Evaluation Assignment 4

Design Support Documents

Esports SSBU Stats App

Team

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System Description

In this project, the system is the web application that provides tools for the Esports statistician and players to track and record stats of Super Smash Bros Ultimate game matches and tournaments. The application provides a good user interface for the players and statistician to track the history of games and analyze their performance. The application will also facilitate downloading the scores for both statistician and Esports website admin, to update the details on the website.

Stakeholder Onion Diagram
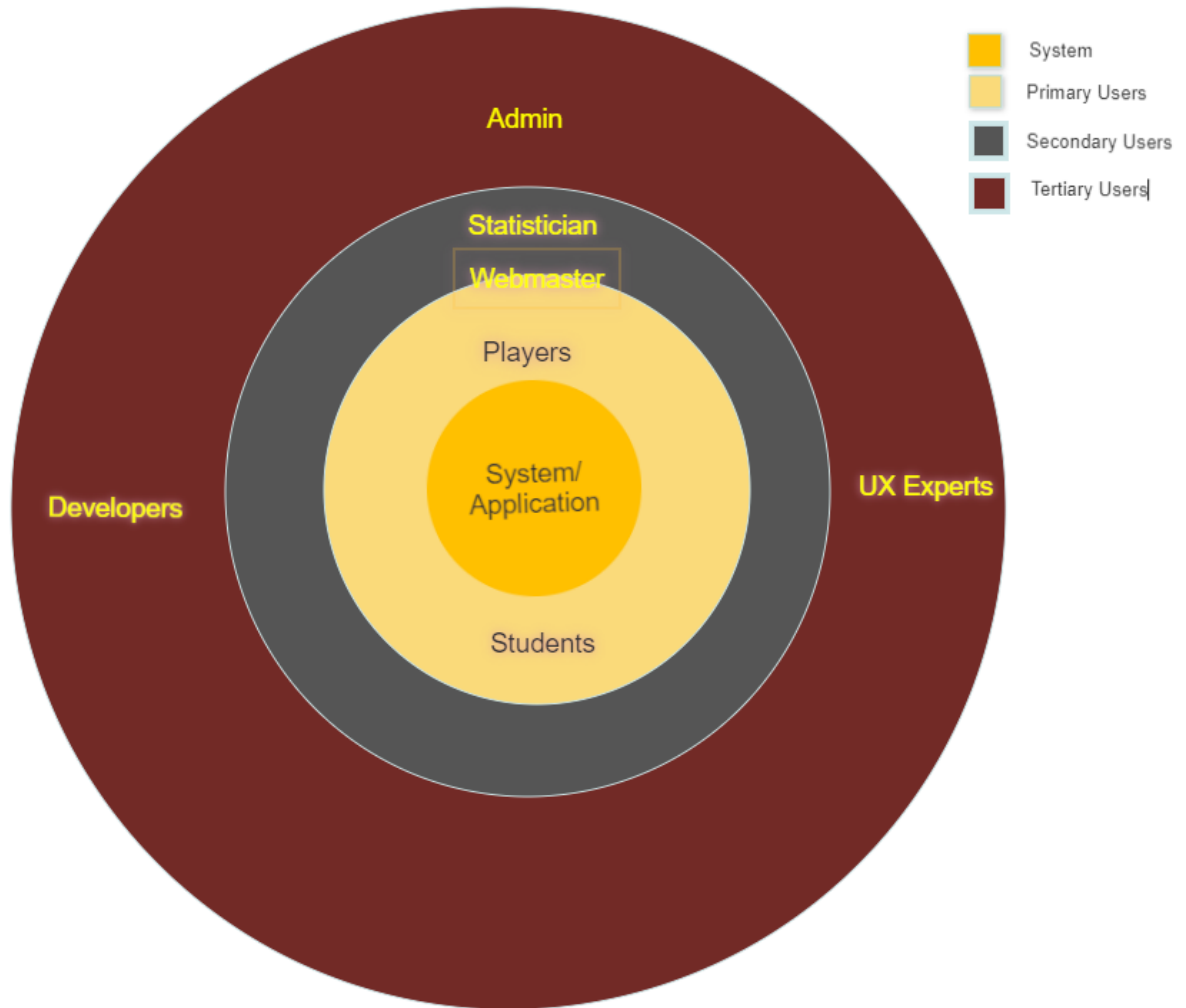
Stakeholder Descriptions

Primary Users: Students or Players

Players or Students have very limited access to the system or the application, they are only allowed to enter their scores in the app for the first time as soon as they played a match. Later they are not allowed to do any modifications or to view other player scores.

