Tennis Partner

Objective: The objective of Tennis Partner is to make tennis more fun, enjoyable, connecting players of the same level and preferences.

Team#3: Paul, Senaida, Alex y Franco.
Profesor: Edgar Cambranes.
Materia: POO

Goals:

Classes:

- Swipe cards.
- Login and Signup with facebook or google.
- Set likes.
- Deal with Matches.
- User Profile.
- Chat With Calendar.

Work method

Scrum:

Planification:

The first we do is to make goals for the week and assign a goal to each member, this is the base for every planification of the sprint.

In this part, we select the team members to the tasks that made each one more comfortable.

Sprint:

Every Tuesday and Thursday we have a meeting group to evaluate the state of the project and the progress of the goals, we talk about the problems that we confront and how to solve it.

This meeting has the duration of 1 hour or less, and we exchange every concern we have.

Sprint review:

This sprint review we do it on friday, with the client (Instructor) to check all the project progress and make adjustments and set new goals for the next sprint.

Schedule:

monday	tuesday	wednesday	thursday	friday	saturday	sunday
	Sprint meeting		Sprint meeting	Sprint review		

Uploading progress:

https://github.com/FrancoGamez/Worldcode1

Sign up

Objective: This will allow to make the profile for the user as well to measure the level of the player.

Caracteristics:
- Name.
- age
- State and City.
- Picture.
- Login with facebook or Google.
- Evaluation of the level.
- Location

Evaluation:
- **How long have you played tennis?**
  - 0-6 months
  - 6-12 months
  - 12 + months
- **Do you practice? and how many times a week do you do it?.**
  - 1
  - 2-3 times
  - 4-5 times
  - All week
- **According to the tennis technique where is the termination of the drive?.**
  - Under the shoulder.
  - parallel to the point of contact.
  - Above the Shoulder.
- **How is the preparation of the body and the racquet for the "Backhand"?**

- ○ Above the shoulder and straight body
- ○ The way is more comfortable
- ○ <mark>The racquet Under the shoulder and behind the body and with the right leg up front.</mark>
- **How is it called the effect given to the ball when it is hit with the racket from the bottom to top?**
  - ○ <mark>Top Spin</mark>
  - ○ Straight
  - ○ Slice
- **How many Types of "Backhand" are there and what are they?.**
  - ○ <mark>Two, Backhand at one hand and two hands.</mark>
  - ○ One, Backhand at one hand.
  - ○ One, Backhand at two hands.
  - ○ None of the above
- **Have you ever competed in a tournament and how many times?.**
  - ○ No
  - ○ one's
  - ○ 2 - 5 times
  - ○ 6+ times
- **On what level do you think you are currently?**
  - ○ Basic (You don't know how to serve properly, you don't know all the types of tennis strokes, you can handle a rally with your forehand and backhand).
  - ○ Intermediate (You know how to serve properly, you know most of the strokes in tennis and you can handle a game with all the rules of the game)
  - ○ Advanced (You are someone competitive, you perfect most tennis strokes and handle various game strategies).

Google requirements: Certificate ssl, google account, follow the steps:https://www.youtube.com/watch?v=TDgSZvIo5sc.

Process:

The process starts with a display where we ask for the name, age, state, city, picture and location. also you can sign in with facebook or google.

After you answer all the inputs the program will save all your data and make a profile with this.

Example of user:

The user at the start of the app will be ask for a log in or sign up, when he clicks sign up is going to be a screen with 4 inputs (name, age, state and city and picture), or if he clik sign in with facebook or google we automatically fill all he's inputs.

Swipe cards

Objective: Make cards for every user, this card will be your representation as a player with the community.

Caracteristics:

- Name
- Age
- Picture
- Level of the player
- Review
- Deal with the matches
- Set likes

Process:

The swipe cards start with using all the information that we gather with the sign up and make a card profile, in this part of the program we let the user set likes to other users and we deal with the matches, if two users set likes to each other we create a chat for them to get along and make an appointment.

Example of user:

The user will have a display where he will be able to see profiles of other users for him to set likes or dislike

Chat

Objective: Display a chat with a calendar to schedule the games and maintain communication with your partner.

Caracteristics:
- calendar
- notifications
- emojis
- remove chat
- upload files

Process:

The chat starts with showing us a menu of all the chat's that we have made a match, in each chat you can upload files, emojis, choosing how is going to bring the tennis balls and schedule a game, when you schedule a game you can select a calendar: a month, day, hour and location of the court.

Example of user:

Calendar

Caracteristics:
- Both names of the chat
- notifications
- Date
- Location
- Balls

Post Game

Objective: To know the player satisfaction with the app and partner.

Caracteristics:
- Final Encuest
- Personal score
- Refresh rating

Final Encuest:
- How was the experience of your game on 1-10?
- would want to play with this player again?
- How was your experience with the app on 1-10?
- Put a comment for something that you think that we can get better.

User interface

Objective: The user Interface is going to connect all the classes to work in a simple and warming environment, in the interface will be 4 stages of display, the first one will be the profile where you can add information or edit it, the second one will be the swipe cards where you can set likes and get matches, third one is chat menu where you can select a chat to use to make invitations and the fourth one will be the calendar when you can see all the games you have schedule.

Caracteristics:
- User profile
- swipe cards
- chat
- calendar
- Sign up

Sign up

Your Name

Example: Franco Gamez

Birthdate

DD / MM / YYYY

State

States

City

Cities

Sign up With: