CS160 | SU23

PICKUP PALS

SPORTS, UNITY, FUN

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INTRODUCING PICK-UP PALS

WHO LOVES PLAYING SPORTS CASUALLY, ESPECIALLY PICK-UP STYLE STREET SOCCER, FOOTBALL, TENNIS, OR BASKETBALL? DO YOU ENJOY THE CAMARADERIE AND CONNECTIONS THAT COME FROM PLAYING UNORGANIZED SPORTS WITH LIKE-MINDED INDIVIDUALS

OUR TEAM IS FOCUSED ON PROVIDING A PLATFORM THAT WILL HELP ATHLETES PLAY THE SPORT THEY LOVE AND MEET OTHERS WITH THE SAME LIKES, WITH A CLICK OF A BUTTON. WE AIM TO CREATE A COMMUNITY WITHIN SPORTS FOR ANYONE BETWEEN THE AGES OF 15-65, EX-PROFESSIONAL PLAYERS & BEGGINERS, AS WELL AS ANYONE WHO IS TRYING TO FIND A PLACE TO PLAY IN A NEW CITY.

BRAIN STORMING

As time goes on and new ideas are formatting with technology there's a wide variety of potential ideas that we discussed as a group. We found that the idea of having a community is important to all users no matter the situtation

Community:
- People that enjoy clothes.

Idea:
- Application that helps people take pictures of their individual pieces of clothes and make an outfit together.

Community:
- People that need help to grind on genshin-impact/rpg games/team fortress tactic

Idea:
- Application that connects with people to help play games for them/ depending on rank

Community:
- Athletes

Idea:
- Application that lets people meet up and play soccer.

After discussing with each other and meeting over the course of two weeks we decided to pursue Pick-Up Pals, which is an app that allows athletes to meet up and play the sport they love in one place. Sports have brought people together all over the world, country, and cities for decades. Whether it's watching a game, playing on a team together, or just finding other people that play the same sport. We found that this idea was one that would be most useful due to personal experience and asking fellow peers their opinions as well.

Interview Plan

We interviewed two soccer players. The first of which was a 32 year old ex-professional soccer player living in Jacksonville, Florida and the second one is a 20 year old current collegiate soccer player who lives in Sonoma County, California. We asked questions to get to better understand our user demographic's background in the sport, what they look for in pickup games, their pain points in playing pickup, and what pickup and specifically the community means to them. We found that locals know the best fields, schedules for fieldspace, and have a web of old teammates and friends but then are majorly disconnected when they switch areas. People tend to play the most pickup in their off season or when they finish their last college.

Key Questions:

How many years have you played this sport?

What the highest level of (insert sport) did you play?

Do you struggle with connecting people to play with? If so can you elaborate on them?

How do you currently stay connected to people in your community playing this sport?

What is your time availability , how many times a week do you play and how often?

When you're looking for people to play with, what process do you take to help you find places and people to play with?

Can you tell us about your experiences with playing pick-up style sports?

What do you most enjoy about playing sports in an unorganized setting with other people?

INTERVIEW FINDINGS

QUOTES

"Yes, it's hard to find a level I'm happy playing at. I'm lucky to find a few pickup games that meet my criteria" - Danny T

"Would absolutely use this app, and I think it would be useful to set up notifications so you can be notified within a certain mile radius."

"it 's more inclusive and it's more fun than organized sports. Less pressure on the sport and people are there to just have fun. Not having a coach."

"Cutting cold turkey from a sport would be so hard, going from my life revolving around soccer to having I have to get a job now and soccer won't be my priority, pickup will make that transition a lot easier because you kinda make it your identity and your sport becomes a big part of your life, you even have to eat different, so pickup would help me maintain that in some extent and keep my community."

Task Analysis

Task: Allow users to choose locations and sports for participating in pick-up games, create or join groups for games, and build a community through contact sharing.

