

Project specification

Year 4 Project



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# Introduction

For my project I will be designing a wrist wearable for the games of pool and snooker. The idea for the wearable is to help beginners to the sports monitor and track their strokes and movement on the shots they take. This allows them to see what they are doing wrong or what they did differently on a given shot compared to what they should have done. The current plan for the wearable is to build up a profile on the player so it gets familiar with how the player plays, this includes the speed of play, how many strokes they perform before they take a shot and what type of shot they are currently practicing.

In this document I will be looking into the different wearable devices I could possible use. I will go into detail on each wearable and then conclude with why I chose a certain one. I will give a brief overview of the games of snooker and pool and I will go into detail why I believe this wearable could help improve beginner’s skill level quicker than if they just practiced with no help. I will go into detail on the movesense wearable I will be using and what is possible with this device. If they are any other similar applications on the market I will give overviews of them and explain what is different and unique about my proposed wearable.

# Wearables Introduction:

In this section I will research and explain the different wearables available to use. I will look at each wearable sensor and decide which is best for my project.

### Movesense:

# Snooker and Pool:

# Movesense:

# Similar Applications:

# Technology (Frontend):

Xamarin:

# Technology (Backend):

# Conclusion:

# References

**There are no sources in the current document.**