

SPIC792 Product Design And Development For Nextgen

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COMPUTER SCIENCE ENGINEERING
SIMATS.**

Unified Sports Organization

G Thamizhkumaran

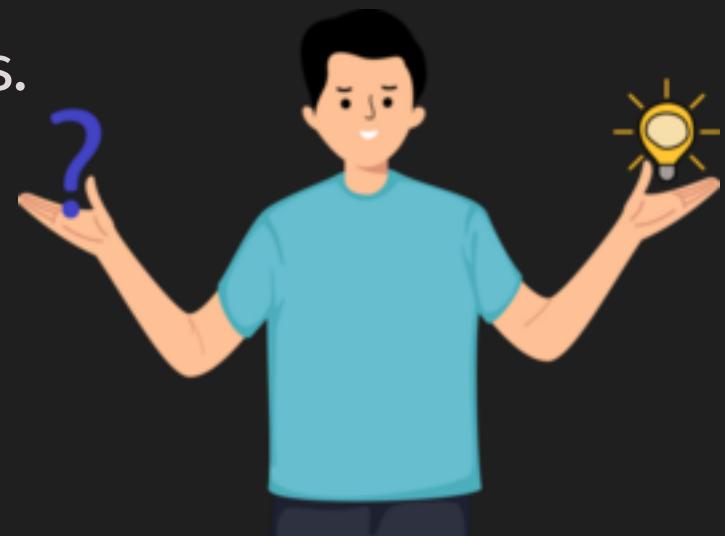
PROBLEM STATEMENT

Managing and participating in sports events can be a challenging and disorganized process for admins, coaches, and players.

They often face difficulties in coordinating schedules, tracking live scores, monitoring performance statistics, and ensuring smooth communication among team members.

SOLUTION

The Sports Management App aims to solve these challenges by providing a platform that supports sports event organization, real-time updates, performance tracking, and efficient communication tools for admins, coaches, and players.



PRODUCT DOMAIN STUDY

- **All-in-One Features** – Offers live scores, event scheduling, team management, and communication tools in a single platform.
- **Increased Efficiency** – Reduces reliance on multiple disconnected systems, streamlining sports management.
- **Growing Market Demand** – Addresses needs in schools, universities, sports academies, and professional leagues.
- **Enhances Engagement & Performance** – Provides instant updates, notifications, and insights for better competition and collaboration.

PROBLEM STATEMENT (USER NEEDS)

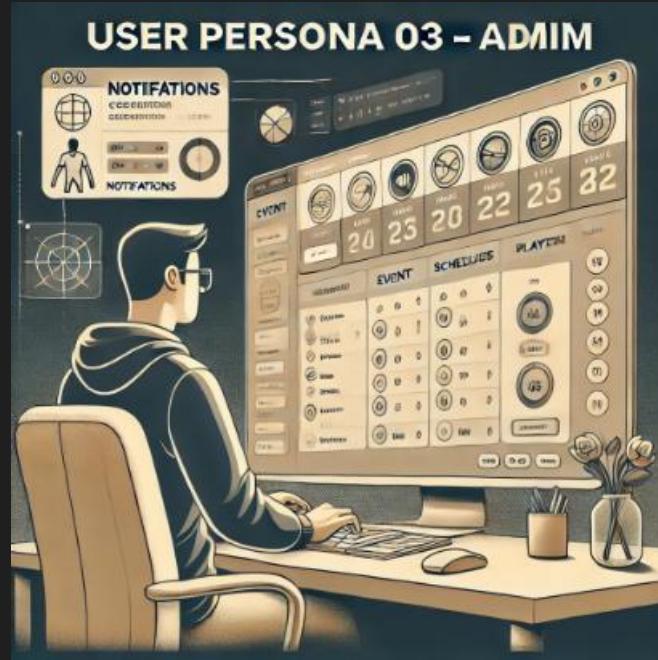
- Admins**: Must have an efficient way to schedule events and ensure smooth event execution.
- Coaches**: Need the player stats search and communicate effectively with athletes.
- Players**: Require a reliable system to register for events, check live updates.



SDLC



UNDERSTANDING THE USER



PERSONA 1 - ADMIN

- Creates, organizes, and updates event details.
- Monitors event updates, scores.
- Schedules events and ensures smooth coordination.



PERSONA 2 - COACH

- Needs tools for assigning roles to coaches and players.
- Need player stats search and communication..
- Seeks real-time score updates and tournament progress tracking.



PERSONA 3 - PLAYER

- Interested in participating in events.
- Needs automated notifications regarding schedules and results.
- Wants a registration and profile management system.

USER JOURNEY MAP

Persona: Admin

Goal: Manage events, teams, and tournament operations efficiently.

Action	Create & Manage Events	Assign Roles to Coaches & Players	Monitor Live Updates & Scores	Communicate with Participants	Ensure Smooth Tournament Execution
Task List	Create and update event details.	Assign roles and permissions to coaches and players.	Track live scores.	Send announcements and important updates.	Monitor schedules to prevent conflicts.
Feeling Adjective	I feel responsible for organizing successful events.	I feel in control while managing roles and access.	I feel engaged as I track real-time updates.	I feel connected while coordinating with users.	I feel accomplished when everything runs smoothly.
Improvement Opportunities	Automate event scheduling.	Develop a clear role hierarchy system.	Integrate real-time analytics for insights.	Create a centralized communication platform.	Develop a smart conflict-resolution system.

COMPETITOR ANALYSIS

Competitor Name	Location	Product Offering	Desktop Website Experience App or Mobile Website Experience
Sports Analytics	USA - California	Management of sports competitions	Available on Android
TeamSnap	USA - Colorado	Team management, scheduling, payments	Seamless mobile app for team coordination
Sportlyzer	Estonia	Sports team management and performance	Available on Android

BUSINESS POTENTIAL

Competitor Name	Business Size	Target Audience	Unique Value Proposition	Gap Analysis
Sports Analytics	Small	Coaches, Players, Sports Enthusiasts	Allows users to manage sports	Limited event management features, no real-time score updates.
TeamSnap	Medium	Coaches, Players, Parents	Easy-to-use scheduling and communication	Limited customization for team management.
Sportlyzer	Medium	Coaches, Players, Teams	tools for tracking player performance	Few third-party integrations

USER PAIN POINTS



PAIN POINT 1

Registration Hassles:

Traditional event registration involves making time-consuming and difficult for new users.



PAIN POINT 2

Lack of Live Score Updates

Players and coaches often rely on external platforms to track match scores.

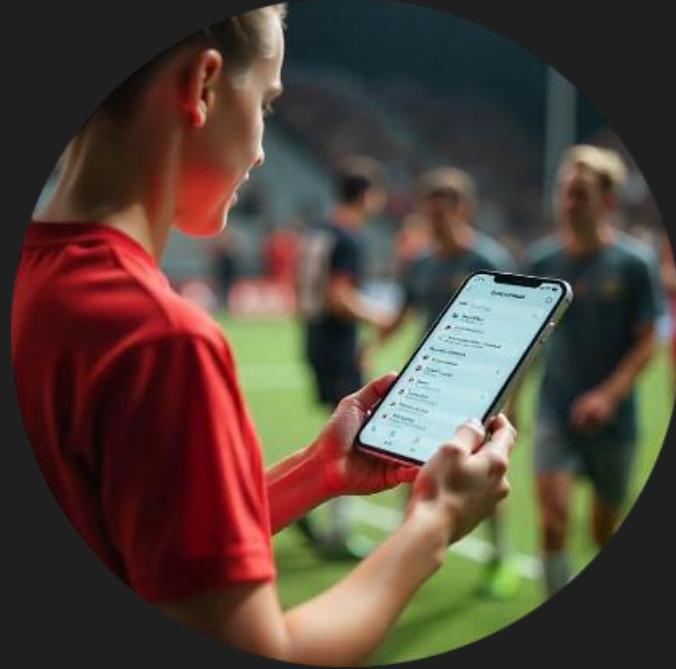


PAIN POINT 3

Poor Communication Channels

Managing teams using disconnected messaging apps or emails leads to delays.

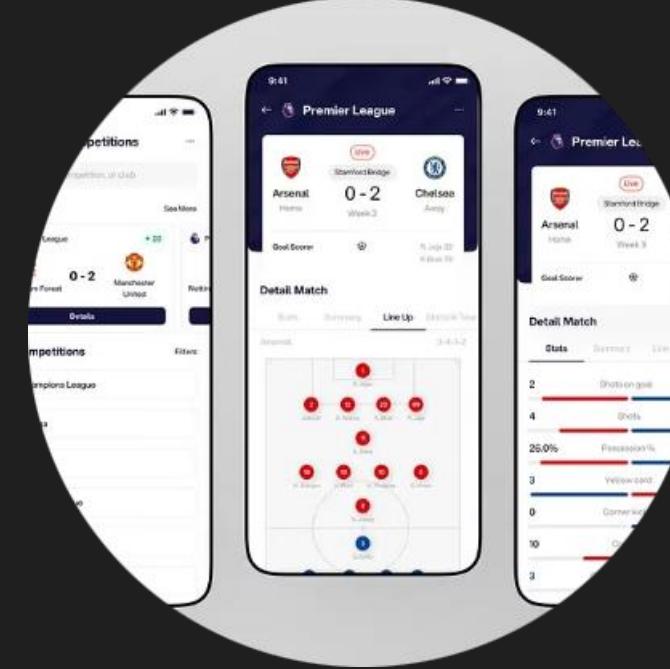
GAIN POINTS



GAIN POINT 1

Seamless Event Registration

Users can register for sports events effortlessly through a digital platform, reducing paperwork and eliminating registration delays.



GAIN POINT 2

Real-Time Score Tracking

Instant match updates provide accurate, live score tracking for players, coaches, and fans.

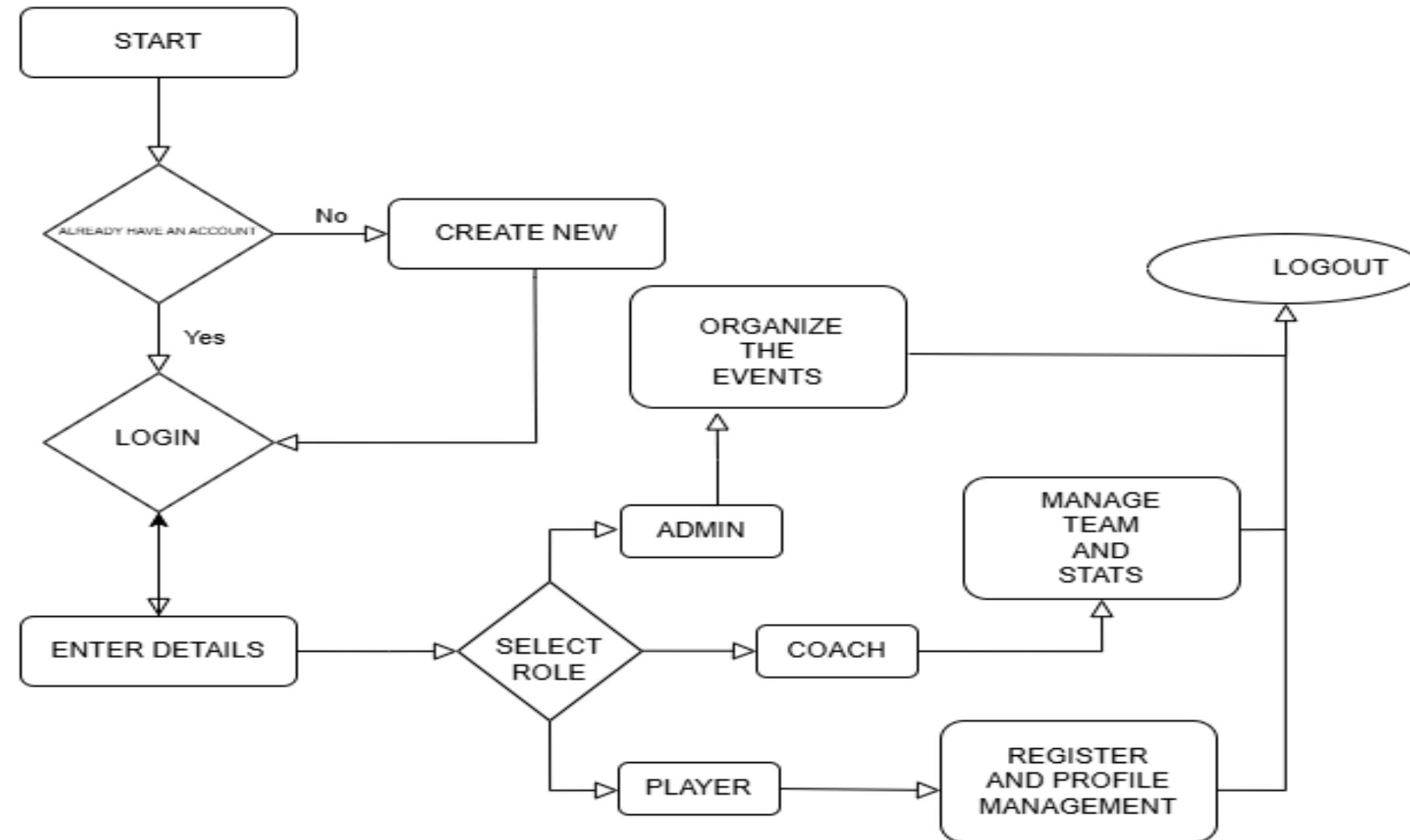


GAIN POINT 3

