacts who are on the app but are not user's friend yet) and phone contacts who are not on the app with an option to invite them. Invites will be app download links

(phone's default share popup will be displayed). Once the invited users come to the app, they'll automatically be added to the invited groups.

- I also have an option to search for a member from here.
- Select Leagues
  - I can select from the list of my favourite leagues. If not favourited, then from the list of popular leagues.
  - I can also search from the list of leagues.
  - Multiple leagues can be selected.
- Group Info
  - Group Name
    - I can set any name for the group. Minimum of 1 and max of 25 characters.
  - Group Picture
    - Optional for the user to upload.
  - Members
    - All selected members will be displayed. Image, name & country will be displayed.
  - Leagues
    - All the selected leagues will be displayed here.
  - Create Group
    - Once satisfied, I can create the group or can go back & update/cancel.

Once the group is created, the respective members will be notified and the group will be displayed in their groups tab. The listing displays Group Image, Group Name, and name of 2 members along with the count of other members if any. I can also access the side menu, bottom bar & unread notification counts from here.

I can tap on one of the group listing to view the details. It displays:

- Group Image
- Group Name
- Option to search particular group member
- Selected league names in tab views
  - List of Group Members, their rank within the group & their rank in the respective leagues' leaderboard

I can manage the group info in a manner similar to WhatsApp Groups.

- Option to edit group image & group name
- Option to add members & leagues (only by Admin)
- Option to remove members & leagues (only by Admin)
- Option to mark other member as admin (only by Admin)
- Option to exit from the group
- Option to report the group

#### ENTRY POINTS:

- Bottom tab bar

## Fun Games

**I can compete with my group members & other individuals in a more challenging way via Fun Games.**

Fun Games adds the points for correct guesses and deducts points for incorrect guesses.

Points in fun groups can go in negative as well.

Fun Games are divided into two tabs, namely, My Groups and One-on-One.

My Groups would list all my existing groups here.

- I can search for a group from here.
- I can view if there are new fun game requests.
- I can tap & view the details
  - Fun group detail page displays:
    - Group Image
    - Group Name
    - Option to search particular group member
    - League names in tab views
      - List of Group Members
      - Fun group rank within the group
      - Points earned for that particular league

One-on-One displays list of all users with whom my one-on-one challenges are on.

- I can search for an individual from here.
- I can view if there are new fun game requests.
- I can view the user's profile from here.



- I can tap & view the details
  - Details include
    - Opponent User's Profile Image
    - Opponent User's Name
    - League names in tab views
      - The 2 user's names (me & opponent)
      - Fun group rank among the two users
      - Points earned for that particular league

The fun group requests are basically one-on-one fun game challenge requests.

- I can view the user's name, image, country along with an option to either accept or reject the request.
- I can view the other user's profile from here.

#### ENTRY POINTS:

- Bottom tab bar

## Other User's Profile

**As a user, I can view other user's profile.**

I can view the following information in their profile:

- Profile Picture
- First Name
- Last Name
- Country
- Count of Followers
- Count of Following
- Standing for the current year span
  - League-wise points earned (addition of only correct guesses; no negatives)

I have an option to follow/unfollow and block/unblock the user from here as well.

I can see the list of followers & followings only if I follow the user, not otherwise.

I can also challenge the user for one-on-one fun game from here.

#### ENTRY POINTS:

- Global Leaderboard

- Match Feed
- Friend's Predictions
- Groups
- Fun Games (both group & individual)
- Follower List
- Following List
- Blocked Users

#### ACTIONS:

- Tapping on Challenge would ask the user to select from their favourite / popular leagues for the challenge. Once selected, a popup will be displayed saying Fun Game Challenge Request has been sent to the user. Tapping on okay would redirect the user to user's profile screen.

#### VALIDATIONS:

- The standings will be shown for the current year span only.
- List of followers and following can be seen only when the user is following that user.
- If the user has already challenged the other user, and the user has yet not taken any action (accept / reject), then instead of challenge button, cancel challenge would be displayed. On cancelling, confirmation will be asked from the user saying, "Are you sure you want to cancel the challenge?" Tapping yes would cancel and tapping no would keep it as is.
  - If the user has accepted, then on tapping the challenge button, the already selected leagues would be preselected for the user to modify if need be. Separate acceptance request will not be sent, only the user will be notified saying, "User A has added 2 more leagues for the fun game challenge"
  - If user has rejected, then the entire flow of challenging will be as is afresh.
- Blocking the user would make me unfollow the user & remove the user from my followers' list.

