Sko Play

Prancing Purple Ponies 201-1

Hyden Polikoff - Sung Kim - Nathan Straub - Randy Perecman - Paolo Castro - Thomas Deaner

Project Overview

A real-time, location-based application for creating pick-up games among CU students. Need a few more players to complete your game? Invite others on the app. Want to play but don't have enough people to join? Check the app to see what pickup games are scheduled.

Any CU student wanting to participate has only to sign up creating an account through their school email (to validate that they are a CU student) and can from there either host games at predetermined locations on campus or join game invites that have been pinged by other students.

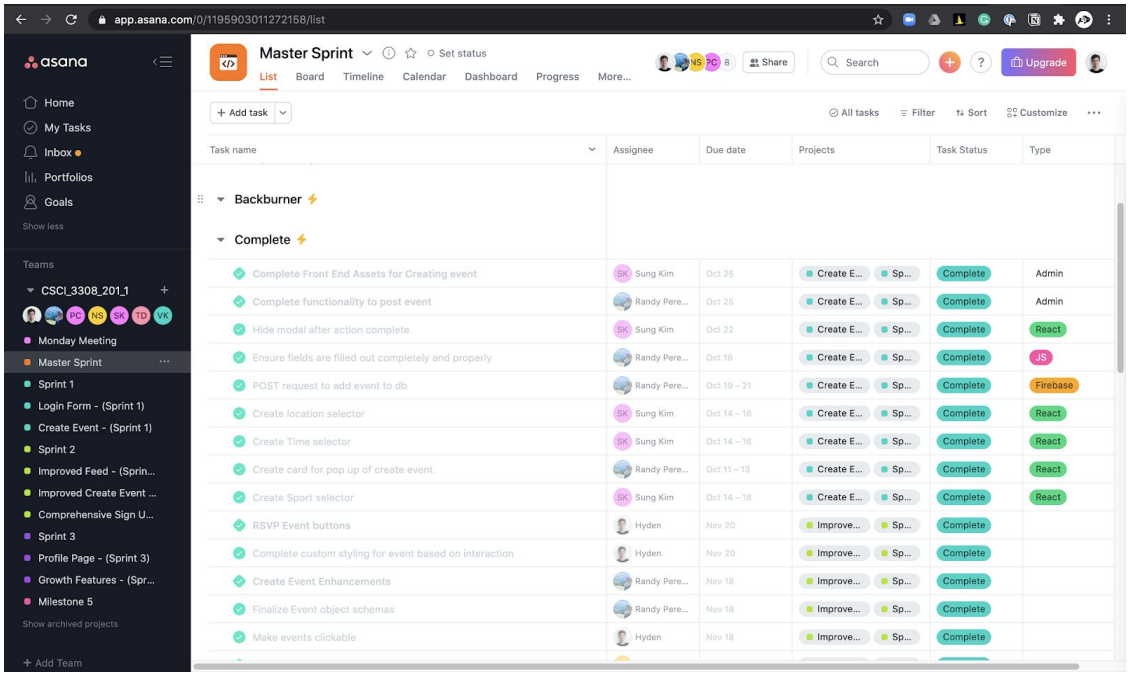
SKO Play also has students covered when it comes to socializing through sports. Once logged in, any student can update their profile page and update their name, major, favorite sport, and profile image. By doing so, students can socialize with other SKO Play users and make connections.

This application would benefit students wanting to play intramural sports that don't have the time to commit to weekly practices. Instead, SKO Play would open up the option of being able to play with other CU students at whatever time of day they choose. The app also works great for social networking and relationship building as sports lovers from all across CU will be able to interact and enjoy time together both on and off the field.

Project Tracker - Asana

[Here is a link to our Asana Project Tracker!]

Various projects correspond to different sprints and within each sprint our programming pairs had projects for just their specific tasks. You can also view a gantt chart under the timeline as well as a kanban style under the board view.



Video

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https://drive.google.com/file/d/1cc__OIEpuphfpFSZO4XwhA0bIT5mvpVP/view?usp=sharing

VCS - Github

CSCI-3308-CU-Boulder/Prancing-Purple-Ponies (github.com)

Individual Contributions

Hyden Polikoff

- Hyden's Commits
- I was tasked with developing the front end assets for the main feed of our app. I worked on displaying the list of cards containing events as well as developing the buttons for the various RSVP options for events. I also implemented dynamic styling attributes for the buttons. Lastly on the development front, I built out the rough framework for our event details page. For the PM side, I got our team set with Asana and Slack integrations.

Sung Kim

- Sung's Commits
- I focused on developing the front end assets for creating an event. Using model and formik, I was able to allow users to input data which was submitted to the firebase, in order to display on a different page. The model includes a date selector dropdowns for time and sports, and a yup which checks validity of each input for each argument. Later on, I worked on editing small details in the back-end of the program, such as adding new parameters in firebase and using those to display in a better format in main feed (Small fixes).

Nathan Straub

- Nathan's Commits
- I predominantly worked on front-end design for this project. The starting home page, sign up, login, profile, and edit profile pages are all designed and executed by myself. In particular, features like text entry, picture selection, redirection pages, and profile formatting were all implemented. I also included various style and add-on features from react native, react native elements, and various other libraries. Alongside my frontend contributions, I created our team's architectural diagram and managed the folder holding all of our projects documentation.

Randy Perecman

- Randy's Commits
- For the first several sprints, I worked primarily on the backend of the app. Specifically, I worked closely with Sung on the Create Event functionality, and I handled the back-end component while he handled the front-end. During this I kickstarted the creation of our internal codebase documentation which proved helpful as we built out our app. For the last sprint I shifted my work to include front-end while I helped build out the Event Detail view. Aside from development contributions, I played a role in Product Management including product design and delegation.

Paolo Castro

- Paolo's Commits
- I worked primarily on the backend aspect of the app. Specifically, I worked on creating a wrapper for the Firebase API and writing the backend for the main feed page and one of the profile pages. This involved connecting to the Firestore database and using Firebase Authentication. I also often worked on fixing merge conflicts and merging everyone's code into a single working version of the app. Since I was one of the more experienced among the group, I also assisted teammates on several occasions on their tasks.

Thomas Deaner

- Thomas' Commits
- I was tasked with the back-end code of the Login, Sign-up, and one of the Profile pages. Specifically, I worked on the functionality of these pages, and made sure the data that was sent from these pages were correctly formatted and assigned to the correct user of the application. I also made sure that the user could not proceed from a screen with any blank textboxes, to avoid any 'invalid' data being sent to the database, which would cause a lot of problems. Finally, I made sure that whenever the user went to change their profile, they could see what their latest instance was for their name, major, and favorite sport, for added coolness.

Deployment

Visit SkoPlay on Expo to view the project. Scanning the code with an Android phone using the Expo app is ideal. If using an Android phone is not an option, then click "Open project in the browser" to connect to an online Android emulator. Once the emulator has loaded, you will be sent to a browser page inside the phone. On that page, scroll down (by dragging the mouse) and click on "Open with Expo". This online emulator is extremely slow, which is why using an actual android phone is preferred.