Project Initiation Document

TeamSync

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# Project Overview

## Project Name

TeamSync

## Project Owner

Jamal Ahmed

## Project Summary

### Project Description

TeamSync is a mobile application designed to streamline organization of football sessions by automatically assigning players to teams based on their individual ratings. The primary goal of TeanSync is to ensure that teams are balanced, leading to more competitive and enjoyable matches. This app will be tailored to people that regularly organize games and want to remove the hassle of manually balancing teams. Users can also see how well their performance is.

## Target Audience

**Casual and Semi – Competitive Football Players**

Individuals who participate in regular football sessions, whether it is for leisure or semi-competitive environment. These users seek a convenient way to ensure fair and balanced teams, enhancing the quality of their games.

**Match Organizers and Team Captains**

People responsible for organizing football sessions, with small groups of friends or local club.

**Youth and Amateur Clubs**

Coaches and administrators of youth or amateur football clubs who want to manage internal scrimmages or friendly matches with balanced teams, without the need for manual intervention.

## Long-term Vision

**Expansion to Other Sports**

The base feature of team-balancing can be implemented into other sports. The first choice other sport would be basketball; Hockey, lacrosse and rugby will be considered. This would allow TeamSync to become a versatile tool.

**Enhanced Analytics**

Future iterations and updates can include analytical features that offer detailed insights into performance. Using additional data (potentially from extra statistics provided and video data) Heatmaps, recommended positions, personalized tips, and basic match analysis.

**Social Features**

Allow users to find local teams, clubs and sessions. Furthermore, allow clubs to showcase trials and information to nearby players and groups. Give users the ability to create groups, schedule matches and tournaments.

**Monetization and Partnerships**

When the features above are implemented, request for premium subscriptions for potentially professional organizations using the application. For example, high tier premium subscription for enhanced analytical use. Also, for a larger integration of matches and players may request licensing, for example power league – licensing a custom/enhanced version of TeamSync to allow players, matches, leagues and tournaments to integrate seamlessly.

# Project Objectives

### Primary Objectives

* [List of main goals and achievements with this project]

### Secondary Objectives

* [List of additional goals and achievements]

# Project Scope

### In Scope

* [Describe key features and functionality that will be included in the project]

### Out of Scope

* [Specify any features or aspects that will not be addressed in the initial release]

# MoSCoW

### Must

* [Describe key essential features and functionality that **Must** be included in the project]

### Should

* [Features and functionalities that are not essential, but would significantly improve the project]

### Could

* [List the desirable features that could be included if time and resources allow]

### Will not

* [List features that are out of scope for this project phase but could be considered for future updates]

# Planning and Action Steps

### Immediate Next Steps

* [Outline the first steps you need to take to start the project]

### Development Steps

* [Detail the development process, breaking it down into manageable tasks]

### Testing

* [Describe how you will test the app and ensure its quality]

### Deployment

* [Plan how you will release the app, including submission to the App Store]

### Post-Launch Maintenance

* [Outline how you will handle updates, bug fixes, and new features after the launch]

# Success Criteria

### Functionality

[Define what success looks like in terms of functionality]

### Usability

[Define what success looks like in terms of user experience]

### Performance

[Define the performance standards you aim to meet]

### User Feedback

[Specify what kind of user feedback you will consider a success]

# Risks and Considerations

### Risks

[Identify potential risks that could impact the project.]

### Considerations

[List any important factors to keep in mind while developing the project.]

# Personal Motivation and Goals

### Learning Objective

[What do you want to learn from this project?]

### Long-Term Vision

[What do you see as the long-term goal for this project?]

### Personal Challenge

[What challenges are you setting for yourself?]

# Notes and Ideas for Future Updates

[Include any ideas or features that you might want to implement in future updates]