

# Sportify Demo Script

## DEMO STEPS:

### Stage 1:

- 1) Executive summary
- 2) Use current location
- 3) Press search
- 4) Show filter error, then set filter
- 5) Slide to show marker appearance
- 6) Select walk and Car and search
- 7) Describe result card address, activities, distance, type meaning
- 8) Click on find out more
- 9) Explain details of find out more (Leave out check in check out), explain apple watch circle (How to read circles and legends)
- 10) Click return and go to another location find out more (Of lower score) and explain how scoring differs from previous location
- 11) Click home
- 12) Click on contact us to show popup

### Stage 2:

- 1) Show that filter doesn't work without address
- 2) Type in address E.g. Clementi Loop
- 3) Explain drop down bar and select location E.g. Toh Yi badminton
- 4) Adjust radius to 4km and search, select all modes of transport
- 5) Show results and click on one location
- 6) Explain route display and deselect public transport and motorbike to show extra features
- 7) Select public transport and explain how it even shows bus to take
- 8) Explain check in check out playing system and idea behind this system
- 9) Pre-check in to show check in increase, precheck out to show decrease
- 10) Pre-check in and check in to show playing button, click on playing and then check out
- 11) Go back to home

END

## SCRIPT FOR VIDEO DEMO:

Hello, so now we will be starting the live demo of Sportify, an app that suggests relevant nearby sports locations.

We begin at the home page, which consists of a navigation bar, a map as well as a search bar where we can start by typing in a departure address or simply use the "Current Location" button to select the user's current location as the departure address. The user will be prompted to allow the use of their device GPS and automatically selects the current location of the user as can be seen marked by the pin on the map, which in this case would be NTU. From here, the user would need to set their search radius and modes of transport. Here we can see that as we modify the search radius, the number of nearby sports locations will change accordingly. With

each location having one marker on the maps interface. Each marker is also interactive, and users can quickly click on the markers to see the name and address of the location. For this search, we will be using 6km as search radius and select “walk” and “car” as our preferred modes of transport.

Here we can see the results of all the sports locations within the search radius ranked according to their score in descending order. Each result displays the name, address, and distance of the location, as well as provides what type of activities are available at the location. The location’s surrounding PSI, UVI, rainfall, air temperature and distance values are obtained through calling APIs, and a score for each location is calculated using these values. We can also see more detailed information about each location by clicking on this find out more button.. In addition to its name and relevant activities, we are able to see if the location is affected by rain, and the current weather condition of the surrounding area. The colorful rings provide a clearer visual in showcasing the weather conditions of a location, with the red ring showing air temperature, the green ring showing PSI value and the blue ring showing UVI value. It is preferable for the rings to be empty, as it signifies more favorable weather conditions. The user can also click “return” to look at other locations at the previous result page. \*Scroll down select lower score location\* Here we can see that this location is more poorly scored as it is located further away from the departure location as compared to the previous location.

If the user is unsatisfied with the results and wishes to enter another search, they can simply click the “Home” button on the top navigation bar to return to the original home page. They can also click the “Contact Us” button to find our contact details should they face any problems, they can contact us directly. For demonstration purposes we only placed our github usernames there.

Sportify works fully both as a website and as an application on our mobile devices, such as ipad, and iphone. For the rest of this demonstration, we will be doing so from the perspective of an iPhone 14 Max Pro.

Now, we will try to enter an address for our next search. As you can see, by keying in the relevant keywords, Sportify would suggest a drop bar of search results and the user can simply select one of them as the departure location. Here we can see that locations existing outside of Singapore would not be featured as an available departure location. If the user chooses a very remote location, there would also be no markers that would show up and Sportify would not allow users to search if there are no locations nearby. Now we will continue with entering a valid location like clementi. Should the user forget to set the search radius and modes of transport before searching, Sportify will also pop up the filter to prompt them to select the search radius and modes of transport.

Here we select 4km as our search radius and all the modes of transport. Similar to before, Sportify will display the locations within the search radius of the address selected, ranked according to their scores. As Singapore is a small country, it is common to see locations share the same weather conditions, hence why we decided that distance should play a larger role in the scoring system. . \*Click find out more\* Here we can see the different modes of transport

mapped out for a selected location. Each line shows the recommended route to take based on a mode of transport selected. If the lines are cluttered and are hard to read, there are toggles for each of the modes of transport above to clear up the map.. In addition, the public transport line also indicates which bus to take in order to reach the destination.

Another additional feature of Sportify is our Check in system. We implemented this system for our users who are interested in participating in team sports. Users can also see how crowded a location is based on how many people are playing currently, so if its too crowded, they might choose another location. Here, the user is able to “Pre-check in” to indicate that the user is heading towards the location. Should the user change their mind, they can “Pre-Check out” to remove their indication of heading to the location. Upon reaching, the user can select “Check-In” to indicate that they have reached the location and are ready to play.. *click check in\** After finding other users at the location and starting a game, the user can select the “Playing” status to show that they have already found their teammates and opponents. When they are ready to head home, the user can select “Check out” to indicate that they are leaving the location. Our system also has an in-built timer that automatically checks out the user after 2 hours in case they forgot to do so when leaving. For the purpose of this demonstration we have shortened the timer. *\*Automatically check out\** as can be seen here.

With that, we have covered what Sportify provides. Thanks for taking the time to watch this demonstration and we hope to see you soon on Sportify!