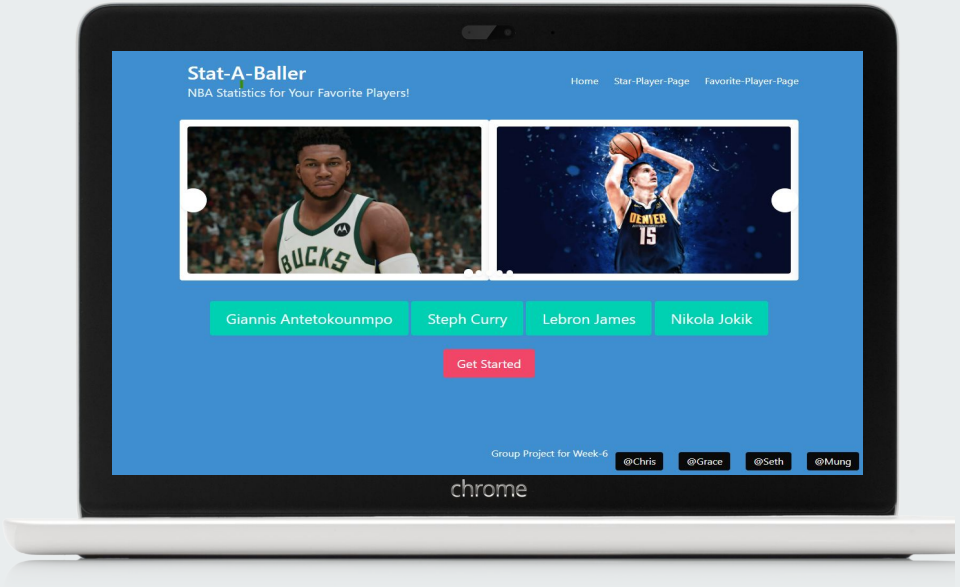
Stat-A-Baller

Get stats for your favorite NBA player!



Presentation

Elevator Pitch

Concept

Process

Demo

Directions for Future Development

Links

Elevator Pitch

Elevator Pitch

Are you tired of endlessly scrolling through cluttered sports websites just to find the stats for your favorite NBA players? Look no further, because Stat-A-Baller has got you covered! With just a few clicks, our sleek and user-friendly web application allows you to easily search and access detailed stats for all your favorite players in the NBA. No more sifting through irrelevant information or ads - just pure, up-to-date stats at your fingertips. Plus, with our visually appealing design, you can view and compare players' stats in an easy-to-read format. Don't miss out on the opportunity to enhance your sports experience with Stat-A-Baller. Try it out now and see the difference for yourself!

Concept Description

Stat-A-Baller is a web application that provides users with detailed statistics for NBA players. With Stat-A-Baller, users can easily search for any player and view their stats, including points per game, rebounds, assists, and more. The user interface is intuitive and easy to use, making it the perfect tool for any NBA fan looking to stay up-to-date on the latest player statistics.

Concept
Motivation

As a group of NBA fans, we created Stat-A-Baller to provide a quick and easy way to access detailed statistics for our favorite players. We found that many existing websites offering NBA player stats were cluttered and difficult to navigate, so we decided to create a simple and user-friendly web application. We believe that Stat-A-Baller will be a valuable resource for NBA fans and are excited to share it with others.

Concept

Technologies Used

Technologies Used:

HTML

JavaScript

CSS (Bulma.io)

GitHub

Concept
User Story

User Story Goes Here

- ➔ Use cases, user stories, notes to set up the wireframes. Such as…
- ➔ “As an Administrator, I would like to restrict permissions based on role.”
- ➔ “As a Moderator, I would like to flag and approve comments.”
- ➔ Executives indicated that being able to see a summary of each segment of data was their #1 priority.
- ➔ Note: secondary admin workflow not planned for this release.

Concept

Breakdown of Tasks & Roles:

Breakdown of Tasks & Roles:

As a group, we first came up with the idea for Stat-A-Baller and used KanBan in Github to organize our project. We held a virtual meeting using Zoom to brainstorm ideas and create a list of features and functions for the application. We used wireframe.cc to create a visual representation of the application, which helped us understand how the different features would work together. Once we had a clear plan in place, we divided the work among our team members and began working on the development of Stat-A-Baller.

Concept

Challenges

Gathering and organizing the necessary data: In order to provide accurate statistics for NBA players, we will need to collect and organize a large amount of data from various sources. This can be a time-consuming and challenging process.

