KickOff Connect: Play Nearby

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Introduction

"KickOff Connect," is an innovative application aimed at facilitating sport activities and fostering local sports communities.

Design Problem

The ultimate end goal of KickOff Connect was to facilitate the organization of large gatherings of people for sports related activities, grow and bring new life to local sports communities, and explore new locations in which such events can take place.
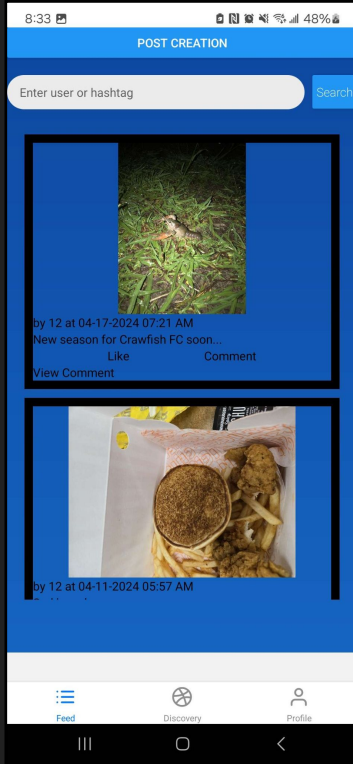
Key Factors:

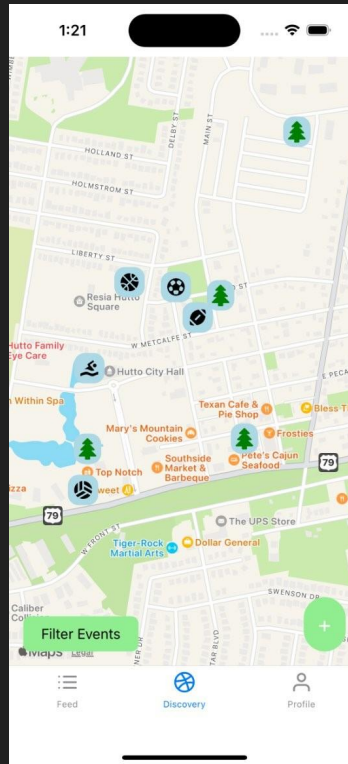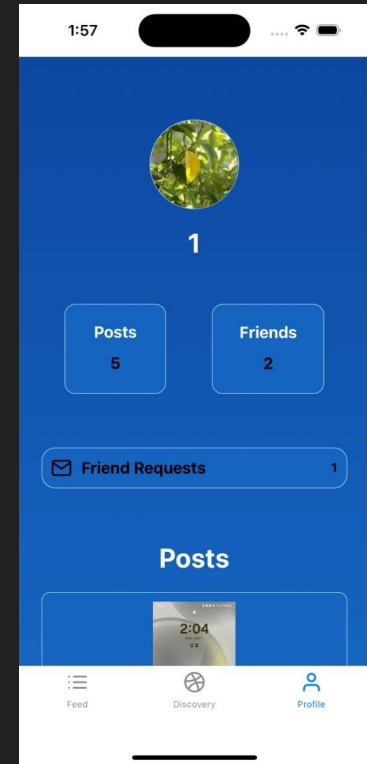- Target Audience
- Location
- App Accessibility

