**CEP Project 2015 Semester 2  
Final Project Reflections**

**Critique of the 1v1**

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# Reach

This app can be used by practically anyone interested in competition of any kind. The users can be grouped into 3 different categories:

* The players: They can take part in tournaments/matches they are interested in, and look for other players to challenge.
* The organiser: They can host matches and disseminate information about their matches to the users of the app, to get their interest for publicity.
* The viewers: For people who don’t wish to compete, they can look at ongoing tournaments to see which ones interest them, or look at statistics of the players to see if there’s anyone worth cheering for (like gathering a fanbase).

# Usefulness

Our app is useful as it is a communication tool between 2 people who apart from their similar interests, have nothing to do with each other. In real life or even online, it is very hard to track down someone who has a similar interest with you unless you look all around. In our app, it is very easy to locate people who play the same games as you, and connect the both of you together. Another use of our app is for analytic purposes. By looking at the types of tourneys going on, a date collector can also determine which sport for example, is the most popular today. Trends or some stats can also be collected from our site.

# Areas for improvement

We chose to settle on a simple design because to make it user-friendly and to make the main focus on the meetup either in real life or online. We used twitch as an inspiration because of its plain design, with its main function of quality streaming being the centre of the website. However, we could probably add icons or relevant images to help the visitors have a better understanding of what each game category is about or for a more visually appealing effect.

Because of time constraint, many features on our app were limited. We tried to use the Challonge API for bracket generation to help facilitate the tourney process, but we couldn’t quite incorporate the feature into our app. We also wanted a ranking system to rate the players skill level so that people can find others with similar skill level to compete, but then again because of time constraint it didn’t really work out well and we scrapped it altogether. These features could be possible extensions to our app as it will definitely help to improve the user’s experience both when using the app as well as during the tournament/matches.

We had also planned other features, but failed to add them:

* Integration with social media such as Facebook and Twitter
* Integration with video streaming services such as YouTube and Twitch.TV
* A tournament system for organizing groups of matches that greatly aids in the administrative and logistical side of organizing tournaments.
* A user profile system where users can show their interests, and status, as well as any media through which they share their gaming results such as YouTube videos for media creators.