

Falcon RecZone

1. Background of the Study:

Our project is a replacement system for the current intramural sports signup site. The goal is to provide a better experience for messiah students and staff to sign up for the events organized by messiah's office of student engagement. We also recognize the lack of organized games and we will be implementing a feature that will allow students to organize their own pickup games with other messiah students. This will also grow messiah's tight living community. We will also implement AI into our project by having a chatbot at the bottom of the page that will be trained to quickly answer questions related to the sports signups.

We were motivated by this topic because of our love for sports and recognition of the need for a better system. We know that a lot of people love sports and we love meeting new people through playing pickup sports because this makes us feel more connected to the messiah community.

2. Problem Statement:

We are currently dissatisfied with the intramural sports sign-up platform, IMLeagues, due to several concerns. The site's outdated design is visually unappealing and lacks intuitive navigation, making it difficult for users to engage effectively. Additionally, the platform experiences slow loading times, multiplied by the presence of numerous ads. Many features and buttons also remain unresponsive, even after refreshing the page. Moreover, students eager to participate in sports often face challenges in finding enough people to form teams, which further hinders engagement. A more user-friendly and efficient platform would enhance the experience for all participants.

3. Project Objectives:

- Make an app more efficient for users to be able to sign up and play in intramural leagues
- Encourage students to meet new people through a new feature focusing on pickup-games
- Make functional chatbot for users that need help with system or sports related questions

4. Scope and Limitations:

- Getting the chatbot up and running with feeding it our specific data
- Having enough users to play official games
- Having access to courts or fields for games to be played on
- Ability to verify that user is a messiah student

5. Target Audience:

The intended users of this project will mostly consist of Messiah Students. Many students enjoy both watching and playing in sports, and this platform can give them an opportunity to get involved in the Messiah community and make friends along the way. The platform will also be

used by people who coordinate the league itself, such as league administrators, officials for games, and team captains.

6. Significance of the Project:

This piece of software will encourage more students to join intramural sports and save them time when signing up for and researching them. Furthermore, many students, especially new students, will be able to meet other students who have similar interests as them and this could create long lasting relationships, therefore strengthening the community.

7. Definition of Terms

- **Intramural sign-up:** This term will refer to a page on the site that houses all signing up for sports organized by messiah's office of student engagement. Students will only be able to create teams, add teammates, and view schedules. Only administrators can create/edit events and the game schedule.
- **Pickup games:** This term will refer to a page on the site that allows students to create their own event. This feature will not be regulated by messiah faculty, and students will only be able to edit a pickup event that they created. Students will also be able to sign up for any event that another student created.
- **Chat bot:** This term will refer to the AI-induced chat bot that will live on our web application.

8. Roles

- Team captain: Noah
- Database Work: Noah & Michael
- Front end web design: Michael
- Server side web design: Jacob & Noah
- Chatbot: Jacob

9. Timelines