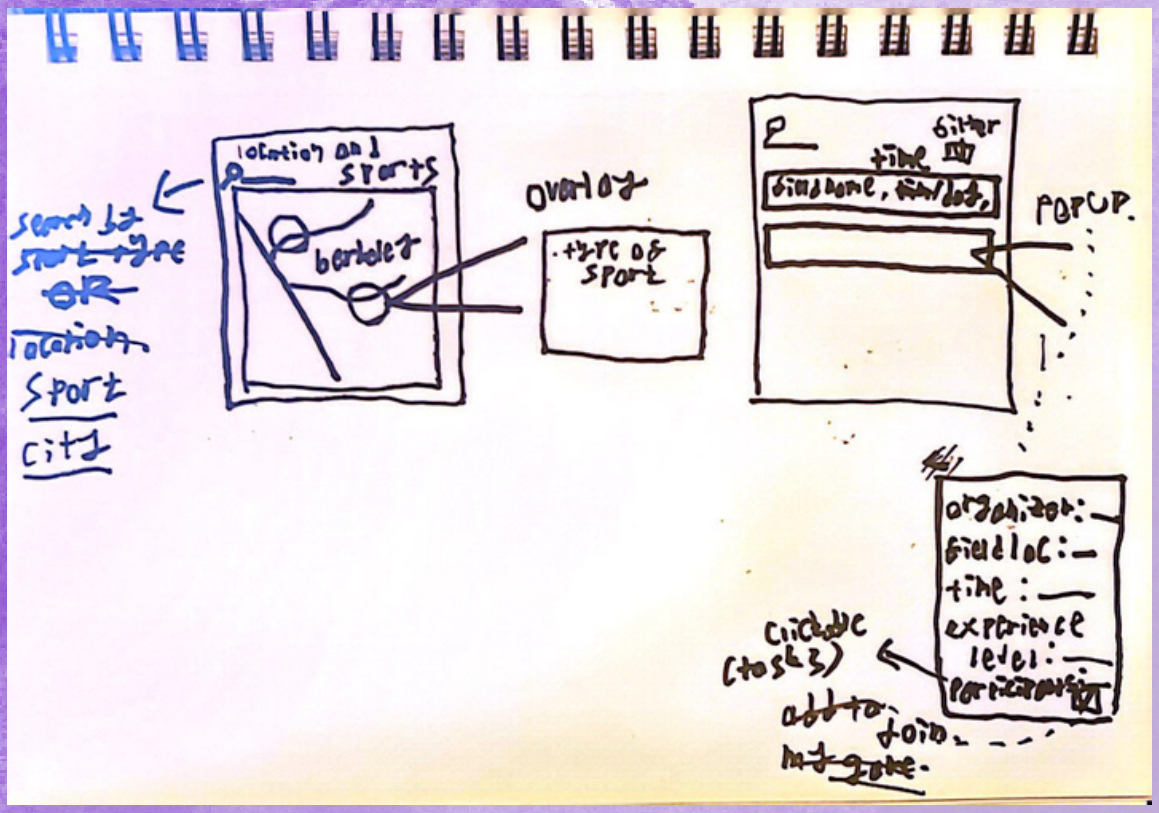
User Flow:

1. Choosing Location & Sport:
   - User launches the app.
   - User can filter the text box on preferred sports (e.g., basketball, soccer, tennis).
   - User will have the option to choose games based on location and sport.
   - Popup window appears with more details about the game (sport, location, date, time, participants).
   - User selects the desired game from the list.
   - User clicks on "Join Game" button.
   -
   - User can read additional information provided by the organizer.

2. Creating a Pick-Up Game:
   - User decides to create a new game.
   - User clicks on "Create Game" button.
   - User selects the sport from a dropdown menu.
   - User specifies the location by searching or picking from map.
   - User inputs the date and time for the game.
   - User can add any additional details (optional).
   - User clicks "Create" to finalize the game details.

3. Community Building Page:
   - After participating in a game, a player's contact information is automatically added to the user's contact page in the app.
   - User accesses their contact page.
   - User searches for players they've played with.
   - User selects a player from the list.
   - User clicks on the selected player's name.
   - User has the option to send a message or connect on social media.

Task sketches



Based on our sketches we found how we wanted each of our tasks to flow together. We originally thought to implement a map that users can select games from but found that wasn't helpful to users that aren't familar with the area or are looking at areas not in their current location.

Heuristic Evaluation

Visibility of System Status

- Feedback: The app provides feedback after actions like joining a game or creating a game.
- Location: Clear indicators of the current location in the app are present.
- Evaluation: The app does well in showing users their current status and the effects of their actions.

