



Diogo Santos Francisco Cordeiro



## Diogo Santos

Finalista em Engenharia Informática Universidade Europeia

Idade: 21

Experiência:

Estágio de verão(duração 2 semanas):

- Luz Saúde
- VTXRM



Hard Skills:

- Java
- Python
- Javascript
- SQL



#### Francisco Cordeiro

Finalista em Engenharia Informática Universidade Europeia

Idade: 20

#### Experiência:

- Global Game Jam 2019



Hard Skills:

- Java
- Python
- Javascript
- SQL



# Projeto

Desenvolvimento de uma plataforma web para a partilha de vídeos e eventos no ambiente de vídeo-jogos competitivos





#### Universidade Europeia

**LAUREATE** INTERNATIONAL UNIVERSITIES

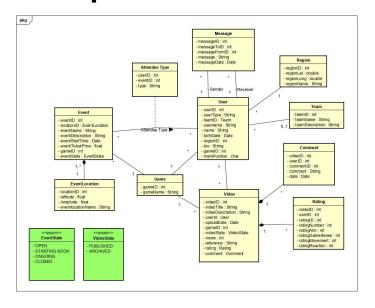
# Negócio

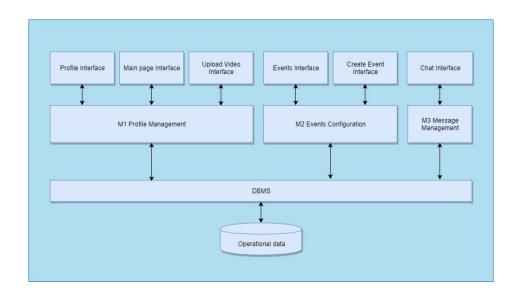
PROBLEM Equivalent platforms do not englobe eletronic sports scouting	<b>SOLUTION</b> Add scouts to video platform	UNIQUE VALUE PROPOSITION Build your network, get tips from professionals and get vision from teams through scouts		UNFAIR ADVANTAGE Scouting and Events in the same place	CUSTOMER SEGMENTS Online gamers Scouts
EXISTING ALTERNATIVES Face it wyscout	KEY METRICS  Number of players and scouts  Players recruited by scouts  Number of teams	HIGH-LEVEL CONCEPT eScout is like wyscout but aimed at esports and has events		CHANNELS Word of mouth Team Sponsors	EARLY ADOPTERS Portuguese casual online gamers
COST STRUCTURE Not Analysed	1		REVENUE S Not Analysed		

Market Analysis	Challenge rmode	FaceIT	Wyscout	Athlenda	eScout	
Aimed at esports	✓	✓	×	×	✓	
Player Highlight uploading and sharing	×	×	1	✓	1	
Highlight rating	×	×	1	1	✓	
Message system	✓	✓	1	1	✓	
Create online events	✓	✓	?	?	*	
Create offline events	×	×	?	?	✓	
Geographic distribution of offline events	×	×	?	?	1	
Scouts role	×	×	×	×	1	
Teams	1	1	1	1	1	
			Not supported			
		✓	Supported			
	Label	*	Supports events, to be implemented in the future			
	-	?	Support unknown			



# Arquitetura

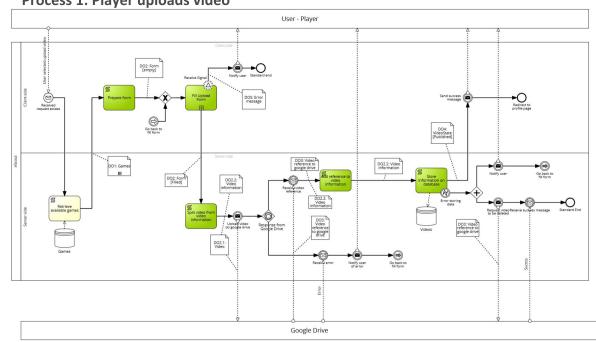




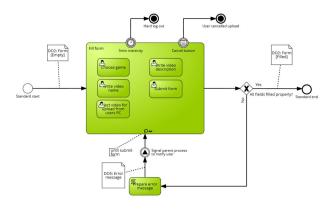


# Processo de Negócio

Process 1: Player uploads video



#### sub-process 1.1: Fill Upload Form





## Gestão de Projetos Informáticos

Na unidade curricular de GPI o projeto foi acompanhado nas suas várias fases de acordo com o PMBOK, adaptadas ao âmbito universitário, com o sentido de organizar o projeto e produzir documentos formais.

Iniciação

Planeamento

Execução

Fecho



#### Interfaces e Usabilidade

As interfaces foram desenhadas com o estudo realizado na área de Interação Homem-Máquina

Bootstrap





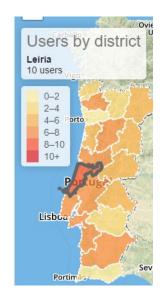
### Sistemas de Informação Geográficos

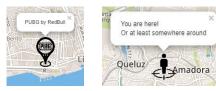
Marker Personalizados

Geolocation

Rotas

Heatmap









### Vídeo de Apresentação