Design Solution
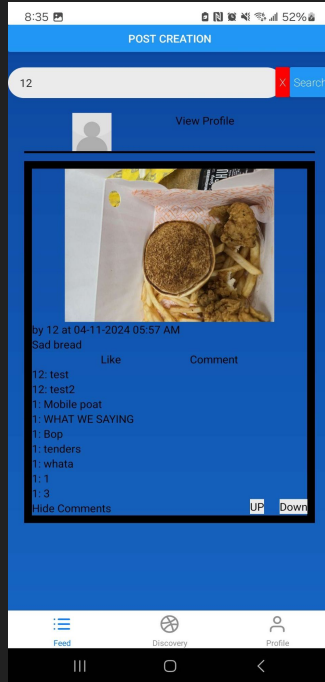

[1] Feed Display

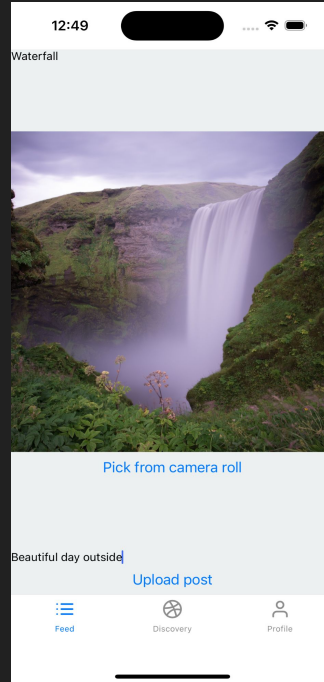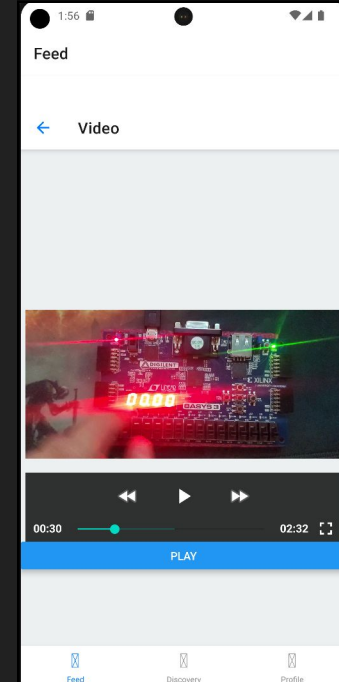[2] Discovery Display

[3] Profile Display

Design Solution (Feed)

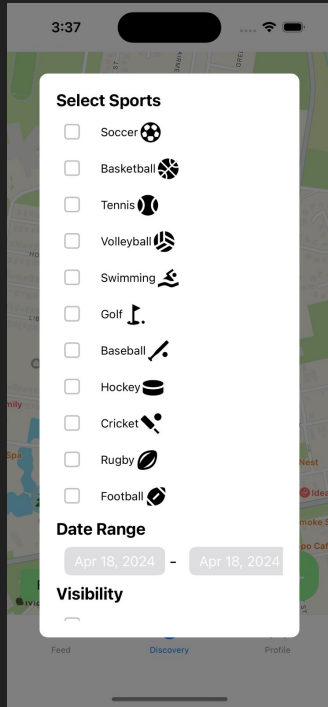[4] Discovery Expanded Comment View and Search User Features

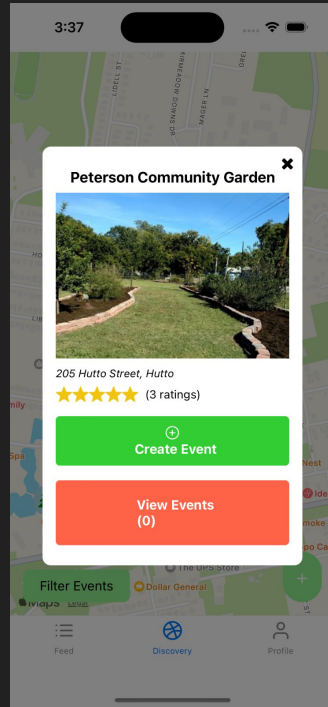[5] Feed Post Creation View

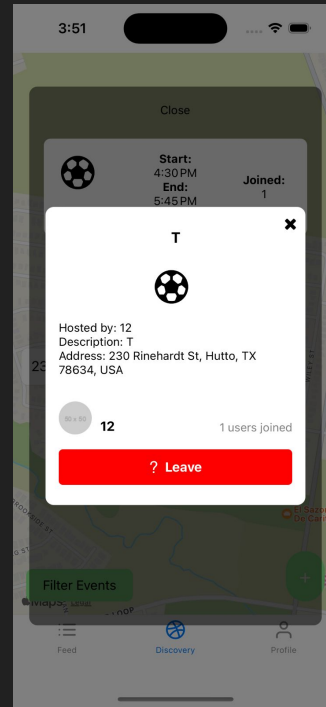[6] Display for Viewing Video of Post
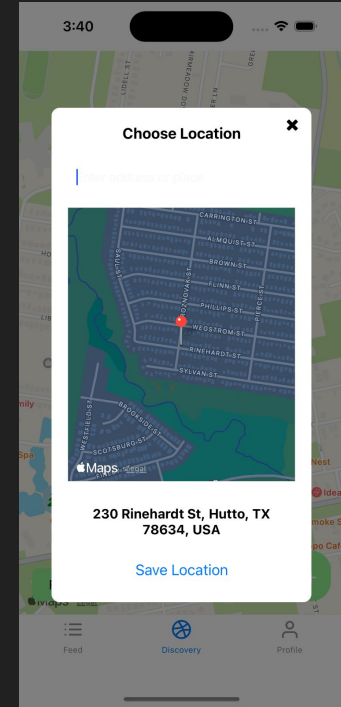
Design Solution (Discovery)
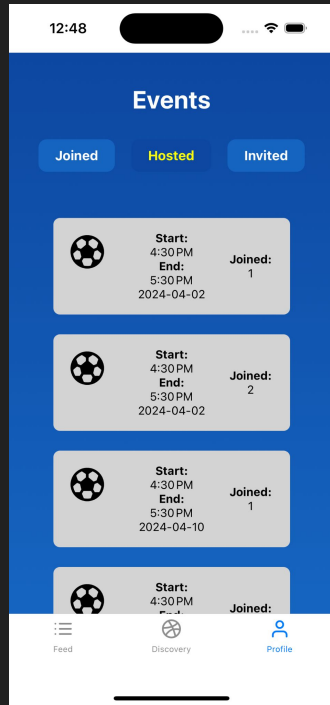

[7] Discovery Screen Filter
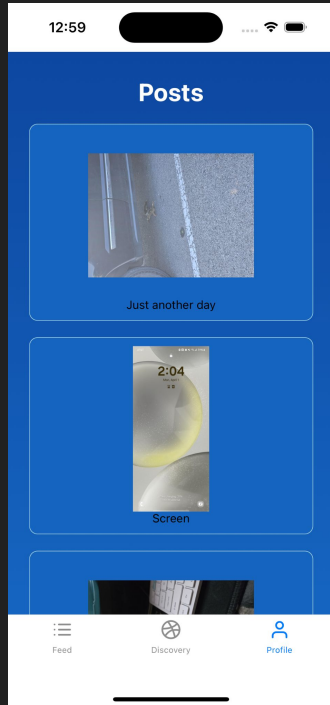
[8] Park Description View
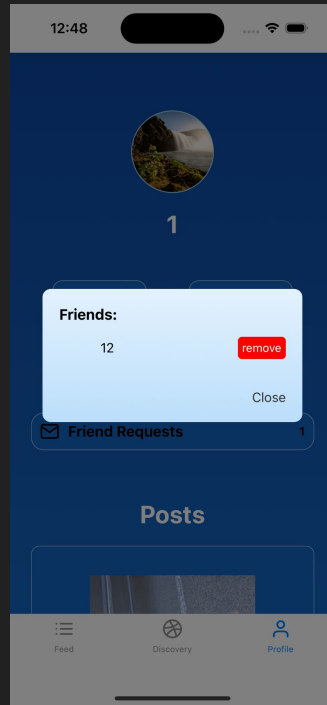
[9] Event View

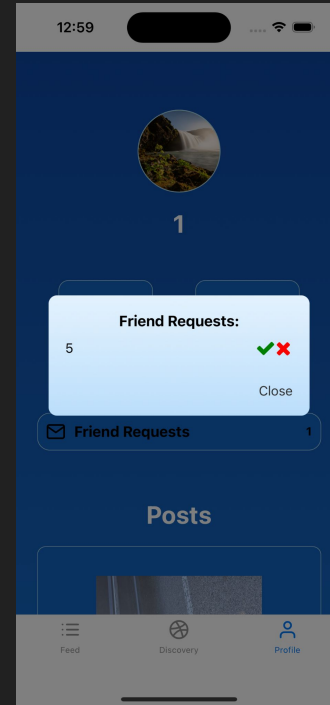[10] Create Event from any location

Design Solution (Profile)

