

Right Call

First Iteration



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01

Client Information

What does RefReps do?



RefReps

History

- Founded in 2020, after an idea CEO Kyle Armstrong had in a discussion with IUPUI officials about a referee simulation software.
- The hardware to run the original product sold out in 3 days, and again the next week.



Current Products

- Interactive & educational referee training videos for almost a dozen sports such as football, basketball, etc...
- Other Resources for referee training include magazines, infographics and statistical analysis diagrams.



02

Feedback

From client and mentor



Mentor Feedback

- Was impressed with our organization and thoughtfulness throughout the first iteration.
- Gave us useful advice on working with the debugger, as well as some real-world examples on how to properly export Javascript functions.
- Was happy to see us try to be as thorough as possible with the testing of each component.
- Reminded us that although Virtual Reality was something the client would like, we need to keep our expectations of implementing something that complex into our web application low, and to focus on our main priority of eye-tracking.



Client Feedback



- Our client was overall very appreciative of our work and was satisfied with the results of the first iteration.
- The client ideally was looking for the product to sort of mimic their website as if it were a training software, which was replicated perfectly according to our client.



03

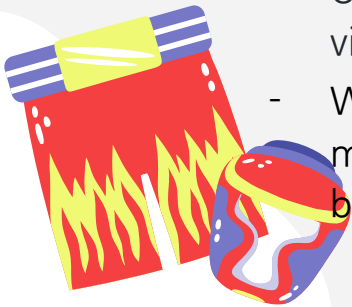
Iteration features

What was accomplished and what is planned



First Iteration Features

- The main page replicates the Ref Reps website as if it were a training program for the user.
- The user should select which right call lesson they want to take. (FR1)
- The application should display a video for the lesson the user is taking. (FR2)
- The video stops and asks the user what they think the call is at each timestamp call. (FR6)
- The video should have question-related actions assigned to each timestamp in the video. (FR3)
- User shall select their answer to each timestamped call throughout the video/lesson. (FR7)
- When the user answers all questions and reaches the end of the video, a modal appears with their results and the percent they got correct with a button to direct them back to the lesson selection page. (FR12)



Main Page/Lesson Plans

FR1: The user should select which right call lesson they want to take.



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[Log In](#)

Lesson Selection Page



Basketball Lesson One



Basketball Lesson Two



Basketball Lesson Three



Basketball Lesson Four



Viewing Lesson

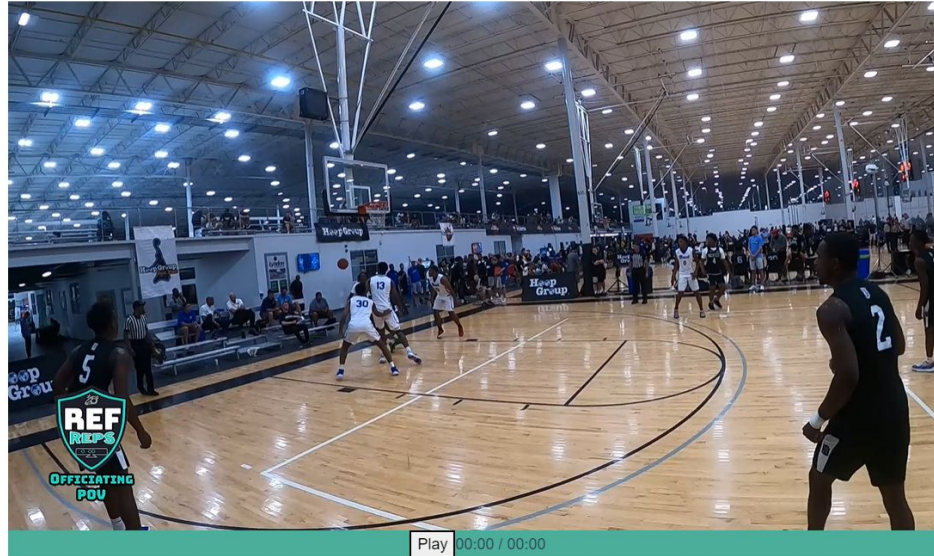
FR2: The application should display a video for the lesson the user is taking.