Webmaster:

The webmaster is generally the Esports website admin and is only given the permission to download the scores and update it into the Esports website. Hence, his/her permissions are greater than the players and less than the statistician.

Secondary users: Statistician

The Statistician is responsible to record all the stats of the matches played by the players. The statistician will have the complete access to update the scores or to view scores of all the players. Statistician is provided with an UI to perform the advanced analysis on the performance of the players based on their stats history. The Statistician is also provided with access to download the scores.

Tertiary users: Admin, Developers, and UX-Experts

The admin is generally going to be the Esports coordinator, and he has all the powers to add new players into the system and to change the credentials for any user like changing the credentials for a statistician when someone replaces the existing one. The developers and UX-Experts are given the permissions to study the app and to maintain it.

Stakeholder Influence Table:

Stakeholder	Goals	Influence
Players	The players play a match and notify their scores to the statistician or enter them into a record.	They are the users with much less responsibilities in the app. The more convenient to use the app, the more the app is reliable.
Webmaster	Updates the information into esports website.	This user uses the application least and is only concerned with the data and not responsible for any of the modifications.
Statistician	Collects the scores from the users and enter the information into a spread sheet then stores the spread sheet for the future use. Performs an advanced analysis on the stats history to analyze the players performance.	This user interacts most with the app because he/she is responsible for updating or creating the data. Uses the data analyze the players performance, hence the app should provide the flexibility for all these tasks.
Admin	Limit the permissions and maintain the app	This user is responsible to maintain the permission of the application and to add new users, which gives them responsibility to secure app from people who are not eligible to use the app or limiting the permissions for a user.
Developers	Develops the application	Should study how the application is running in the real time.
UX-experts	Make the app more user-friendly and easier to use.	They should interact with users and get to know where the users have issue when interacting with the app.

Summary of Stakeholder Goals Influence Table:

We have Four main Stakeholders: Player, Webmaster, Statistician, and Admin. Players are responsible to play a match and report their scores to the statistician or enter their score in a record. These scores are then considered by the Statistician and enter them into record or spreadsheet. These stored scores are later in the future referred by the statistician to perform analysis on the players performance. Along with Statistician, there is another user called webmaster, or Esports website admin who requires scores to update them into the website. Above all of these stakeholders we have admin, who is responsible to maintain and limit permissions all the above stake holders. Developers and UX-experts will study the application performance.

The players are the stakeholders who enters the data into the application and need to provide them pleasing user interface to do this task, as they are the primary users and data providers in the form their scores, and match details. The statistician impacts the app by tracking and updating the information entered by the players. Webmaster do not create any impact but able to view the scores. The admin has the huge influence as he has all the permissions to add new users, or change the roles of users.

Personas:

Primary User 1:

Name: Mark Anderson

Age: 18

Role: Player at Esports

Mark is a player at Esports, and he is playing super smash bros from past 5 years. Every time mark plays a match, he is required to report his stats to the statistician at the gaming centre, and whenever he needs to view his previous scores, he have to meet the statistician or have to maintain his own record for his scores. Mark is a gamer; hence he is aware of using a web application to store his data.

Primary User 2:

Name: Elizabeth

Age: 22

Role: Player at Esports

Elizabeth is well-verse with technical stuff like using an application. After every game she plays at the Esports gaming centre she is asked to record her scores and should notify to statistician to update her record in the database. If she ever want to access her data she is highly dependent on the statistician to view the data.

Secondary User 1:

Name: Katie

Age: 18

Katie is the statistician at Esports and she records all the scores and other details on a spreadsheet after every match. She then has to update the database according to the spreadsheet and provide a copy to the Esports website admin. Katie also have to retrieve the data after a sequence of matches and analyze the players performance.