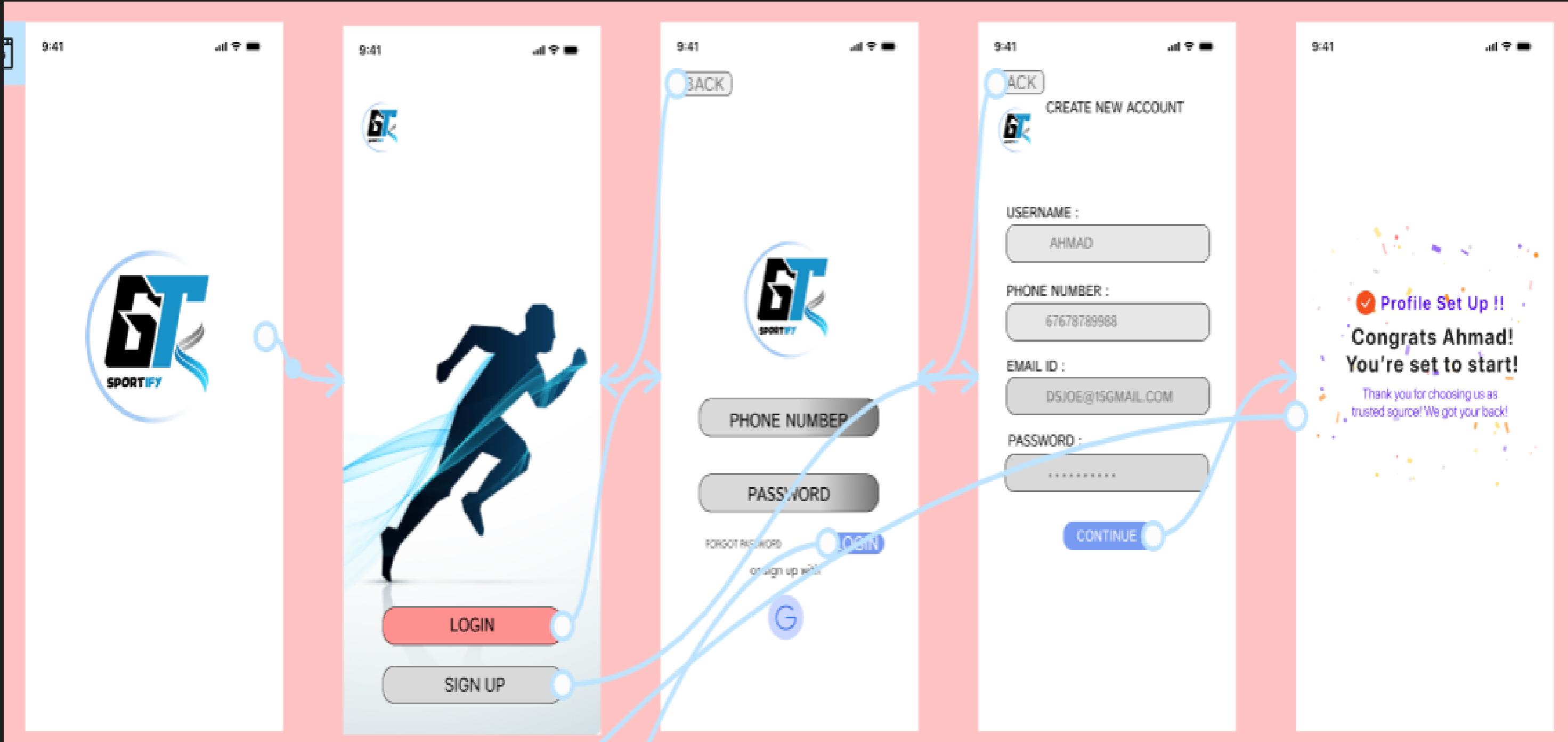
Integrated Communication System

A built-in messaging and notification system allows players, coaches, and admins to stay connected in one place.