Designing a user-friendly interface: In order for Stat-A-Baller to be useful to NBA fans, it must be easy to navigate and use. This requires careful planning and design to create an intuitive interface that is accessible to users of all skill levels.

Ensuring the accuracy and reliability of the statistics: It is important that the API was correct to get the accurate data from the provider. Unfortunately, the only free API version was from balldontlie.com which has outdated statistics.

Designing a visually appealing and engaging user interface: In order to stand out Stat-A-Baller must have a visually appealing and engaging user interface. This interface was created with Bulma.io which assisted us in maximizing the functional aspect and made it aesthetically pleasing. Due to Bulmas restrictions and the many elements involved, JavaScript was broken down into several files, including hosting the "carousel" plug in to be hosted locally to edit specific variables and functions to get it to work the way we wanted it to work.

Concept

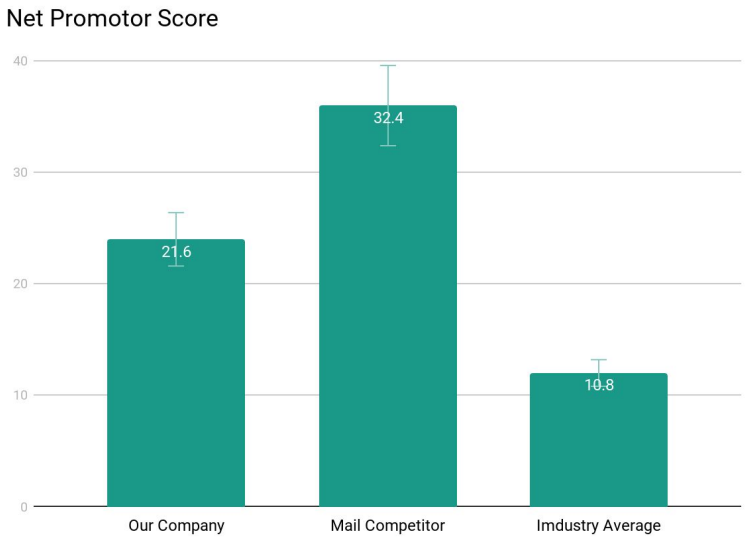
Successes

As a team, we were successful in creating Stat-A-Baller by using a variety of communication methods to stay organized and on track. We used texting and Slack to quickly share information and updates with each other, and we held regular meetings outside of class to discuss the progress of the project and make sure everyone was on the same page. These methods of communication allowed us to work efficiently and effectively as a team, and ultimately helped us to create a successful web application.

Supporting information

01

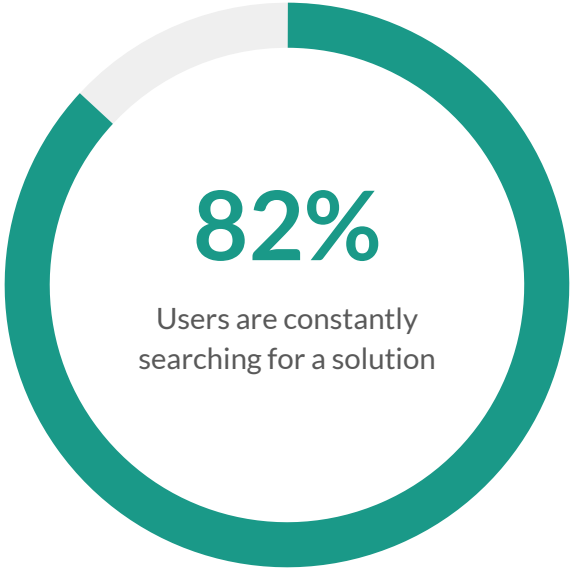
List any research or data you have to support the need for a solution.



Supporting information

02

Explain why you're focusing on a particular part of the problem or a particular subset of users.



Supporting information

03

Reference your personas, if you have them.

Julia

Team Manager

Describe the content of Julia's job and the problem she and her team are currently facing.

Assumptions

State your assumptions or any unknowns here.

Demo

Enter Video Recording

Next Steps

What next?

- ➔ Collect User Feedback On Existing Design
- ➔ Solicit Ideas for Improvement on Speed and Optibility
- ➔ Implement New Ideas
- ➔ Fix Existing Features

Questions?

References

Github Repo:

Live Deployed URL:

Bulma CSS