Football Information System - User Stories Elucidation

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1 INTRODUCTION

A football application is a platform that unites the fans of the sport and allows them to enjoy various aspects of football at their fingertip.

The users of such an application expect a user-friendly experience for which the providers focus on the efficient design and usage of the data available. A robust data model ensures a better understanding of the domain for the providers. This document illustrates the Football Application from the users' perspective. This information should help the providers to effectively accumulate the data required for designing the application. Further, it should help in proper planning and execution of the application.

The following are the prerequisites for developing such an application with a wide audience.

- Stakeholder Analysis

- Competitors Analysis

- Identifying where the Pareto principle fits in to the application.

- Considering various social aspects.

- Designing of a versatile,robust and simple data model.

- Delivery strategy for employing the application.

2 USER STORIES

In this section , the list of functionalities that are of value to the users of a football application, are mentioned.

2.1 USER STORY - 1

"As an end user, I want to log into the application with account of my own so that I can have my preferences and settings."

An user account is required for the application to remember the favourite teams or players of the user between platforms. It will also be necessary in order to enable the social component of the application dealing with verified comments and meet-ups. This will also enable the users to have a list of interested fixtures of their own.

2.2 USER STORY - 2

"As an end user I want to see the details of my favourite leagues or teams in order to follow in real time the events and information."

The user would want to know how the league table(played,lost,won,points,goals in favour/goals against) is going on. He would also be interested in events in matches like kick off, yellow/red cards, goals, substitutions and end of match. This data will be automatically replicated in all other entities that require it, like the league table, or teams/players trends.

2.3 USER STORY - 3

"As an end user, I want to organize or attend meet-ups scheduled in area of my choice so that I can watch a match with other fans or meet my favourite team or players."

Keeping in view the social aspect of the application ,the validated users can organize events in order to meet up with other fans to watch a match together, or rally at a sponsored team or player event like a meet and greet or training session.

2.4 USER STORY - 4

"As an end user, I want to acquire details of the football merchandise stores so that I can buy the merchandise of a league team of my choice."

As the fans want to have a more interactive and fun experience with the football application they use,this aspect of merchandise products is useful to be considered.The system will provide a link to each team or player official stores, so that the user can buy it from an in-application browser. This will be just a redirect, so the information stored will be just the official store link.

2.5 USER STORY - 5

"As an end user , I would like to know the league fixtures so that I can schedule my timetable for a match of my interest."

A fan should get the right kind of information pertaining the matches.Showing the fixtures is one of them.The application should show the different matches from the league, with historical match data, and future matches with their timetable. With this the user can set apart time to watch the match, or create/search for a meet-up so he/she can watch the game with other fans or add a fixture of his choice to his account to keep a track of it.

2.6 USER STORY - 6

"As an end user, I would want to know the details of the players so that I can see the performance trend of my favourite league player in the current season."

Displaying details of the players is equally necessary.So from the data generated by the match detailed events, the user can see a graph of the player showing the trend in goal scored, cards received, minutes played by match, and substitutions.The other details of the players shall also need to be displayed.

2.7 USER STORY - 7

"As an end user, I would like to comment/cheer for my favourite league team in order to have an interactive experience."

Adding another point to the social aspect of the application would be the feature of commenting.The users following a match from the match details screen can comment or cheer for their favourite teams, and interact in this way with other fans.