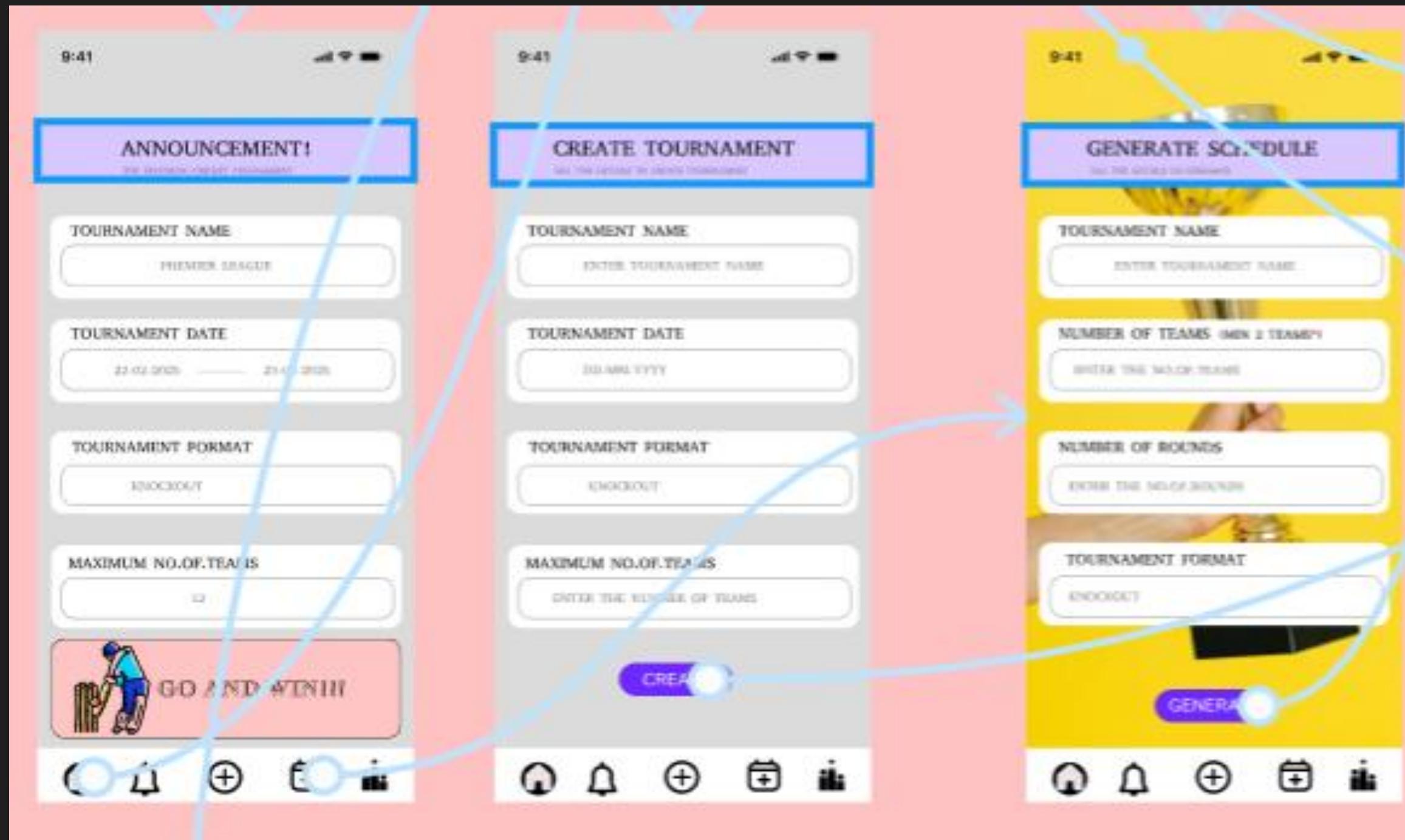
FLOW DIAGRAM

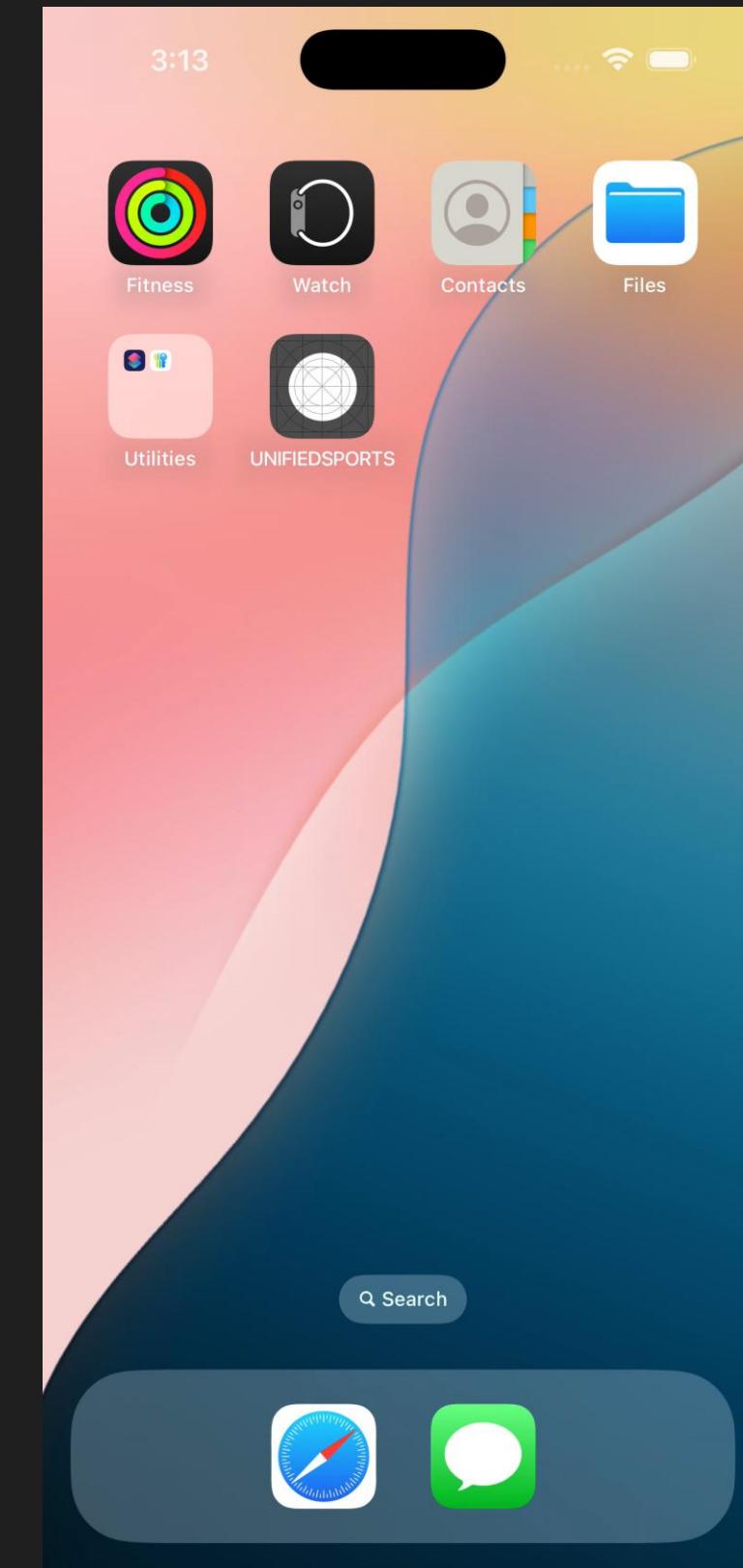
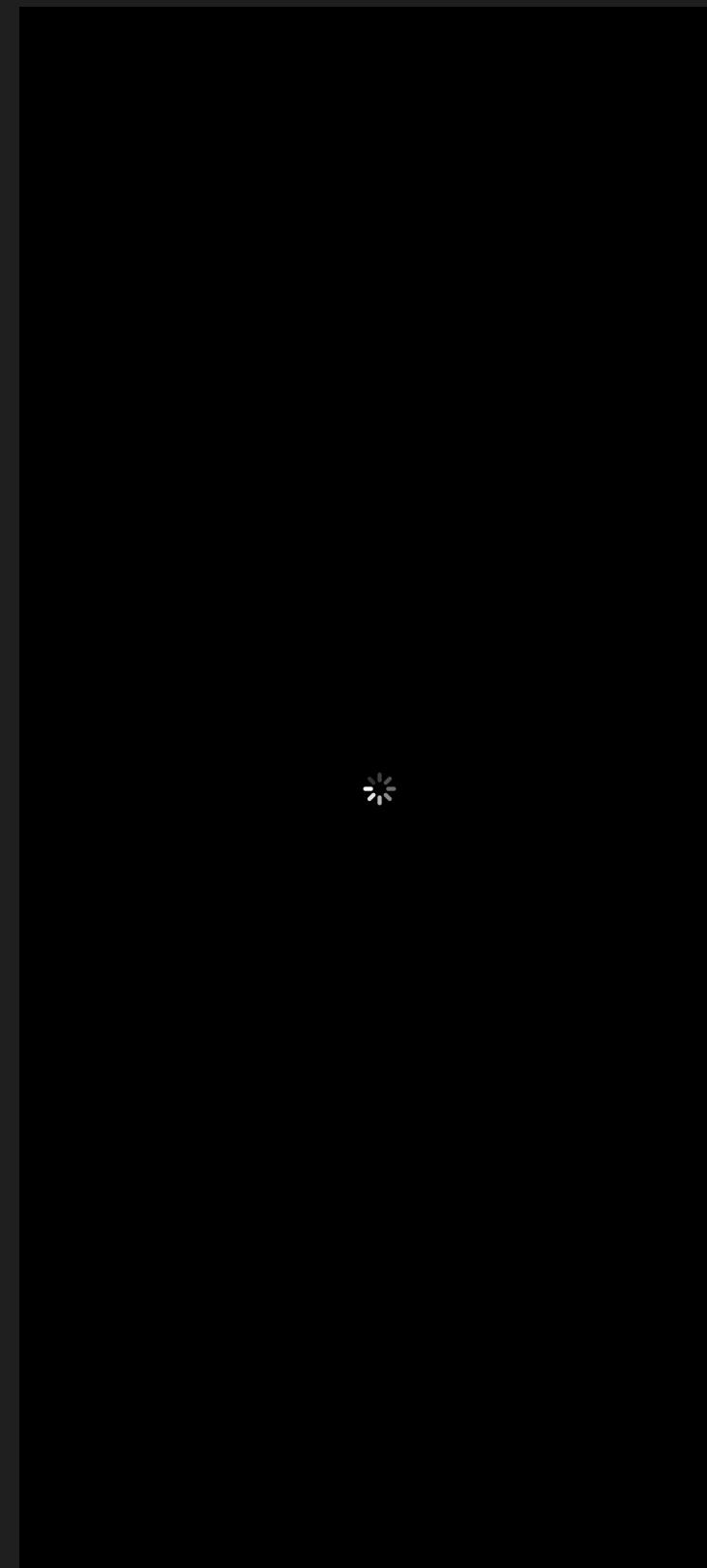


WIREFRAMES



LOW FIDELITY - WIREFRAMES





TECHNICAL ASPECTS

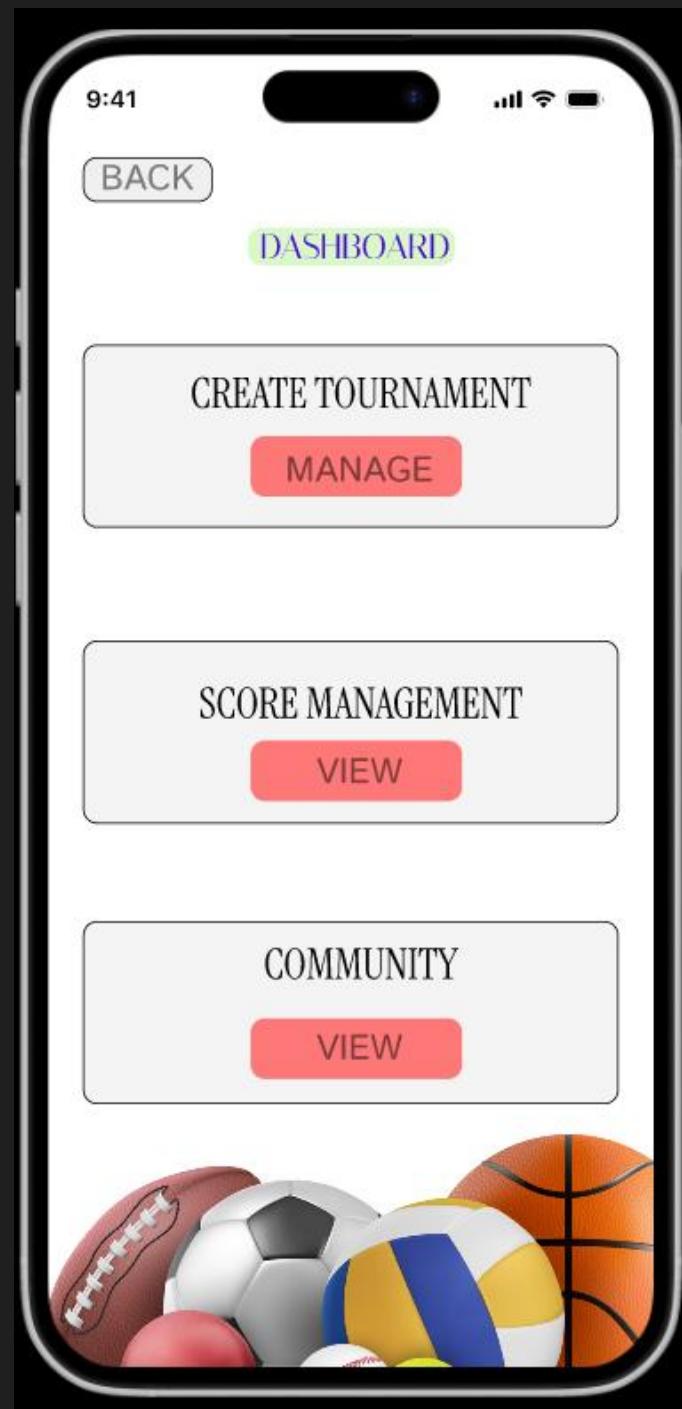
FRONTEND :

- SWIFT
- SWIFT UI

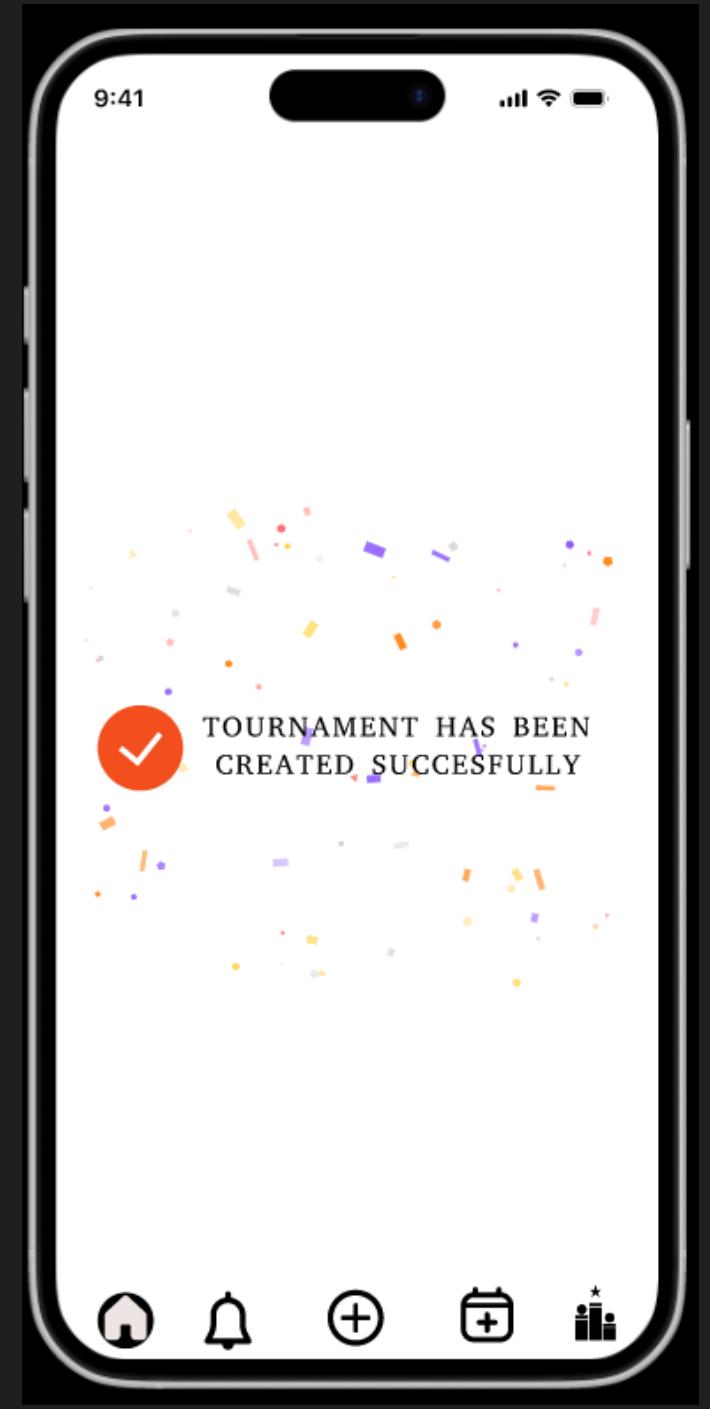
BACKTEND :

- XAMPP
- MySql

PRODUCT DESIGN MOCKUP



The 'CREATE TOURNAMENT' screen shows a purple header with 'CREATE TOURNAMENT' and a sub-instruction 'FILL THE DETAILS TO CREATE TOURNAMENT'. It contains four input fields: 'TOURNAMENT NAME' (placeholder 'ENTER TOURNAMENT NAME'), 'TOURNAMENT DATE' (placeholder 'DD-MM-YYYY'), 'TOURNAMENT FORMAT' (placeholder 'KNOCKOUT'), and 'MAXIMUM NO.OF.TEAMS' (placeholder 'ENTER THE NUMBER OF TEAMS'). A large blue 'CREATE' button is at the bottom. The bottom navigation bar includes icons for home, notifications, add, calendar, and stats.



PROJECT LEARNING

Project Impact

- The Unified Sports Organization improves inclusivity by integrating athletes with and without disabilities in competitive events.
- The platform enhances accessibility by providing a structured way for diverse teams to register and participate.
- Real-time updates and communication tools streamline coordination between teams and organizers.
- The organization encourages a culture of equal opportunities in sports, breaking traditional barriers.

What I Learnt

- ✓ **Technological Innovation:** Gained experience in building an inclusive sports management system, integrating AI-driven analytics, and creating an adaptive user interface for diverse participants.
- ✓ **Problem-Solving Skills:** Developed solutions to challenges such as fair team selection, real-time score updates, and efficient event scheduling to enhance the user experience.
- ✓ **Impact of Technology:** Witnessed how digital platforms can revolutionize inclusive sports, ensuring accessibility, engagement, and seamless coordination, making sports more welcoming and dynamic for all participants.

THANKS - LET'S CONNECT

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