Error Prevention

- Confirmation: The app confirms actions like joining a game to avoid accidental selections.
- Validation: Game creation forms likely have validation for required fields and appropriate formats.
- Evaluation: The app demonstrates effort to prevent errors and prompt user confirmation.

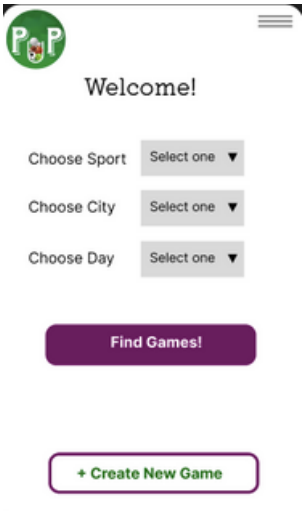
Flexibility and Efficiency of Use

- Shortcuts: Users familiar with the app can quickly access their contacts and ongoing games.
- Defaults: Users can likely set preferences for sports, which saves them from repetitive choices.
- Evaluation: The app caters to both novice and experienced users, offering shortcuts and customization.

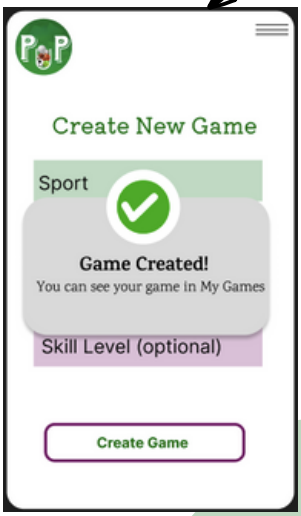
Figma Prototype

These frames have the cover the Sign Up/ Log In page. A long with the profile page that users can set up their profile to introduce themselves to other users/

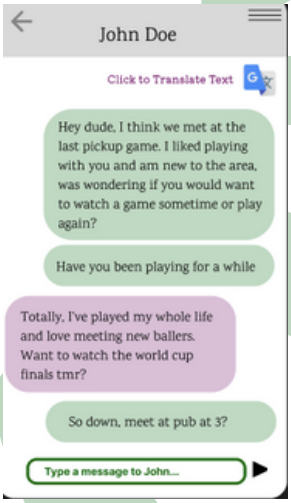
In these frames we gave the users the ability to create a game.Once they enter they sport, location, time&date, they'll be able to post the game so that other users can join.



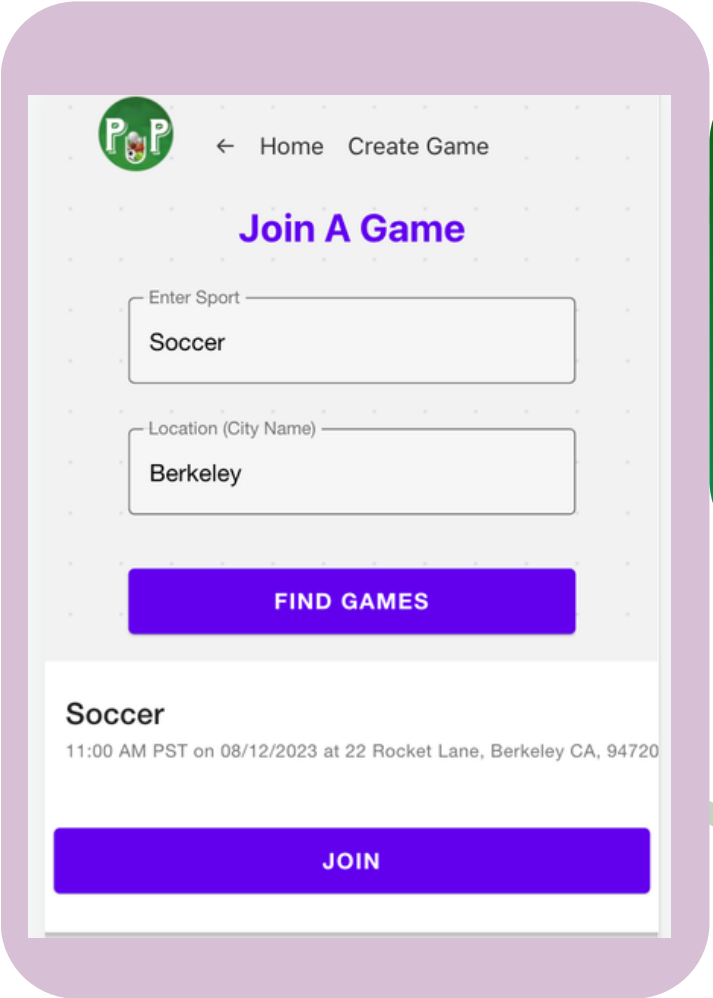
Theseframes allow the user to choose the sport, city, and day to find games near them or in a specific city. Once they choose their filters, a list of available games will generate for te user to join.



