Executive Summary - G.T.H.C

Game Tenting Help Center (GTHC)

Overview

Krzyzewskiville is Duke's premier location for all things Duke Basketball. Not only does it represent the man behind the program, but it also represents Duke's incredible culture and tradition of the "Cameron Crazie." With each coming year, more and more fans of Duke basketball flock to K-Ville to see how crazy and dedicated Duke students are about going to basketball games. They see the tents that are set up in K-Ville for weeks while Line Monitors ensure that members of the tent are in K-Ville leading up to the great Carolina rivalry game. Tenting is an essential for a Duke student to do before the student graduates and we intend to help those that find tenting stressful with the busy Duke life that they live. Our team is creating a centralized tenting web application that will provide the Crazies with the tools they need in order to be successful tenters and help make their extremely busy life just a little bit easier.

Target Users

Our team is targeting a specific but large pool of people at Duke who are willing to make that tenting investment. White Tenters are our first target users who tend to be first-time students who have never gone through any tenting process. Our secondary target user are people who got kicked out of K-Ville due to missing checks by sleeping through night checks. Our third target user is a scheduler builder/ tent captain. Each tent group has a tent captain who holds the responsibility of scheduling tent shifts for each member of their group. This takes a hefty amount of work to coordinate, manage, and determine when people can be in K-Ville in between classes and other commitments. From these subset of tenters, our primary audience are first time, inexperienced black/white/blue tenters.

Value

Our team values the traditions that Duke Basketball has to offer and the great time that students have as a part of their Duke experience. Our intent is to make the tenting experience better for all students who decide to tent in their career at Duke by providing a centralized location where students can utilize a tenting web application to schedule shifts, get notifications, and communicate directly to line monitors. The project has larger implications in that it can house Duke basketball related information (upcoming game) and send notification authorized by Duke Basketball (Cameron still has seats for

this game) . Currently, there is no one centralized application that provides the tools each tenter needs for a successful and smooth tenting experience. Each tent captain has had to find their own way through means of Google Spreadsheets or Calendar to organize team members when their shifts are.

Functionality

This project will serve to complete a numerous amount of functions essential to serve every tenter at Duke. The first functionality and one of the most important ones is the scheduling function that will be integrated. It will serve to not only assign shift based upon availability of each tenter but also show other member's availability so that when any kind of commitment or conflict arises, the user may switch with a fellow team member that may have availability then as well. It will also integrate a list of who's shifts are up next and a daily overview or recap that will provide information on who served what shift and for how much time. Often times some team members do not put in as much time as others and our app will help show who is putting in more hours than others.

The second main functionality we intend to implement is that of notifications. Our team wants to integrate push notifications which provide information on who is up next for shifts and any kind of change in scheduling such as if someone drops a shift in their schedule or another conflict. Sending weekly reminders to check their shifts and change any potential conflicts is also one of our priorities as week by week a user's availabilities may change.

Technical Recommendation

Our team is focusing solely on software and are using a SQL backend. The technology that the client desires is one that is able to send notifications out to people and is easy to use for all people, regardless of their technical background. The client also notified us of a desire for both a web and mobile application all integrated in a centralized location and database. Our team is currently taking the web application approach and configure it to hold great UX on mobile devices as well.

Utilizing React, a component-rendering focused Javascript framework, out team intends to build user interfaces and take advantage of its great community support with a large selection of external libraries. There may be some expenses for deployment and hosting but we will dive into more research in that as we get closer to that point. The client may potentially have to pay for a server and this will also depend on how much we will need to scale the product once it is launched.