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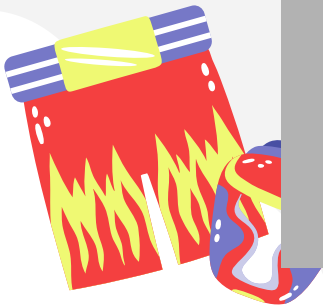
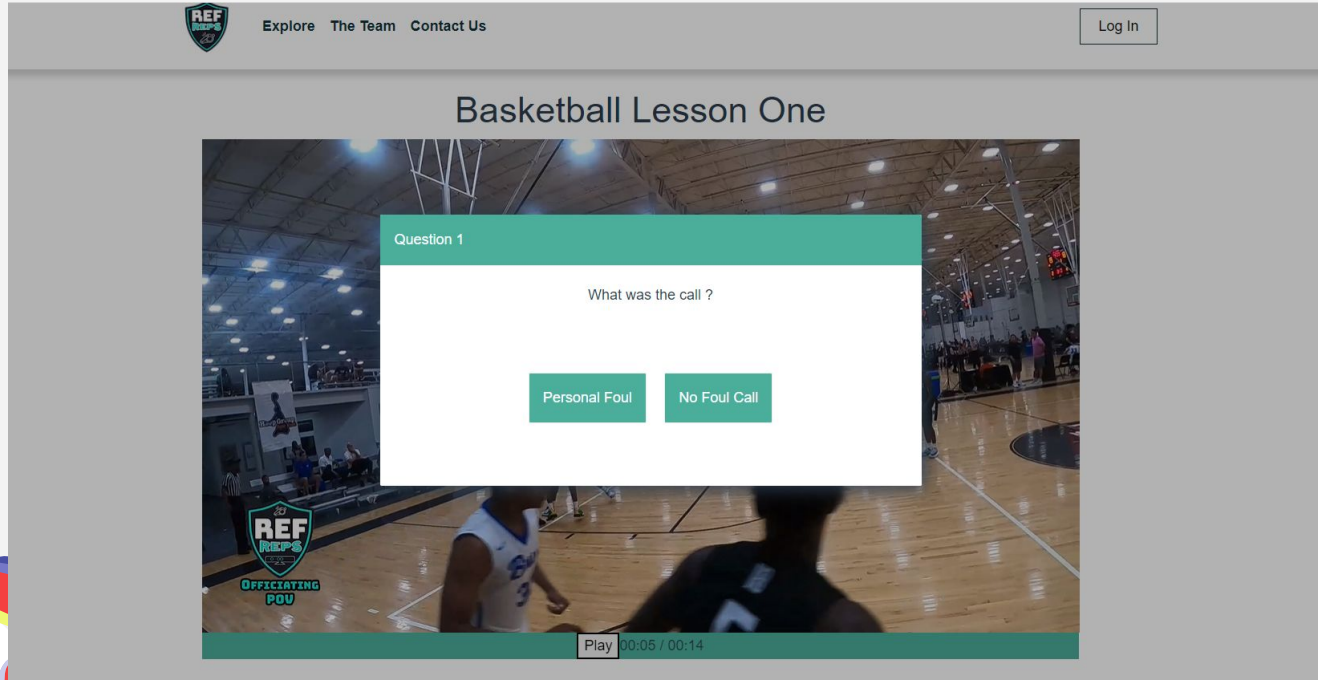
Basketball Lesson One



Timestamps with Questions

FR3: The video should have question-related actions assigned to each timestamp in the video.

FR6: The video stops and asks the user what they think the call is at each timestamp call.



