

# DartStat

Kevin Corlett  
@BigKev47

# Description

A darts practice, league management and scorekeeping app that tracks player data on a granular level, down to the individual dart and section (e.g. Triple 20).



# Features

- Practice tracking
- In person match scorekeeping
- User Profiles
- League Management and Team Tracking



# Planning - User Stories

Highlight some of your projects' User Stories. Focus on explaining what this project can do from the user's perspective.



# Planning - Database

- **Darts** - The backbone table of the db, storing every dart recorded through the DartStat system (who threw it, what game it was, what the result was)
- **Users** - A persistent user profile for tracking statistics across different matches, leagues, and even practice sessions. Related to Darts in a One-to-Many relationship.
- **Games** - Where we track each discrete game, be it a League Game, a casual game, or a solo practice game.(players, game, winner, etc.) Related to Darts in a One-to-Many relationship and Users in a Many-to-Many relationship
- **Matches** - Tracks League Matches between teams (game, teams playing, players, league session/week, winner) Related to Games in One-to-Many relationship,
- **Teams** - Tracking what users or on which team for a given League. Related to users in a One to Many relationship



# Technology Stack

- Frontend DartEntry/Scorekeeping App - Mobile
  - JavaScript
  - ReactNative
- Backend Data
  - Java
  - MySQL
  - Thymeleaf or react-native-web



# Demo



# What I Learned

- JavaScript and JSON
- Reactjs and ReactNative
- AndroidStudio
- Java APIs and Postman
- Creating advanced relationships in MySql





# What's Next

- Tournament Organization and Management
- Player handicapping
- DataViz for player statistics and darts
- Maybe snazzing up the UI
- Learning something else new!

