The Playground: mobile platform to connect amateur basketball players

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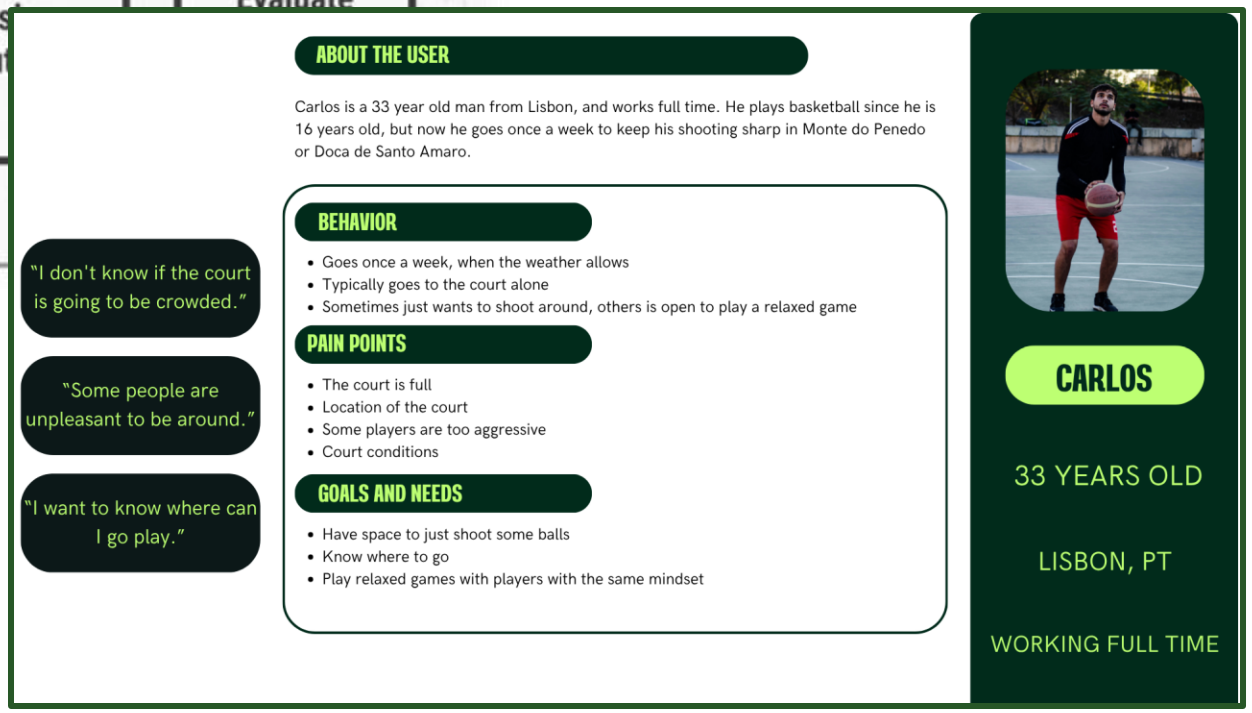
Co-supervisors:

Summary: Design and develop a cross-platform mobile application and its supporting backend services to facilitate the practical organization of amateur basketball games.

Methodology

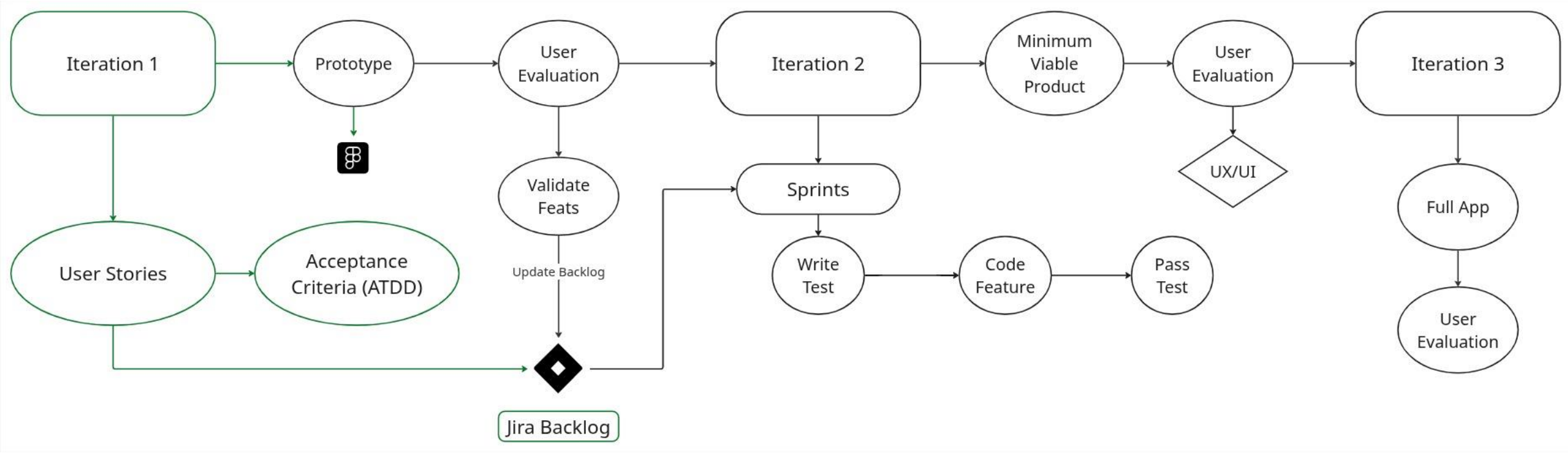
User-Center Design Process

Persona 1 - Miguel



Persona 2 - Carlos

Next Steps



Development process, based on 3 iterations with different outputs:

- Iteration 1 outputs an interactive prototype, users will validate the features needed;
- Iteration 2 outputs a Minimum Viable Product, users will validate usability, UI and UX;
- Iteration 3 outputs the final product, users will make an overall evaluation.

User-Center Design
Acceptance Test Driven Development
Agile
Jira