## Side Menu

As a user, I can view various miscellaneous options in the Side Menu.

Side Menu displays the following options:

- My Profile Image & Name (if logged in)
- Beat'em Logo & option to login (if not logged in)
- Home
- My Profile (if logged in)
- Favourites
- Settings
- Help
- Logout

### ENTRY POINTS:

- Home
- Match Tracker
- Prediction Lobby
- Groups
- Fun Games
- My Profile
- Favourites
- Settings
- Help

### ACTION ITEMS:

- Tapping on any of the option would redirect the users to the respective screens.

## Settings

**As a user, I can manage the app settings from here.**

I will be displayed with the following options here:

- Edit Profile (if logged in)
- Login / Register (if not logged in)
- Change Language

- Blocked Users (if logged in)
- Notification Alerts (by default, will be set to ON)

#### ENTRY POINTS:

- Side Menu

## Edit Profile

As a user, I can edit my Profile.

I can edit my:

- Profile Picture
- Full Name
- Date of Birth (DD/MM/YYYY) – Date picker
- Country
- Gender

Once done, I can tap on Done or I can optionally go back & discard changes if any.

#### ENTRY POINTS:

- Settings Screen
- My Profile Screen

#### ACTIONS:

- Tapping on Done or back would redirect users to Settings Screen.

#### VALIDATIONS:

- Full name should not allow more than 50 characters
- Gender options (Male/Female)
- DoB has to be less than the current date
- Country should list of all countries from which only 1 can be selected. It will be auto-fetched if the user has allowed the location permission.
- None of the data entry is mandatory.
- If the user does not choose their profile picture, then we need to display their gender icon as their profile pic in the app. If the user has not selected their gender also, then we display the Beat'em icon as their profile pic.
- If the user does not provide their full name, we create a name for them using their phone number or any other combination. Example, BM123456 or User123456.

#### VALIDATION MESSAGES:

- Full name cannot be more than 50 characters.
- Please enter valid Date of Birth.

## My Profile

### **As a user, I can view the details of My Profile.**

I can view the following information in my profile:

- Profile Picture
- First Name
- Last Name
- Date of Birth (mm-dd-yyyy)
- Country
- Gender
- Contact Number
- Count of Followers
- Count of Following
- Standing for the current year span
  - League-wise points earned (addition of only correct guesses; no negatives)

I have an option to edit the profile from here as well.

#### ENTRY POINTS:

- Side Menu

## Change Language

### **As a user, I can change the language of the app when needed.**

I will be displayed with a list of active languages, keeping the current language preselected.

I can select other language as per my preference.

#### ENTRY POINTS:

- Settings

#### ACTIONS:

- On saving, the user will be redirected to the Settings Screen.

## Blocked Users

I can manage my blocked users from here.

I can view the list of all users that I have blocked over here.

I can unblock them from here.

## Help

I can find any help related content from here.

Help is divided into:

- Terms & Conditions (Admin added CMS content)
- Privacy Policies (Admin added CMS content)
- FAQs (Admin added CMS content)
- About Us (Admin added CMS content)
- Contact Us
  - Form would open for user to send the details. Details divided as:
    - Full Name (auto-fetched if available)
    - Email (auto-fetched if available)
    - Message (max 500 characters)
- Tutorials (Admin added videos)

## Notifications

**As a user, I will receive certain notifications.**

I will receive notifications when:

- Modification in groups has been done.
- I have been added to the groups.
- Modification in fun game one-on-one challenge has been done.
- User followed me
- User sent me fun game one-on-one challenge request.
- User accepted / rejected the fun game one-on-one challenge request.

I will receive notifications only when they notification alerts are turned on.

Tapping on a particular notification would redirect me to the respective detail screen.

## Logout

**As a user, I can log out of the application.**

ENTRY POINTS:

- Side Menu

ACTIONS:

- Tapping on logout would log users out and redirect them to the Login/Register Screen.