Live Score Hub

1. Problem Statement

Sports fans across the globe follow multiple leagues and teams, making it challenging to stay updated on live scores, especially when different games overlap. Fans who follow several teams often have to jump between multiple apps, websites, or social media platforms to keep track of ongoing games. This fragmented experience makes it difficult to receive timely updates, follow the action in real-time, and track favorite teams across different leagues. Additionally, there’s no centralized platform that allows users to customize their experience by following specific teams, getting notified when their teams’ games start, or viewing live scores from different leagues all in one place.

2. Technical Solution

Create a web application that provides real-time live scores for six major sports leagues (NFL, NBA, MLB, NHL, NCAAF, and NCAAB). The application will allow users to log in, select their favorite teams, and receive real-time notifications when their teams’ games start. It will also aggregate live scores and display them on a dashboard where users can track multiple games simultaneously. Users will also be able to view historical scores and stats for completed games. The data for scores will be provided by the Sportspage feeds api.

Scenario 1:

Sarah is a fan of the NFL and NBA. She often misses the start of games because she has to switch between different apps and websites. With the Live Sports Tracker website, she can select her favorite teams from both leagues, and the app will notify her when a game is about to start. Sarah can log in to the site and see live scores for both leagues on the same dashboard, making it easy to follow the action.

Scenario 2

John is a college sports enthusiast, following both NCAAF and NCAAB. He uses the Live Sports Tracker to add his favorite college teams. On game days, he receives a notification when the games start and can easily track scores and key stats in real time. When John is busy, he can check the app later to see the final scores and highlights.

### \*\*3. Glossary\*\*

User: A registered individual who can log in to the application, select favorite teams, and receive notifications.

Team: A sports team within one of the six leagues (NFL, NBA, MLB, NHL, NCAAF, NCAAB) that a user can follow.

League: A professional sports organization that oversees teams and their games, such as the NFL, NBA, MLB, NHL, NCAAF, or NCAAB.

Game: A scheduled sports event between two teams in any of the six leagues.

Score: The score of a game. Can either be a live score for an ongoing game or a final score of a completed game.

\*\*\*\*\*Notification: A real-time alert sent to users when their favorite teams’ games start.

4. High-Level Requirement

Browse live scores (anyone).

Log in to track favorite teams (MEMBER, ADMIN)

Add or remove favorite teams (MEMBER, ADMIN).

Receive game start notifications for favorite teams (MEMBER, ADMIN).

View historical scores.(MEMBER, ADMIN)

5. User Stories/Scenarios

-Browse Scores

Allow any user to view scores from the six supported leagues.

Precondition:

Post-condition: Scores from games are displayed on the website.

-Log In to Track Favorite Teams

Allow users to log in and track their favorite teams.

Precondition: User must be registered and logged in.

Post-condition: User can access their personalized dashboard with their favorite teams' live scores.

Add or Remove Favorite Teams

Enable users to add or remove teams from their favorites list.

Precondition: User must be logged in.

Post-condition: The selected team is added or removed from the user’s favorite list.

Receive Game Start Notifications

Send a notification to users when one of their favorite teams’ games is about to start.

Precondition: User must be logged in and have favorite teams selected.

Post-condition: User receives a real-time notification before the start of their favorite teams’ games.