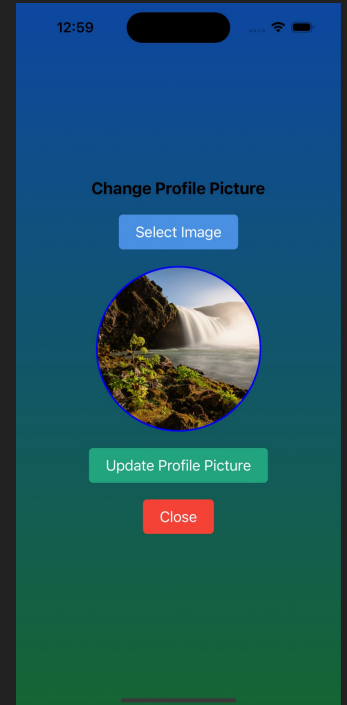[11] Event List View in Profile Screen

[12] Posts View in Profile Screen
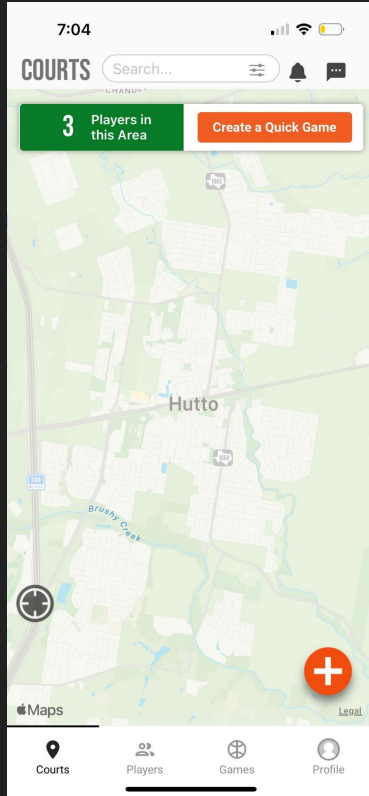
[13] Friend List View

[14] Friend Requests List View

[15] Modify Profile Picture View

Design Implementation

[16] iPlayHoops LLC, "Fullcourt: Pickup Basketball,"
Version 3.0.2, Mobile app, 2017.
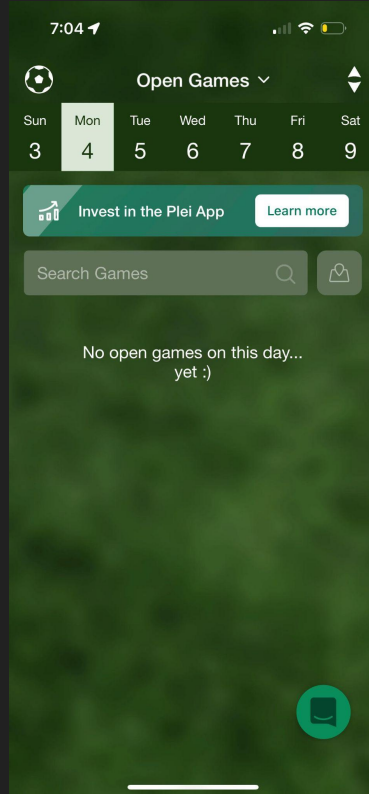
[17] Plei, Inc., "Plei | Pick Up Soccer,"
Version 1.40.5, Mobile app, 2019.

Existing Designs

- FullCourt
  - Good Map System
  - Restricted to only basketball
- Plei
  - Friend System
  - Good Calendar System
  - Only hosted by facilities

Both haven't seemed to build a large enough community to have regularly hosted games

Login Page Testing

Email	Password	Button Pressed	Expected Outcome	Test Results Match Outcome?
Unused	Unused	Sign Up	Account Created Successfully	Yes
Unused	Used	Sign Up	Account Created Successfully	Yes
Used	Unused	Sign Up	Account Creation Unsuccessful	Yes
Used	Used	Sign Up	Account Creation Unsuccessful	Yes
Incorrect	Incorrect	Log In	Account Login Unsuccessful	Yes
Incorrect	Correct	Log In	Account Login Unsuccessful	Yes
Correct	Incorrect	Log In	Account Login Unsuccessful	Yes
Correct	Correct	Log In	Account Login Successful	Yes

Discovery and Feed Page Testing

Discovery

Test	Result
Adding Event	Passed
Adding Event with missing information	Passed
Joining Event with user in database	Passed
Joining Event with user not in database	Passed
Leaving Event with user in database	Passed
Leaving Event with user not in database	Passed
Getting Events within radius without any filters	Passed
Getting Events within radius with filters	Passed

Feed

Captured	Component	Descriptor	Result
No	Image	Yes	Successful Post Upload
		None	Successful Post Upload
No	Video	Yes	Error in retrieving path to video
		None	Error in retrieving path to video
Yes	Image	Yes	Successful Post Upload
		None	Successful Post Upload
Yes	Video	Yes	Error in staging video to complete post creation
		None	Error in staging video to complete post creation

Full System Testing

User Information	Page Transition	Information Modified	Correct Logs
Accessed	Feed ↔ Discovery	Yes	Yes
		No	Yes
	Discovery ↔ Profile	Yes	Yes
		No	Yes
	Profile ↔ Feed	Yes	Yes
		No	Yes
Created	Feed ↔ Discovery	Yes	Yes
		No	Yes
	Discovery ↔ Profile	Yes	Yes
		No	Yes
	Profile ↔ Feed	Yes	Yes
		No	Yes

