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**Software Engineering Assignment 1**

**CS400-01**

**Software Design and Development**

**Fall 2021**

## **Garlic Knights -- Design the Box**

### **Journal**

#### **1. What is the product?**

We want to develop an android application to service Super Smash Brothers tournaments. The application would serve as a tool for tournament organizers to have their attendees record statistics such as stage choice, character choice, and individual player match ups. This appeals to players because once the data is collected and organized, attendees would be able to gather more information about who they struggle against in competition, which stages they have worse win rates on, and record their overall improvements over the course of time.

The app will further be developed into a social media application for the niche of Smash players. This means opportunities for users to talk about character tools, talk about character match-ups, talk about stages, talk about national and international tournaments, as well as serve as a hub for local communities. There will be group pages organizing specific types of players, players who live in specific communities, as well as event pages for tournament organizers to advertise and appeal to possible entrants.

#### **2. Possible names of the product**

- SmashApp
- TournamentBuddy
- Friendly's
- SmashMaker
- SmashPlayer
- SmashStats
- SmashAll
- Smash 'N Go
- Smashing

#### **3. Possible customers, end users or buyers**

- Veteran Smash players
- Casual Smash players
- Fighting game players
- Tournament Organizers
- Esports Companies
- Fighting Game Celebrities

#### **4. Possible features, functions, or other important details.**

This application would be designed to be an amalgamation of the services Facebook and Twitter provide for the Smash community, consolidating them into one place devoid of distractions. The Facebook side of things gives a more professional event hosting and community outreach perspective, while the Twitter side of the application would serve to host conversations about the game—all while providing a self-introspective resource to aid in improving user's skill.

The features that would provide local communities the most interaction would be the event pages and community hub pages. New users could be siphoned from larger communities such as Facebook or Twitter and all they would have to do is give their location to instantly be connected with their closest community hub. Once in their own community, users would instantly be able to access events near them, whether weekly, monthly, or annually.

On a larger scale, a feed similar to Twitter's dashboard could be presented to the user. This would enable them to speak and connect with other smashers in differing communities, endorsing them to communicate more and possibly have tournaments that include multiple communities.

## **Product Vision**

**FOR** competitive players and tournament organizers of Super Smash Brothers **WHO** need to analyze their own performance data, and run events efficiently, **SmashApp** is an API and GUI frontend social networking platform **THAT** aids in connecting new users with their community, assists users in improving their ability in tournament, and provides a larger scale community talking point. **UNLIKE** sites like Facebook or Twitter that currently function to aid communities, **OUR PRODUCT** centralizes these products into one place that lets users fully escape into their favorite hobby.