Description of Meet-N-Compete

Overview

As many people have experienced, finding people to organize pick-up games with can be difficult. Often a person will head over to a local park just to find out that the park is already being used, there aren't enough people, or the people that are there are all different ages. As founders of Meet-N-Compete, our number 1 goal was to find a solution to these problems by applying our programming skills to provide an online means for people to Organize, Create, & Join pick-up games, thereby making it easier for people to get out there and compete in their favorite sports.

In short, Meet-N-Compete is a built-from-scratch dynamic website where people can organize pick-up games and events for 18 different sports at local parks around their area. We successfully implemented most of what we had originally planned, including some extra features we envisioned along the way. There were also a few features we were not able to get to, or would like to have expanded on, however, time did not permit us to do so. Overall, we as a team are very proud and satisfied with what we were able to accomplish and learn while working on this project over these last two quarters.

Existing Functionality

- Allow the user to view a map of parks/sporting areas around them along with information about these locations including a picture, directions, and reviews
- Allow the user to view a map of a manually entered in location
- Set preferences for which types of sports a user would like to filter for on the map and upcoming events page
- Create pick-up games/events at local parks
- Join pick-up games/events created by other users
- Edit/Delete pick-up games/events
- Allow the user to view his/her own created and joined events (via the My Events Page)

- Allow the user to view a list of upcoming events (via the Upcoming Events Page)
- Allow the user to see a list of all previous events they have attended/hosted (via the My Events page)
- Allow the user to view more details about a specific event (via the Event Details page)
- Allow the user to quickly make a free and secure user account on our site
- Allow the user to add a profile picture
- Allow the user to view their account settings including being able to change their password, bio, and close their account
- Notification system within the site for things like friend requests, edit/deletion of a joined event, new person joined their event, etc..
- Allow the user to search for and add friends
- Allow the user to post, comment, and like other posts/comments on their own or others' News Feeds
- Allow the user to private message their friends
- Email notification system that sends emails to users when -

Shortcomings

- The main shortcoming of our project is that we did not end up getting to porting our project over as a mobile app. By the time we had finished most of the project as a website, we just didn't have nearly enough time to properly make it into an app. We feel that if we had another quarter, we may have been able to do so. As a consolation, we did write code to ensure that the site is mobile responsive, so users are still able to use it from a search engine on their phones

Future Improvements

- Obviously, our project would be convenient as a mobile app, so that would be something we would've liked to have done if we had more time
- We all made it a strong focus to make our code, specifically our code dealing with our database, as secure and safe as possible, but we may be able to continue to improve it even more (more encryption, etc..)
- We tired to make our search algorithm for how we populate the map with markers as accurate as we could, but there are some cases where places

are shown on the map when you may not be able to play the sport you were searching for (i.e. A park with only a swimming pool may show up when you were searching for places to play basketball). This issue is mainly due to the API we used and relied on to give us accurate results. We did research for other API's, however we feel that we used the best one we could as accurately as we could.

- As with most projects, our code can always continue to be made more efficient, organized, and simple