Script

Both of Us: A very good morning to Prinicipal Mr Chan, Deputy Principals, teachers and fellow schoolmates, We are Lin Hong and Bryan and we are from CEP. Today, we are be going to present to you our latest app idea -- 1v1 me IRL.

Someone: Since the dawn of time, humanity has always sought out entertainment through competition. Be it sporting, intellectual, or gaming, competition has been part of our daily life. With the increasing fields of interest that players can compete in, one key problem that persists is the difficulty for people to connect and find people of similar interests in competition. For example, let’s say you are a card game enthusiast and you enjoy playing bridge. Naturally, your friends would probably not be able to play the game with you as they high complexity of the game is simply too much for them to handle. Now, how would you know where you stand in your region, your country? What about the world? How do you find similar people with such a unique bridge interest? What about accumulating your potential fanbase or supporters?

Someone else: We propose to you our solution to this problem, our web based app, titled 1V1 me IRL. It is literally as it is titled, an app to help people engage in 1v1s, IRL. Our app hopes to help connect individuals with similar interest in a certain competitive aspect together. We hope to involve the entire community, such as the viewers, the competitors and the tournament organisers. With our app, they can do many things, such as locating other people eager for a 1v1 to duke it out for supremacy, organise and promote the tournaments that they are hosting, or look out and spectate potential big tournaments or interesting challenges.

Someone: How will we go about in the creation of our app? We will be using 5 main tools to aid us.

1st: the Django framework

2nd: C9.io

3rd: Github

4th: Bootstrap

5th: JQuery

We will also be using several other frameworks to aid us with our design if possible, such as crispy forms for example.

Someone Else: So, what exact features will our app have? There’re many. To name a few, we have:

Filtering and categorisation

A profile system

Ranking system

Event pages

Chat and meet up functions

Tournament handling services (Brackets, entry fee collection)

We can also experiment with some other features, such as including a currency system to make stuff like collecting tourney fees, distributing prize money or wagering more convenient.

Someone: Now, is our app a Bryan and Lin Hong original? The answer is no. There have been similar tournament or challenge based apps that are already in the market, such as challonge.com or tournamentsoftware.com. These apps handles tasks such as event broadcasting, or tournament handling. However, we noticed a trend in the apps that we visited. Most of these apps are short-term and occasionally single-use only. What I mean by this is that the app usually creates an event which you will go to, but normally after that, unless you are going for another event, you won’t use it ever again. How our app is different is that we want to create a social platform for you to discuss or watch people of similar interests so that you can keep coming back to fight against these people/ be active in the community.

Someone else: How will our app be used? There are several use case Scenarios, depending on who you are visiting the site as. As an individual, or a competitive user, you can seek out challenges for the different types of games that you may be interested in, watch tournaments, players you are interested in or browse the rankings. As a group of users, you may come together to discuss strategies, or go for competitions together. You may also be a tournament organiser, where you can use our app to publicise your tournament, showcase and broadcast your tournament, and help disseminate administrative information, such as who will be handling the stream, the judge, the helpers etc.

Someone: So, what can we use to determine the success of our app? Our key statistics that we will be using is the visitor traffic. If dthe number of unique visitors is increasing, it indicates that our application is gaining popularity. We can also analyse the average number of tournaments/ challenges being held in a day, to get an idea of how active the community is and if our app is being used for its intended purposes. We can also see which of our features are being used more, so that we can hope to expand on it and improve our app.