

Collegiate e-sports Platform

https://github.com/deltarod/CS386-Group-20

Members:Course:Blake LawtonCS 386

Tristan Miller Marco Gerosa Ruben Rincon Spring 2018

Jennie Ryckman

D.3 Analysis

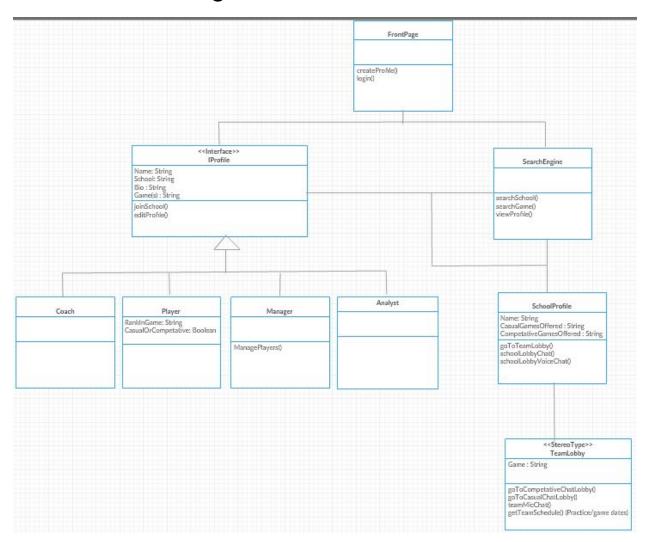
1.Description

The collegiate e-sports scene suffers from poor exposure and is weakly communicated across colleges. This affects any colleges or incoming students that are possibly interested in e-sports, which in turn disconnects e-sports fans or exposure of serious e-sports players. Our Collegiate E-Sports Platform invites college students or incoming college students that are interested in the e-sports scene to connect with other players, teams, or fans interested in e-sports. Our product will be the first to do this in a proficient and organized way. Users will be able to create e-sports teams for their college, find players playing similar games, find local game events, or just find players in general.

Basic functions for the platform include **chat lobbies**, **profiles** (for **teams**, **players**, etc.), a **search engine**, and **player teams**. Main users include **players**, **team managers**, and optionally **coaches** or **analysts**. **Profiles** include things like a *short bio*, a *list of related games*, and a respective *school*. **Player profiles** can also *list their in-game ranks* and *whether they are casual or competitive players*, while **managers** are able to <u>manage other players</u> in teams. **School profiles** offer a *list of casual or competitive games* they support and can <u>link to a team's chat lobby</u> or the <u>school's main chat lobby</u>.

For communication, **chat lobbies** with text and/or voice range from <u>casual player</u> <u>lobbies</u>, <u>competitive player lobbies</u>, and <u>team lobbies</u>. **Team lobbies** can also <u>provide a team's schedule</u> for team events. Finally, the **search engine** will be able to search most of these things but most importantly will <u>search for specific player profiles</u>, <u>schools</u>, <u>and lobbies or teams</u> related to a specific game.

2.UML Class Diagram



3. Group Participation

Blake Lawton: UML Diagram (25%) Tristan Miller: UML Diagram (25%) Jennie Ryckman: Description (25%) Ruben Rincon: Description (25%)