User Information	Transition Component	Return Functionality	Expected Outcome	Results Match Expectation
Accessed	Feed Search Bar	Bottom-Tab	Queried User Profile Displayed with successful return	Yes
		Device Gesture/Button	Queried User Profile Displayed with successful return	Yes
	Profile Friend List	Bottom-Tab	Friend Profile Displayed with successful return	Yes
		Device Gesture/Button	Friend Profile Displayed with successful return	Yes
Created	Feed Search Bar	Bottom-Tab	Queried User Profile Displayed with successful return	Yes
		Device Gesture/Button	Queried User Profile Displayed with successful return	Yes
	Profile Friend List	Bottom-Tab	No Friends Associated to Test	Yes
		Device Gesture/Button	No Friends Associated to Test	Yes

Safety and Ethical Aspects of Design

User Privacy: Secure data storage

Content Moderation: Inappropriate content detection

User Safety: Identity verification, emergency features

Intellectual Property: Copyright guidelines, violation scanning

Ethical Considerations: Inclusivity, monitoring, addressing misuse
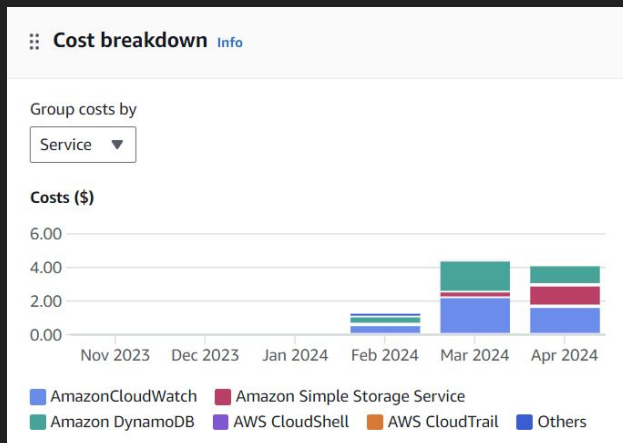
Time and Cost Considerations

Time

- 1 issue due to AWS account access and permissions
- Resolved it quickly, no delay to the Gantt chart

Cost

- Originally anticipated $15-$170 per month for the semester
- $9.85 spent in total so far

Task name	Stard date	End date	Assigned	Status
UX/UI Design	16.01.2024	31.01.2024	Pari	Done
Database Design	01.02.2024	15.02.2024	John	Done
Wireframing and Prototyping	16.02.2024	28.02.2024	Marco	Done
Front end (User Registration)	01.03.2024	15.03.2024	Kevin	In process
Back end (Server Setup)	01.03.2024	15.03.2024	Yashitha	In process
Front end (Event Creation, Discovery Page)	16.03.2024	31.03.2024	John	In process
Back end (User Authentication)	16.03.2024	31.03.2024	Yashitha	In process
Mobile App (Start development for IOS app)	01.04.2024	15.04.2024	Marco	In process
Mobile App (Continue development with Android app)	01.04.2024	15.04.2024	Kevin	In process
Testing (Begin unit testing)	16.04.2024	30.04.2024	Pari	In process
Testing (Complete unit testing)	16.04.2024	30.04.2024	John	In process
Bug fixing and optimization	16.04.2024	30.04.2024	Yashitha	In process
Deployment (Deploy the server)	16.04.2024	30.04.2024	Marco	In process
User onboarding	16.04.2024	30.04.2024	John	In process
Launch Marketing	16.04.2024	30.04.2024	Pari	In process
Community Engagement	01.05.2024	16.05.2024	Yashitha	In process
Monitoring and Support	01.05.2024	16.05.2024	Kevin	In process
Documentation	01.05.2024	16.05.2024	Pari	In process
Project Closure	01.05.2024	16.05.2024	Kevin	In process

Cost breakdown Info

Group costs by
Service

Costs ($)

6.00
4.00
2.00
0.00

Nov 2023   Dec 2023   Jan 2024   Feb 2024   Mar 2024   Apr 2024

AmazonCloudWatch   Amazon Simple Storage Service
Amazon DynamoDB   AWS CloudShell   AWS CloudTrail   Others

Recommendations

Clear Onboarding: New user guides

Community Moderation: Automated, user, human review

Security Audits: Regular assessments, third-party testing

Accessibility Enhancements: Diverse user needs, iterative improvements

Local Partnerships: Sports organizations, user adoption

User Feedback: Continuous input, new features

Conclusion

In conclusion, the proposed software application "KickOff Connect: Play Nearby" aims to connect sports enthusiasts with local communities and activities. The design process, covering UX/UI, system architecture, database, and prototyping, set the stage for addressing challenges in community participation. The project focuses on fostering large gatherings, engaging local sports communities, and promoting healthy hobbies.