# Trego

Revolutionizing how students and communities find teammates, join games, and discover sports opportunities through a unified, reliable platform.

### by Team Clockwork

University of Waterloo



# The Problem: Fragmented Sports Discovery

#### **Current Pain Points**

- Difficulties to find reliable teammates
- Discover team tryouts
- Find reliable coaches



#### **Unreliable Networks**

Social media groups are inconsistent and lack accountability for noshows.



### **Poor Discovery**

No centralized way to find specific roles, skill levels, or tryout opportunities.





### Target Audience & Market Validation



Primary users seeking consistent sports opportunities

### **University Students**

- Looking for casual to competitive games
- Need reliable teammates for intramurals



Broader community engagement

### **Recreational Players & Clubs**

- Clubs needing members
- Coaches offering lessons
- Community pickup game organizers

### **Feature List**

- 1 Player Profiles
- 2 Team & Club Management
- 3 Reliable MatchMaking
- 4 Tryout Scheduling
- **5** Substitution Support
- 6 Reliability & Reputation System

# Competitors

- 1 GoodRec
  - Good for open play
  - Not good for tryhards
- 3 Plei
  - · Good for soccer
  - · Less about structured teams

- 2 OpenSports
  - Good for registration and scheduling
  - Not focused on individual players
- 4 Playo
  - Good for booking courts
  - Not used in western countries

# **Opportunities**

- 1 Cluttered interface and ads make them hard to us
- 2 Low engagement; players often ignore RSVP or attendance features
- 3 Many useful features are behind paid tiers
- 4 Missing core functions like live scoring or better game-day tools
- 5 Notifications are inconsistent (too many or too few)

# **Technical Challenges & Risk Mitigation**

#### **Database Schema**

- Filter by sport, player level (beginner, advanced), time
- "Show me open, beginner soccer games over this weekend, within 15km of my location"

#### Recommendation Algorithm

- Recommend games based on various factors:
  - location
  - availability
  - players you have played with before

#### **Facility Booking**

 Would have to integrate with booking/payment systems for existing facilities

# **Team Organization**

### **Task Management**

Using GitHub Projects (Kanban board) to track tasks and progress:

https://github.com/orgs/Clockwork-Project/projects/1



#### **Current Meeting Schedule**

- Monday @ 4:00 PM
- Thursday @ 4:30 PM



#### **Communication Channel**

 Primary: Discord (for day-to-day coordination and quick updates)

# **Thank You**

More info can be found at: https://github.com/Clockwork-Project/Deliverables/blob/main/MP1/checklist.md

Credit: PowerPoint partly made by Popai.pro