

Team 5 Project Charter Bowling Statistics Tracker

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Problem Statement

The Purdue Bowling Team uses different software to track players and their performance, however they are unsatisfied with the solutions currently available. Our project aims to create an Android app that uses key features of pre-existing bowling apps, and consolidates these features along with additional components into a centralized mobile application. This includes features such as performance tracking, live scoring, player comparisons, player grouping, scheduling, announcements, messaging, and a calendar system.

Project Objectives

1. Create an Android application that can easily be used by coaches and players to track the performance of members of Purdue's Bowling Team.
2. Be able to compare players' overall statistics.
3. Implement a live scoring feature to automatically update player statistics after games.
4. Add players to a group to easily track several players' performance.
5. Allow special permission for users based on their group, such as coaches and players. Example permissions include edit versus view permissions for player statistics.
6. Schedule and display upcoming tournaments and practices from a calendar.
7. Send messages to and from players about upcoming events.
8. (Optional) Add support for other bowling scoring formats (Baker, Low Ball, etc).

Stakeholders

- Users: Purdue Bowling Team coaches and players, bowlers who are interested in tracking their performance, bowling clubs that wish to manage multiple players and/or teams
- Developers: Brandon Loi, Hunter Sullivan, James Smagacz, Aaron Althoff, Aaron Nordhoff
- Project manager: Jimmy Smagacz
- Project owner: Bob Davidson, Purdue Intercollegiate Bowling Club Coach

Deliverables

- An Android application for bowling players and coaches to track statistics and be notified about upcoming events.
- Frontend written in Java that will display information about player statistics, announcements, etc. to the user, and allow the user to interact with the application.

- Backend system written in Java to handle the inner workings of the application
- MySQL database to store player information, run from a Raspberry Pi 3 Model B with the Raspbian OS.