# Sportana

#### Stay active. Be friendly.

PRODUCT LOGO COMING SOON!



#### PROBLEM STATEMENT

- People like meeting new people
- People like to have fun
- People like to play games

However, modern day sporting has become difficult and complex to manage. We have created a solution.

Introducing Sportana.

#### PRODUCT DEFINITION

"Sportana knows what sports you like, who you like playing with, and where you like to play. Whether you just want some friendly competition or are looking for a formidable face-off, Sportana makes it easy to get out and get moving with people who love to play."

#### **HOW SPORTANA WORKS**

- Intelligent Queueing System
- Group players based on user-specified parameters
  - Time + Location
  - Sport + Skill
- Generate Events
  - Logistical Information
  - Group Chat

#### ENHANCING USER EXPERIENCE

- Queue up and find a game
- Rate players
  - Timeliness
  - Friendliness
  - Competitiveness
- Event history
- Remembers who you played with

#### ON DEMAND

- Create your own event
  - Adjust Location + Time + Sport
  - Invite friends
  - Private + Public
- Public events find players from the queue
- Setup the game you want + Find people faster.

#### **SOLVING THE PROBLEM**

- Sportana:
  - Intuitive interface (The Queue)
  - Elegant Notification Handling
  - Active + friendly community
- Traditional Social Networks:
  - Bulky + Distracting + Gross.
  - Numerous, but sparse events

### **TEAM MEMBERS**

Name	Role
Jeff Boutotte	Design, Database and Server Implementation
Brandon Read	Front-End, Design
Alec Hirsch	Front-End
Ryan Mullens	Back-End, Database
David SooHoo	Back-End, Front-End
Eli Sandler	Back-End
Nicholas McAvoy	Front-End

## BUDGET

Name	Description	Cost
Hosting	AWS EC2	\$337/month
Domain	Sportana.com	\$4,000 initial, \$10/year
Salary	7 software engineers combined yearly salaries	\$560,000/year
Total	Initial Cost	\$4,000
	Yearly Cost	\$564,054

## **TIMELINE**

Date	Activity
September 30 - October 5	Original Proposal Document
October 6 - October 12	Functional Specifications Document
October 13 - October 19	ER database diagram, and RESTful API design.
October 20 - October 26	Finalize design and begin implementation of database controller, server, and front-end.
October 27 - November 9	Continue implementation of system.
November 10 - November 16	Target completion of server implementation. Begin developing acceptance, unit, and integration tests.
November 17 - November 23	Target front-end completion and test harness completion.
November 24 - November 30	Run tests and debug. Clean and finalize product.
December 1 - December 7	