These frames focus on the community aspect of the app when it comes to communicating with other users once they've played a game with them. There is also the ability to user translator for the users that have a language barrier.

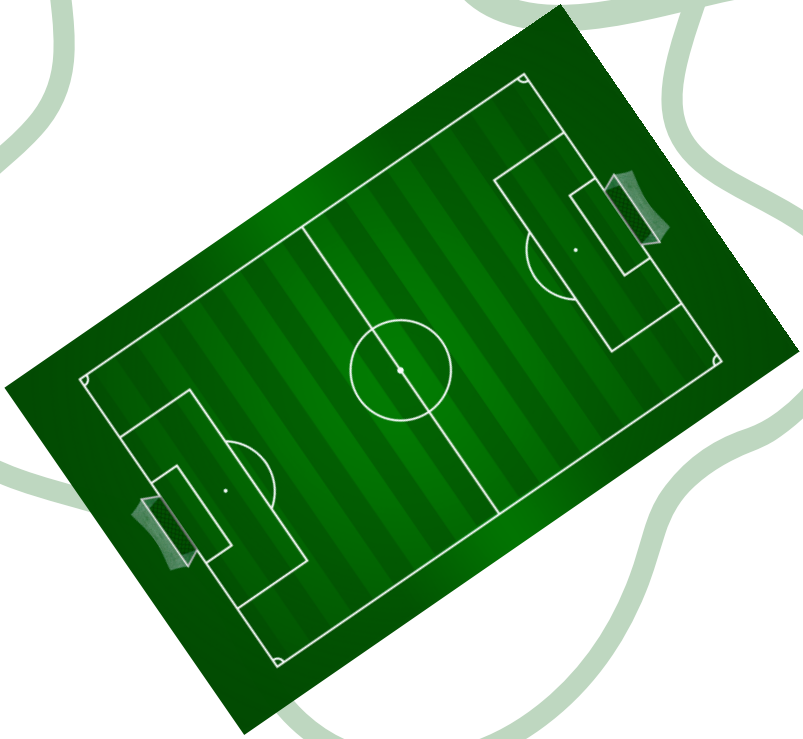


App Features



Task 1

A lot of users struggle with finding other sports and places to play. Usually people just communicate through groupchats but this doesn't get to people that aren't already in the community in that city. This feature allows for new community members to find games to play.



