Computer Science Department

School of Science and Technology

CSC495

Title of Project: PlayPerfect

Client: Student(s): Braeden Kurfman, Caden WItt, Wilson Brennemann, Mustafa Hajami

Project Overview (150-200 words):

　　This project shall be developed using Android Studio using Kotlin inside the app which primarily consists of C# and C++. The project shall be a 2-D based learning application, catered towards team sports athletes, but for now we shall only focus on football. We shall create an easy to use template in which coaches will be able to edit and implement their playbook. The playbook that the coaches transfer into the application will have quizzes created based off of each position. The quizzes will consist of a 2-D drag and drop system where the players will have to drag their position to its directed assignment based on the play. We'll need a database to store the users information, plays, progress, results etc. We will need a framework that can handle the server side logic, data-processing, authentication, and communication between the frontend and database. The app will use touch controls on android mobile devices. This app will focus on helping coaches teach students to learn their positions and plays.

Signatures: <u>Braeden Kurfman</u>

<u>Wilson Brennemann</u>

<u>Caden Witt</u>

<u>Mustafa Hajami</u>

<u>Filled by the Instructor:</u>

Approved : Yes NO

Instructor's Signature: