Sports

REEEEEcorder
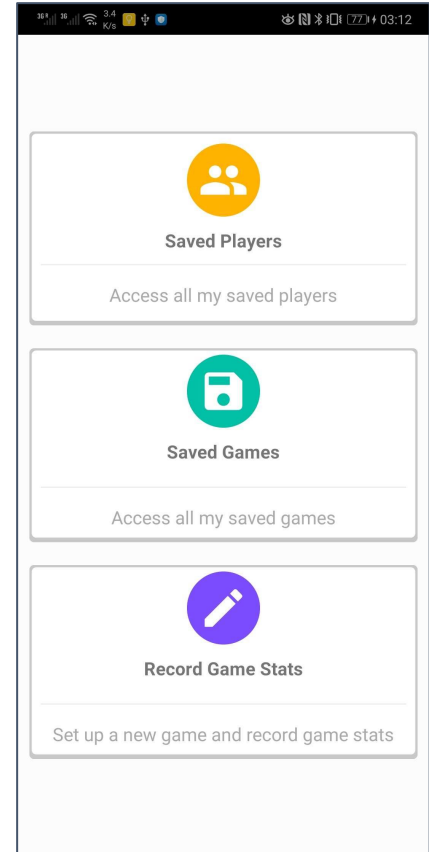
App

Chinny, Michael, Moosa, Sam, Takumi

Introduction

❖ We developed a sports recorder app for basketball which is among top three most popular sports; millions of fans and participants. Also popular in high schools.

❖ We wanted a tool to allow parents, coaches and other interested parties to rapidly collect data about players and games in general.

❖ Catered experience to be efficient so the user can watch the game instead of interacting with the app.

Design Rationale

Landing Screen:

- Wanted to have features that would be applicable to different user archetypes
  - For players and coaches: Ability to review past games to see team statistics
  - For friends and family: Ability to keep track of specific players of interest and their individual statistics

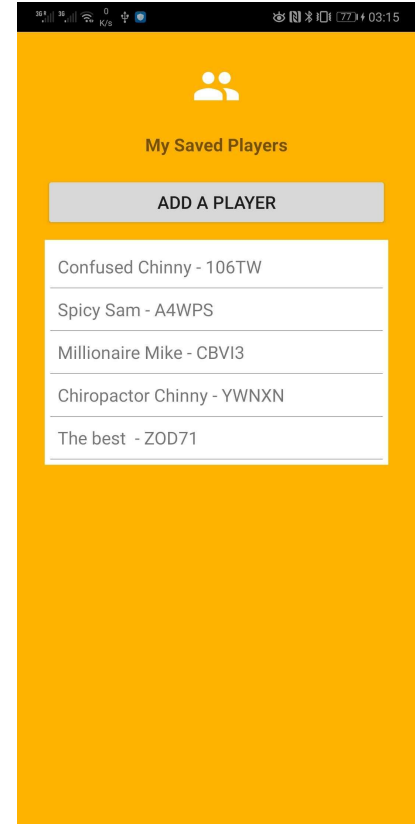- Idea was to make landing screen as simple as possible

Design Rationale

My Saved Players Screen:

- Adding players
  - Wanted to emphasize that adding players is important functionality; at top of layout
  - List view to see a complete layout of all players of interest
  - Unique code for each player to allow for easy tracking

- Searching players
  - Wanted to be able to find players easily.
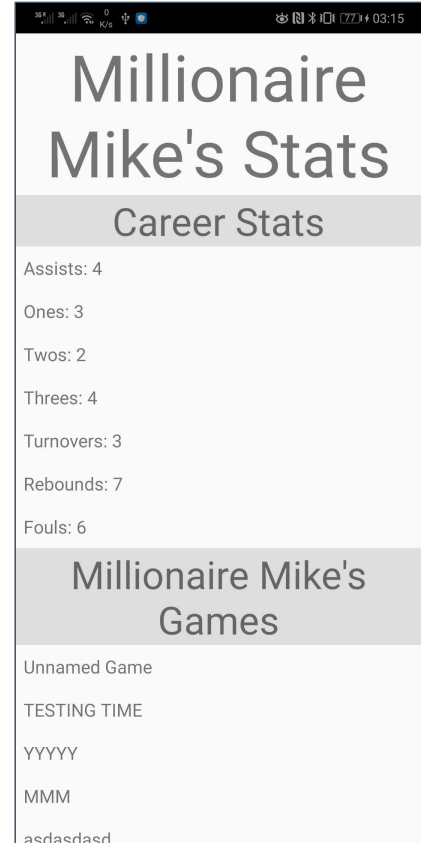 - Designed to provide some privacy of user's info

Design Rationale

View Players Screen:

- Designed to allow for quick summary of vital statistics of a player

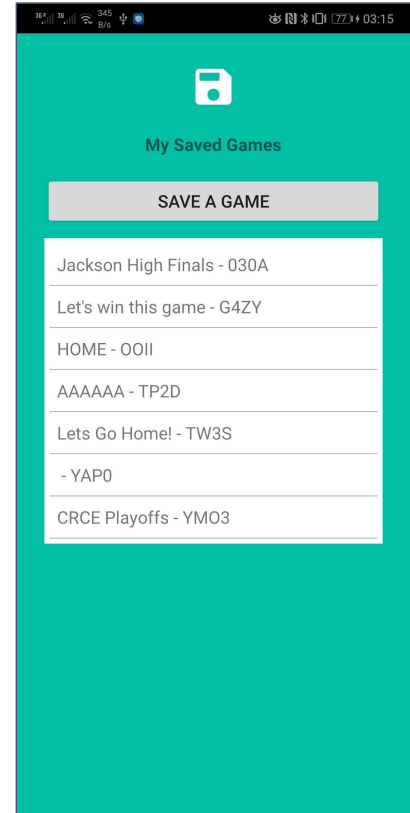- Wanted to be able to view which games players participated in

Millionaire Mike's Stats

Career Stats

Assists: 4

Ones: 3

Twos: 2

Threes: 4

Turnovers: 3

Rebounds: 7

Fouls: 6

Millionaire Mike's Games

Unnamed Game

TESTING TIME

YYYYY

MMM

asdasdasd

Design Rationale

My Saved Games List:

- Collection of saved games allows users to revisit old statistics

- Can give a bigger picture of the game

- With post-game information, users can compare statistics over a long period of time
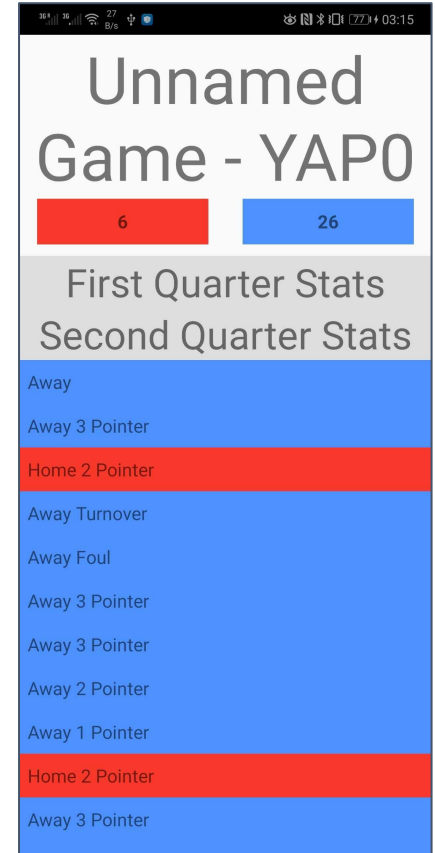
My Saved Games

SAVE A GAME

Jackson High Finals - 030A

Let's win this game - G4ZY

HOME - OOII

AAAAAA - TP2D

Lets Go Home! - TW3S

- YAP0

CRCE Playoffs - YMO3

Design Rationale

My Saved Games Screen:

- Collection of saved games allows users to revisit old statistics

- Can give a bigger picture of the game

- With post-game information, users can compare statistics over a long period of time

Unnamed Game - YAP0

6	26

First Quarter Stats

Second Quarter Stats

Away

Away 3 Pointer

Home 2 Pointer

Away Turnover

Away Foul

Away 3 Pointer

Away 3 Pointer

Away 2 Pointer

Away 1 Pointer

Home 2 Pointer

Away 3 Pointer

Initial Game Setup Screen:

- Private code automatically generated to allow users to connect to games in real time
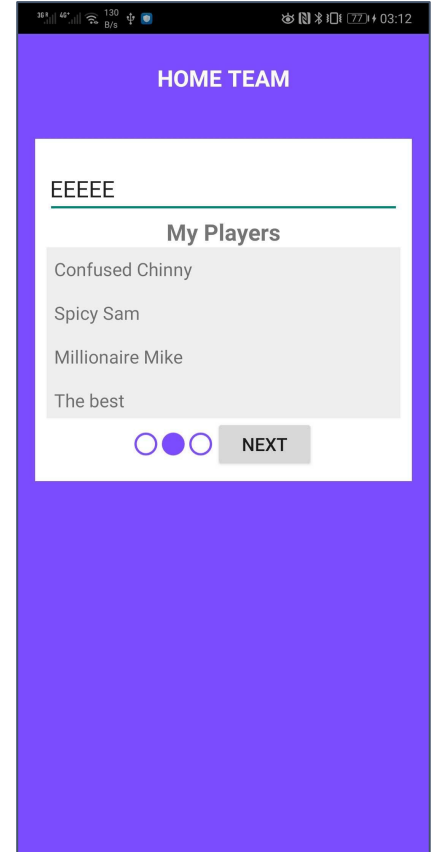   - Also adds a level of security to prevent random users from joining random games and being creepy

Create a Game

Code: YAP0

Game Name

Location

NEXT

Design Rationale

Team Setup Screen:

- Organized by "Away" and "Home"
  - Arbitrary but also serves to distinguish between both teams

- Connect saved players database with creating a game to expedite process

Design Rationale

Game Update Screen:

- Capture key statistics in normal basketball games
  - For the given statistics, we felt that they impacted the game the most compared to other statistics
  - Some info deliberately excluded, namely location and time: not critical for parents.

- For friends and family, there is an option to delegate statistics to players of interest

Future Work

- Want to be able to compare a series of games to track improvements over time.

- Add support for live recording with camera.

- Follow a player and get updates about player's activities during games.

Summary

Functionality	Rationale
Launch screen - Three buttons for viewing "**My Saved Games**", "**My Saved Players**", and to "**Create a game**"	**Clean** launch screen to facilitate **navigation** to other functionalities
My Saved Games - Using **created game's code**, add to list of past games and view all game stats - View each **game's stats** after each game has already ended	**Minimizes** naming collisions and make games **easier** to find
Create a Game - **Store pertinent info** for a game, for both home and away teams - **Setup home and away teams** through a series of screens	"Away" and "Home" - allows us to **distinguish** actions between the competing teams
My saved players - **Add and search** for players in a list, each given a **unique code** for easy tracking	Want to save individuals and their actions in games; also enable **searching** while maintaining a degree of **privacy**.