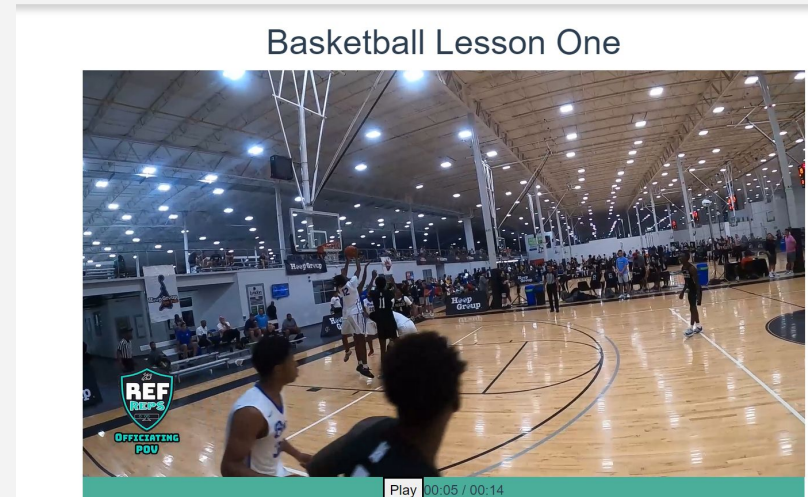
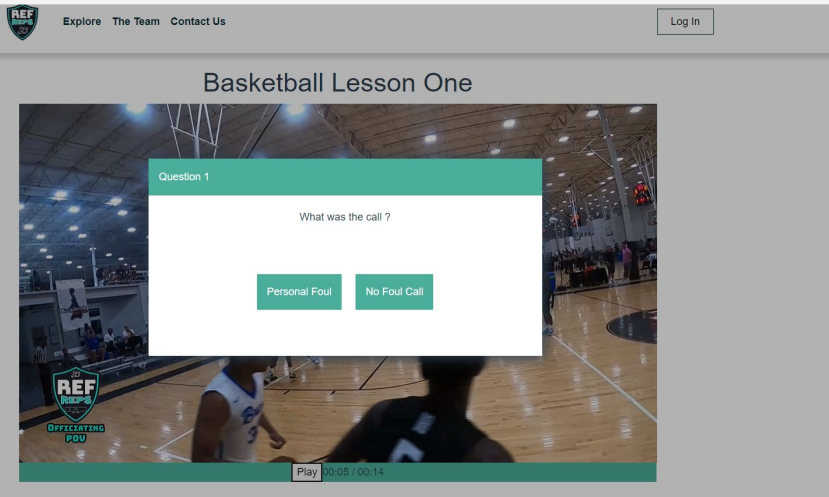
User Selects Answer

FR7: User shall select their answer to each timestamped call throughout the video/lesson.

