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# App Idea Presentation: MeetForSport

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# Scenario

# Our Scenario

Imagine:

- You are an active person
- You like to play team sports but don't know how to find enough other people interested in the sport of your choice to actually built big enough teams OR
- You just want to find other people who are interested in the same sports as you to do them together

# Our Idea

# 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 and who are open to meet new people.

# 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 traits: emphatic, organized, spontaneous, tech-savvy

# Personas

## **Martina Ödegaard Part 1:**

This is Martina Ödegaard. She is a 36 year old car mechanic. She is originally from Frankfurt(Oder) where she also learned her profession. She moved to Dresden 12 years ago, after moving in with her partner, who was already living there.

# Personas

## Martina Ödegaard Part 2:

- personal information:
  - Age: 36
  - Profession: car mechanic
  - Living condition: married, living in an apartment with her partner (37) and her two kids (5 and 8)
  - Interests: reading, running, meeting with friends
  - personal trades:

# Key Features

# Creating a new activity

11:39

## New Activity

Location

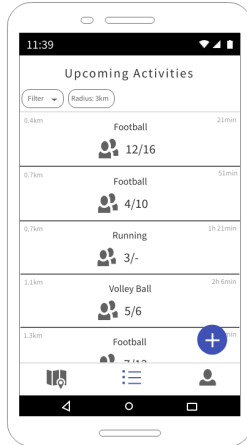
Sport

Participants

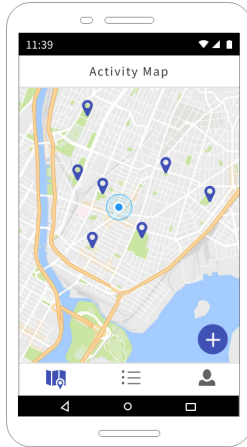
Description

Navigation icons: Location pin, Menu, User profile

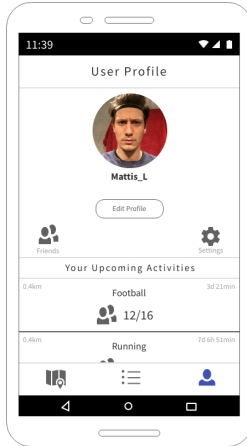
# A list of upcoming activities with filter options



# An interactive map that displays activities



# A customizable user profile





# 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 database for users and events
- build an organizer
- implement interaction possibilities
- find a way to offer event information offline (connectivity challenge)

# Architecture and key technologies

# Architecture

We want to build our application using:

- a client-server model
- the model-view-controller pattern
- a small, lightweight database

# Key technologies

used in our application:

- GPS Sensors
- internet connection
- local storage

used to build our application:

- Android Studio
- Java
- Web Server