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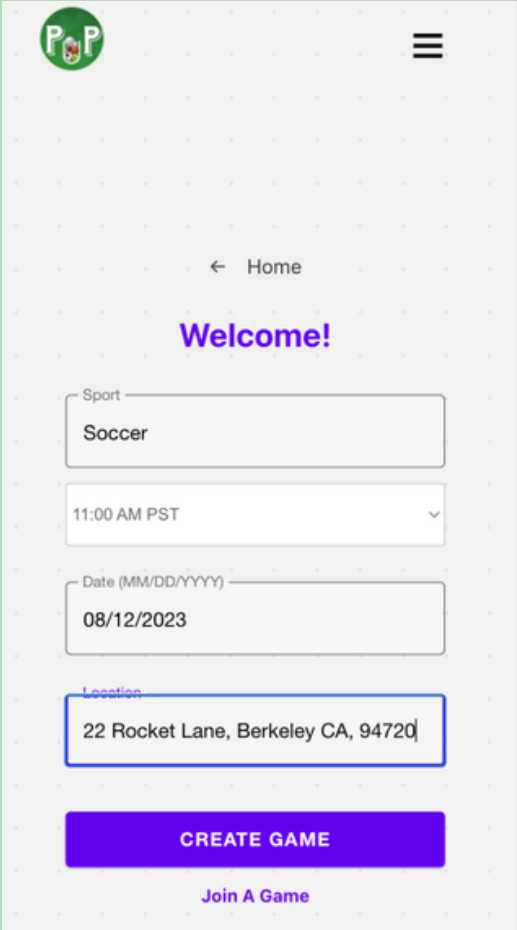
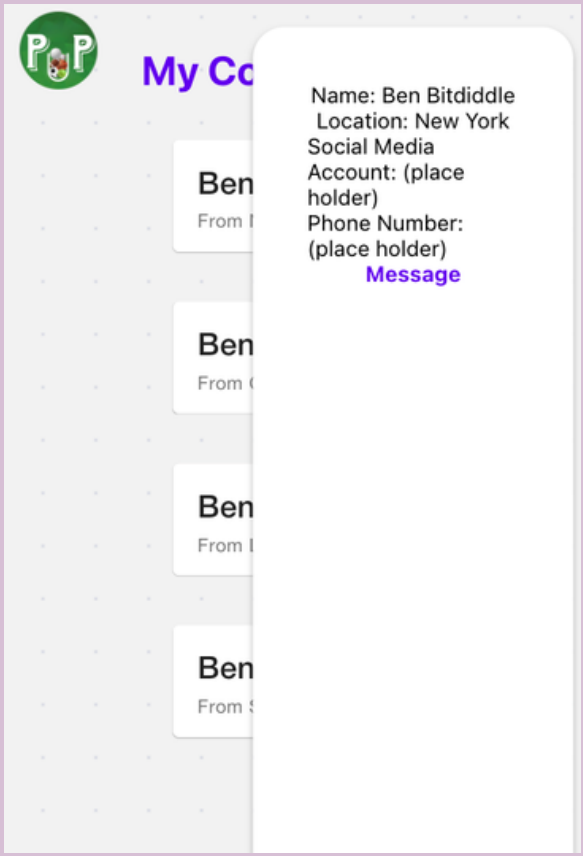


Task 2

If the users didn't find a game that they wanted to join or if they want to create another game they will have the ability to do so. With he create new game feature the user can input the sport, location, time & date, and also have the option to add a specific skill level.



Task 3

Once users join and play the same game as the other user. They'll be able to directly message other users to coordinate new games together. They will also be able to see their social media and phone number if the user enable that feature to be visible to other users.

User Evaluation Findings

Mehul, Naman, Kevin

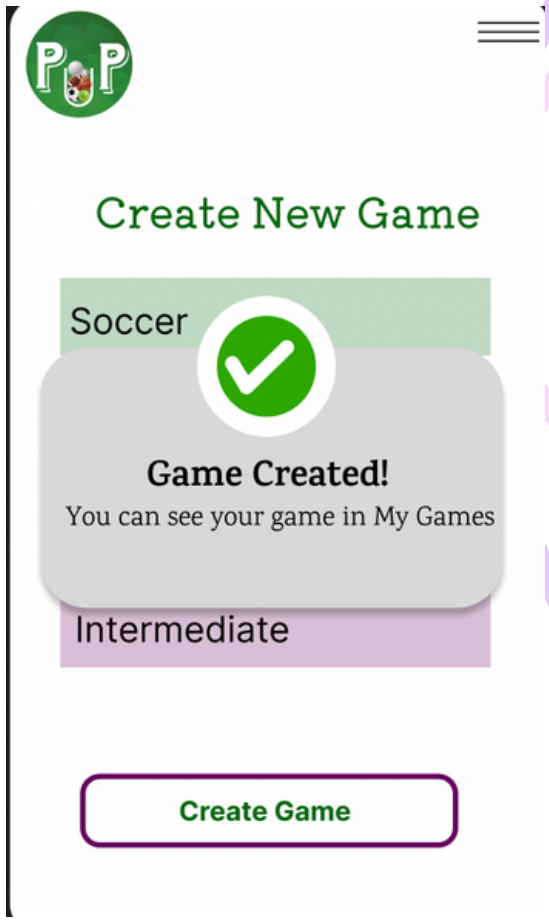
When we had other users evaluate our app, our app was almost entirely functional which was a major success. They were able to navigate our app but what we noticed right off the bat was that we felt the need to explain things verbally as we went. They had the very crucial suggestion to add a landing page because they weren't sure what they were signing up for. Despite the presentation being the following day after doing some research on the important of having a landing page. Having a clear value proposition in an onboarding screens would provide an opportunity to clearly communicate our value and purpose of our app to our users who might be unfamiliar with it. Not everyone knows what pickup is either so explaining in an onboarding screen would make them more likely to engage and sign up. Not only increasing engagement, user education, reducing friction, and building trust.

