

SportiVerse App - Deconstructed Overview

Core Intent:

To build a dual-role web/mobile app combining features of FIFA and LiveScore. It serves as a centralized hub for live match updates, team/player stats, and game management - with distinct user and admin functionalities.

Key Entities:

- Users: Sports fans, enthusiasts, analysts
- Admins: League officials, backend managers
- Teams, Players, Officials, Matches, Venues

User-Side Features:

1. View all matches (played, live, upcoming)
2. View team standings and points
3. View team and player details (injury, suspensions, stats)
4. View match venues, officials assigned
5. View date and time of each match

Admin-Side Features:

1. Register teams, players, officials
2. Set matches: teams, venue, date/time, officials
3. Update live scores and news
4. Edit team/player/official details

Extended Feature Suggestions:

- Notifications for favorite team matches

- Player cards and injury timelines
- In-app voting (e.g. Man of the Match)
- Match highlights section or YouTube integration
- Authentication (JWT-based) with role management
- Admin dashboard analytics: Total matches, players, active injuries
- Search and filters: team, players, match dates
- Shareable match links and team pages
- Offline mode for user-side historical data

Tech Stack Recommendations:

- Frontend: React or Flutter
- Backend: Node.js + Express or Django
- Database: MongoDB or PostgreSQL
- Auth: JWT + Role-based Access Control
- Real-time: Socket.IO for live scores
- Hosting: Vercel/Netlify (frontend), Render/Heroku (backend), Cloudinary (images)

Goal:

To deliver an MVP that seamlessly serves both football fans and match organizers in one efficient interface.