

1v1meIRL

**Raffles Institution
Computer Elective Programme**

**Year 3 Final Project
Proposal**

**1v1meIRL
A platform for games and tournaments**

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Table of Contents

- [Table of Contents](#)
- [Problem Statement](#)
- [Objectives](#)
- [Technical Approach](#)
- [External Scan](#)
- [User Case Scenarios](#)
- [Feature Listing](#)
- [Design Mockup](#)
- [Measuring Success](#)

Problem Statement

Since the dawn of time, humanity has always valued competition as a form of entertainment. As inspiration comes and technology develops, more and more forms of competition arise, and becomes inextricably linked with one's culture. With the advent of the Internet, and globalization, different types of games and competitions have spread around the world. Ranging from intellectual challenges such as chess to sports such as badminton to electronic gaming such as Club Penguin, competition has become a part of everyday life

Nevertheless, as different forms of competition and gaming arise, one problem remains: it is difficult to find opportunities where one can compete with and against others. People who play bridge may be unable to find other people to play with, or know who the best bridge player in their region is. Setting up bridge tournaments may be a pain as it is hard to reach out to people with such a niche interest. Because of this, they may face trouble in terms of lack of opportunities to participate in their hobbies and interests as there is not an appropriate platform for them to spread awareness about this problem.

Objectives

Our application serves as a platform to let players of similar interest get together; to assist in tournament management and setup for tournament organizers; to allow players to find like-minded opponents and partners with similar interests; to provide information on a certain activity in the area.

Technical Approach

(Note: Names below are tentative and subject to change)

The application will be a web application that utilizes the following frameworks. The backbone of the application will be a Django-based server that will form the architecture and skeleton of our application. We will be modelling each match as a Match object, which can be grouped together and collectively scheduled in a Tournament object. Utilizing Django's authentication and user system, we can come up with UserProfile objects which can contain the user's personal details such as his/her interests and where he/she active participates in the area of his interest.

On the front end, we will use Bootstrap to design our website as it provides a sleek and smooth framework for the interface of our website. It will provide for the general look and feel of our website. We will also use JQuery in accordance with Bootstrap for front-end scripting and features to make the website more appealing to users.

External Scan

Obviously, there have been several websites/apps that have been created with purposes similar to ours -- To facilitate the tournament organisation process. Mainly being:

- <http://www.konkuri.com/>
- <http://challonge.com>
- <http://tournamentsoftware.com/>
- <http://followesports.com/>

However, a trend that all these websites seem to follow is that they tend towards being more event based. It does not provide a framework for users to rely on the application for a long time as it is for one-time events and uses only. How we want our app to be different is that we plan to make it like some sort of social network where there is motivation for the user to keep returning to the website as it provides a permanent form of networking for the user as he/she can utilize the application frequently to search for competitions in his/her area of interest.

User Case Scenarios

There are several different use cases for our app, all for different people.

Firstly, users can look for other users with a similar interest and use the platform to reach out to them and contact them to compete with each other. For physical activities such as sports, users can filter for players in their area. For other activities, users can search for players who frequent the same server or the same lobbies in a game. There will also be a scoring and ranking system integrated into the application such that users can find those who match their skill level.

Secondly, users can look for tournaments of interest in their area as featured by the application and parameterized by the user's specified interests. They can look for tournaments and their expected skill level and/or entry requirements and see the relevant details needed to participate in the competition as well as its boundaries as specified by the tournament organizer, and depending on the game involved.

