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# App Idea Presentation: MeetForSport

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# Table of Contents

Scenario

Problem

Our Solution

Challenges

# Scenario

# Our Scenario

Imagine:

- You are an active person
- You'd like to start a new sport and need people to teach you OR
- You're missing teammates to play with or need motivation

# Problem

While there are many (fitness) Apps out on the market, none really addresses the problem of lacking people to play with. Joining an active community is still part of ones social circle, whereas every other aspect of our live can be enhanced by multimedia devices.

# Our Solution

# What is our idea?

Our Solution is rather simple and draws its inspiration from other networking apps. Our App would try to solve these problems. It is supposed to become an App that

- enables you to find people interested in the same sport
- suggests places for your activity
- lets you set up meeting times and points
- builds a community around your activities



# Target Group

The App will target persons of nearly all ages who are interested in physical group activities

# Personas

## Fred Flintstone Part 1:

This is Fred Flintstone. He is 23 years old and studies Physics in his 7th semester. He's from Dresden and currently resides in the studentdorm. When not studying, he takes up his old hobby of playing football, that he started in preschool. If the weather is bad, he fires up his playstation to join his friends in some multiplayer game. On his weekends, Fred likes to meet up with people in pubs or clubs. However, one thing really annoys him... unreliable friends. Setting up sport events with them proves difficult in many ways. One of them will surely have forgotten the date, one of them cancels last second and others allways run late. So while he enjoys playing football, setting up the event is quite a challenge.

# Personas

## Fred Flintstone Part 2:

- personal information:
  - Age: 23
  - Profession: physics student (7th semester)
  - Living condition: alone, studentdorm
  - Interests: football, meeting friends, playing (computer) games, parties
- personal trades:
  - emphatic
  - organized
  - spontaneous
  - tech-savvy

# Key Features

For the time being, we think about building an Android App based on the Server-Client Model.

By using a:

- either predefined set of sport fields and parks or api,
- database containing sports
- customizable and adaptable user profiles

the App will help to find people nearby who have the same interests.

# Challenges

- build/find an efficient way to find locations
- assign each sport a set of requirements (e.g. important features the location needs)
- build a user database
- build an organizer
- implement interaction possibilities