User clicks Answer

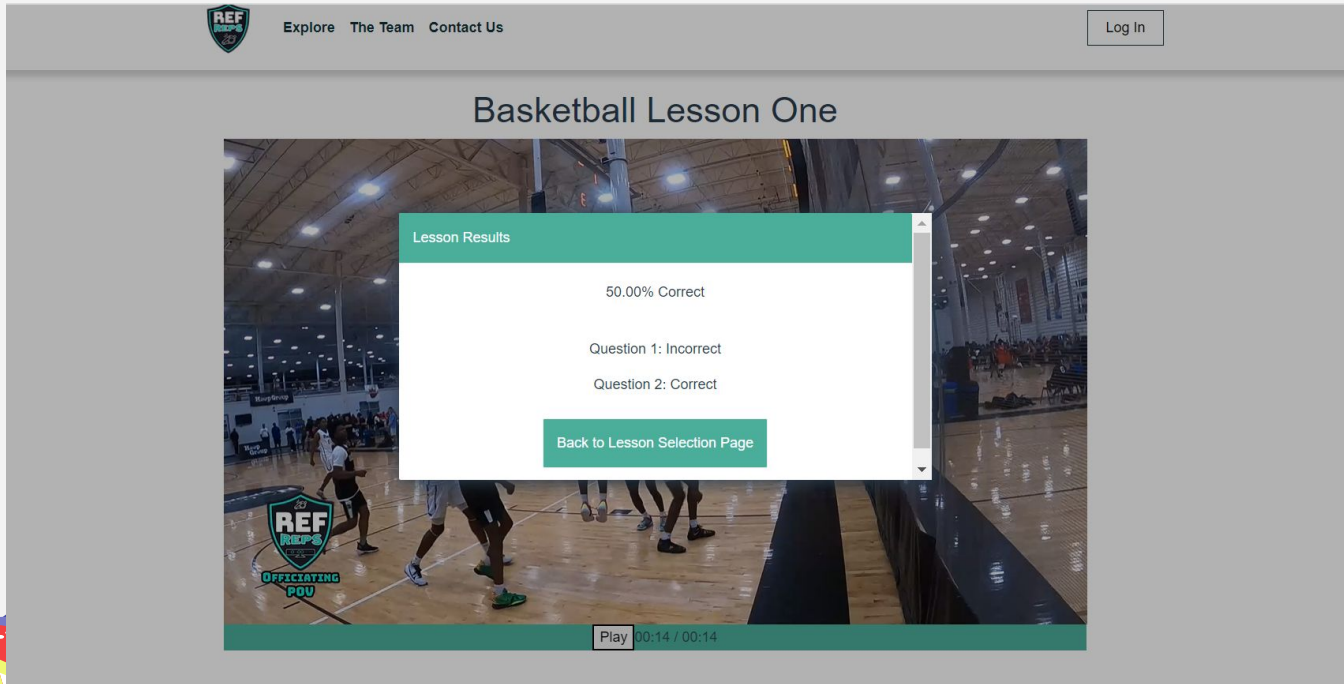


Question disappears.
User can resume lesson



End Results of Lesson

FR12: User shall see their answer results to each call at the end of the lesson.



The screenshot displays a web application interface for a basketball lesson. At the top, there is a navigation bar with a logo on the left and links for 'Explore', 'The Team', and 'Contact Us' in the center. A 'Log In' button is located on the right. The main heading is 'Basketball Lesson One'. Below this, a video player shows a basketball game. A 'Lesson Results' modal is overlaid on the video, displaying the following information:

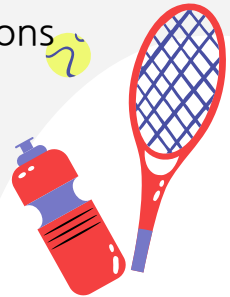
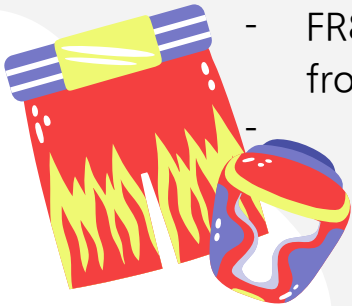
- 50.00% Correct
- Question 1: Incorrect
- Question 2: Correct
- A green button labeled 'Back to Lesson Selection Page'

The video player has a 'Play' button and a progress bar showing '00:14 / 00:14'. A 'REF' logo is visible in the bottom left corner of the video frame.



Planned Features for 2nd Iteration

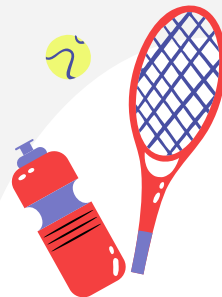
- FR15: The user should be able to login and logout of the application.
- FR18: The admin should be able to login and logout of the application.
- FR19: Instructors should be able to login and logout of the application.
- FR16: The application will connect to a mongo database through an api.
- FR9: A instructor should be able to upload custom timestamps and questions into the database for a lesson and make their own version of a lesson.
- FR17: The application should store all of the user's results for each lesson under the user's account.
- FR8: The admin should be able to upload, alter, and delete videos and questions from the database through the application.



The Coin Toss

We asked our client to send over more sample videos for our project, and they sent over three new URLs, all of which, were videos of a coin toss.

https://refreps.s3-us-east-2.amazonaws.com/ball_state/GH010045.MP4



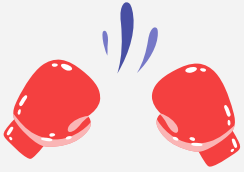
Link to Documentation

<https://github.com/UVCity/Right-Call/tree/master/Documentation>





MANY THANKS!



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