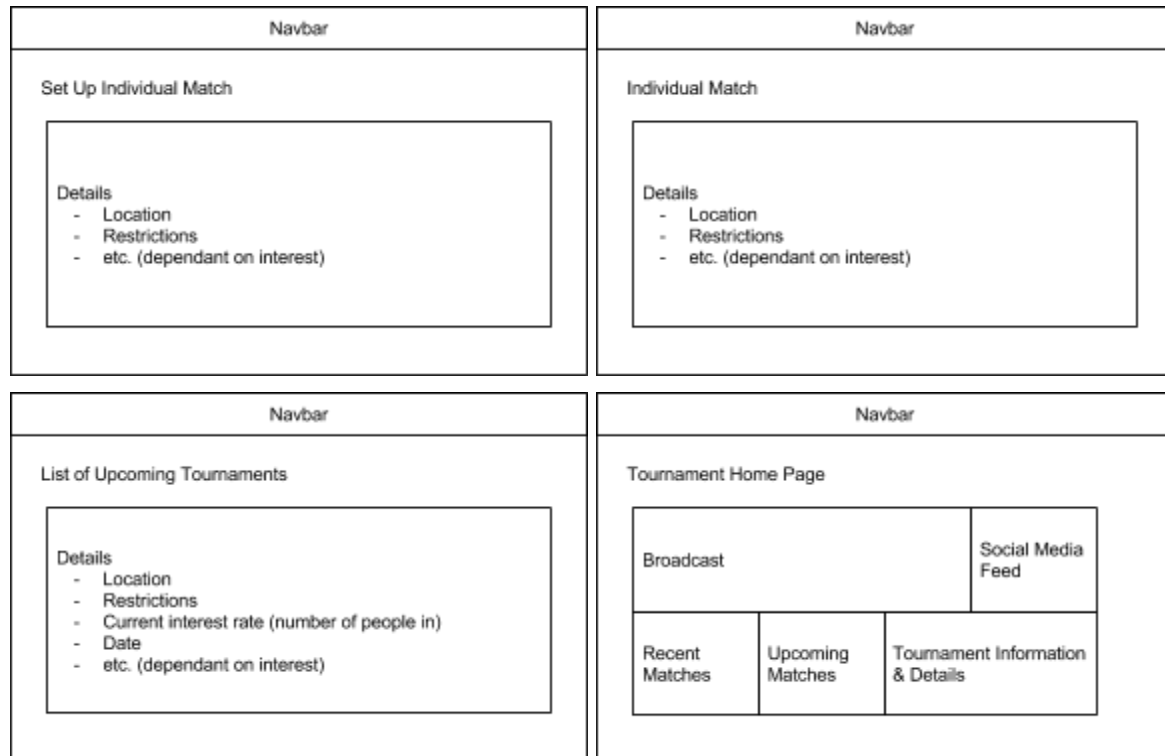
Thirdly, tournament organizers can use the platform as a way to broadcast and advertise their tournaments. They can use the platform to broadcast the tournament live, post results and updates as well as connect to a discussion chat or forum for the users. In short, the tournament will serve as a way to consolidate the administrative and awareness-raising details for the tournament organizers and communicate them to the users.

Feature Listing

Our application will feature the ability to set up tournaments and events by tournament organizers, the display of tournament results, the broadcast of videos and streams, integrate a ranking system, the grouping of challenge by categories, the ability for users to coordinate single isolated matches, a chat and discussion platform for the user, as well a user profile to consolidate the user's interests.

Design Mockup

Navbar	Navbar												
<p>Navigation: Lists of Interests</p> <table border="1"><tr><td>Interest 1</td></tr><tr><td>Interest 2</td></tr><tr><td>Interest 3</td></tr><tr><td>Interest 4</td></tr><tr><td>Interest 5</td></tr></table>	Interest 1	Interest 2	Interest 3	Interest 4	Interest 5	<p>Interest</p> <table border="1"><tr><td>Short Description</td><td rowspan="2">Picture</td></tr><tr><td>Minimized Rankings</td></tr><tr><td colspan="2">Interest Statistics (Viewerships)</td></tr><tr><td colspan="2">Recent & Future Matches & Tournaments</td></tr></table>	Short Description	Picture	Minimized Rankings	Interest Statistics (Viewerships)		Recent & Future Matches & Tournaments	
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Measuring Success

To measure how successful our app is, the first thing we can look at is the visitor traffic. The more people use our app, the better for how people can find common interests. It is also a reflection of how widely connected people are on our platform. This involves two metrics: the number of unique visitors to our platform and the number of revisits to our platform. These metrics will help us assess the wideness and depth of the social network's users create over the platform respectively.

Another way we can measure how successful our app is is how often tournaments and matches are created on our platform. This allows us to understand how well are our features being used as we can compare which feature is more popular amongst the user population.