They also gave us suggestions that we implemented about user feedback messages and got more inspiration for future iterations like how to do a map API, and catching errors that the users might type in when they are entering date or location. We would make a dashboard for more engaging home screen in future iterations.

Accessibility Audit

User feedback messaging

When doing our user evaluation we noticed users would click create game multiple times because there wasn't proper user feedback messaging. After doing some research on user feedback messages we found they serve as a communication bridge between the user's actions and the app's response reducing confusion and uncertainty.

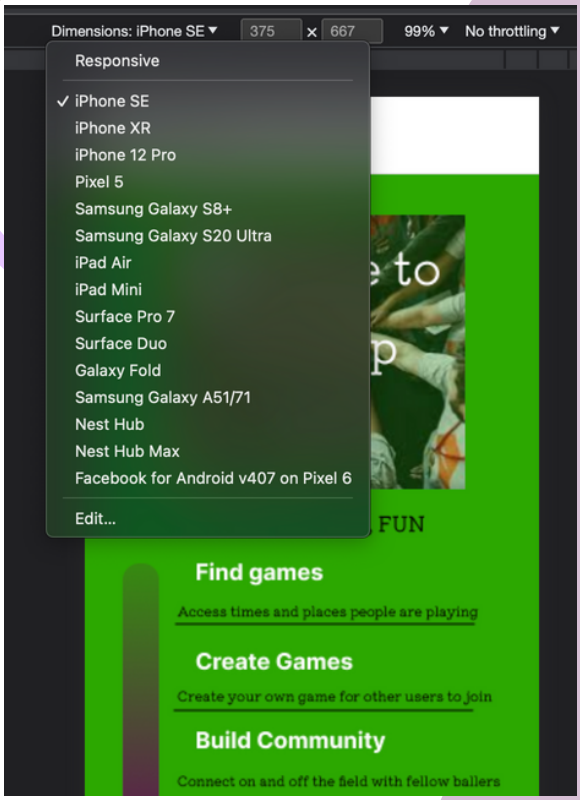


- ✓ Clear, concise, and simple feedback.
- ✓ Accompany feedback with clear visual cues like the color green but also with symbols like checkmark
- ✓ For users who can't see the screen, provide auditory cues to announce feedback changes (in future implementation we would have a ding expressing success

Pickup Pals is for <u>everyone</u>

Accessibility Audit

Responsive design ensures that all users, regardless of their device, can access Pickup Pals app comfortably.



Sports players might have Access to limited devices and only having accessibility on iphones will hurt the diversity of the community

Responsive design addresses text readability by ensuring fonts adjust appropriately to different screen sizes.

Responsive design anticipates changes in technology and device trends, so Pickup Pals app remains adaptable to new devices and screen sizes that might emerge in the future.

CONCLUSION

Pickup Pals has been our mission to unite sports enthusiasts everywhere, allowing people to maintain their sports identity wherever life might take them. Sports bring people together, transcending age, color, and backgrounds and fostering a sense of belonging. Our design process, specifically our user interviews, rekindled our own appreciation for the sports community and what it has brought to us. The irony is that the teamwork on the field that we had been trying to emulate, we have found right here among the teamwork from the four of us. we all worked hard for each other on this project as a team should. Pickup Pals isn't just about the cs160 project, just like how the world cup isn't just about the trophy; it's a reminder of the power of shared passions and teamwork that make the world a better place.

Appendix

https://youtu.be/3bRM9abDeiU

Github

https://github.com/aneeshdurai/su23-final-project

*If you run the app, please run it inside the PickUpPals folder.