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| **UFCFFF-30-3 Software Development Project – Proposal** | |
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| Project Title: | The Golf Blueprint |

For my individual project I wanted to try and draw on something that will be really interesting to me. I thought the best way that I could do this would be to base the project around my favourite hobby which is golfing. I am an avid golfer and have been playing the sport consistently for 14 years. During this time, I have been able to improve my own skill and abilities, and I have always actively searched ways to try and improve.

I moved to Bristol 5 years ago and I have been playing all of my golf at my local course called the Kendleshire. During these 5 years I have watched thousands of golf shots get hit, and I have seen the results of these golf shots. As part of my quest to improve at the game I have begun to notice patterns and trends. A basic example of this, would be that I have noticed that if a player misses the green to the left on the 2nd hole, they typically will get a higher score than if a player misses the green to the right. Because of this, I have begun to favour missing this green to the right-hand side, which has led to me improving my average score on this hole.

I want to try and create a resource for the players at the Kendleshire which would provide them with a very detailed overview of their own golf course, which would visualise these patterns that I have started to notice, to hopefully allow others to improve their scores. There are relatively similar resources available at the moment, however I wanted to create something that was specific to my own golf course, that is less generalised and more tailored to the Kendleshire

For the research for this project, I would collect primary data from surveys from golfers at the Kendleshire, as well as using secondary research such as looking into literature that has been produced that can showcase the benefits to a players’ scores if they miss certain golf shots in certain places on the course.

This would be in the form of a website where users can enter in their scores for a round, but specifically they can enter exactly where they hit their shots on every hole, and over time this will begin to paint a very accurate picture of how certain parts of the golf course can produce higher scores for each hole. Please see next page for a very rough workup of how this could look.

I plan to use an online survey which goes out to all of the members at the Kendleshire to get some good information around their interests and potential things that they would like to see from this bespoke resource that would be created for their own benefit. I also know that there is a lot of literature around these sort of concepts for improving at golf, so I would utilise these as well.

I have investigated how it could be possible for me to achieve this website in a successful way. The route that I am currently looking at opting for is by creating a detailed map of each of using a software called Inkscape, then I can import these as SVG files onto my website. I will create predefined zones for each of the holes that split each part of the hole into different sections. Using HTML, CSS and JavaScript I will then be able to add in the functionality that will allow users to enter where their shots have been hit.

A close-up of a golf course

Description automatically generated