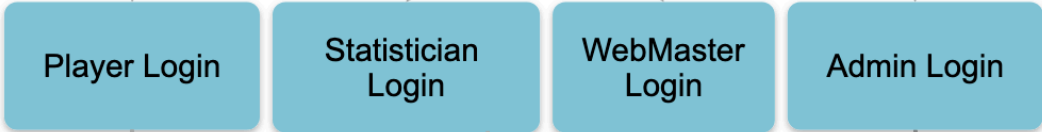Secondary User 2:

Name: Jon

Age: 24

Jon is the Esports website admin and he updates the information in that website after every tournament or periodically. He needs the data from the statistician to perform this task. So, he acquire the information, which is recorded by the statistician.
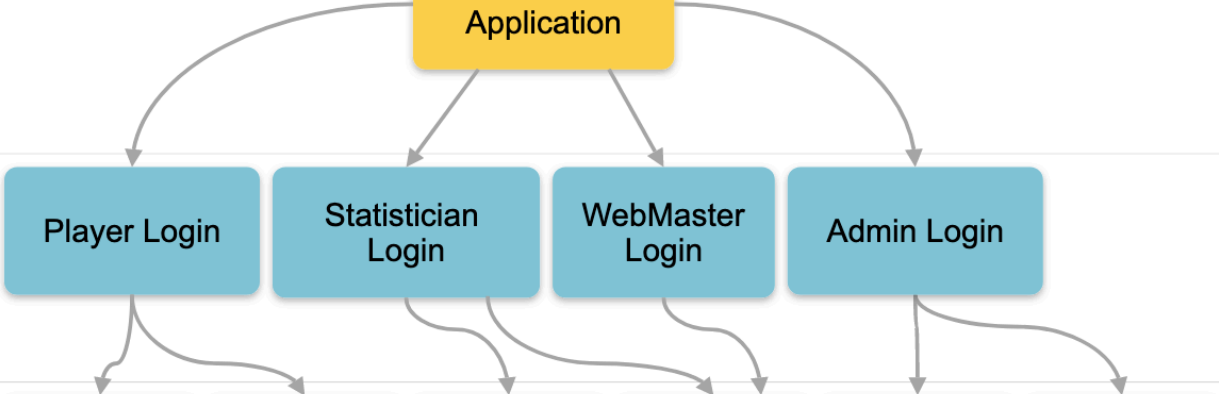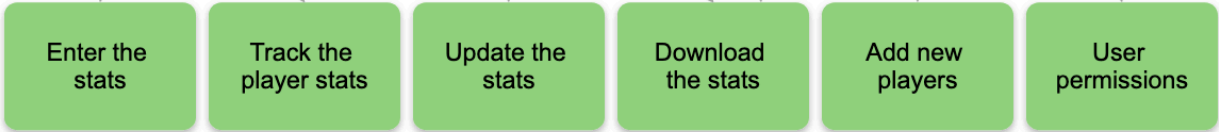
Hierarchical Task Analysis:

APPLICATION INTERACTIONS

Web Application

USER ACCESS

Player Login

Statistician Login

WebMaster Login

Admin Login

USER TASKS

Enter the stats

Track the player stats

Update the stats

Download the stats

Add new players

User permissions

Summary of Hierarchical Task Analysis:

In the task Analysis, Each of the four users have to authorise by interacting with the web application to perform their tasks. Players will be prompted with a Player login page, where they have to authorise with the credentials given by the admin. After their login players are only allowed to enter their scores for the first time, and to track their own scores of previous matches. Any player is not allowed to view the stats of other players. The statistician have the permissions to update and download the stats from the app, before which He/she have to authorise themselves in the Statistician login page. The webmaster have to authorise to perform his only task that is download the stats after updated by the statistician. Admin Login Page is used by the admin to perform the tasks like adding a new player, or granting permissions for an individual user.

Appendix:

Scientist meeting 1 notes:

• Web app for stats of just smash.

• Types of users

   • Primary users: players

   • Secondary users: statistician

   • Tertiary users: admin

• Players must be able to add information after each match

• A responsive web app

• Download of stats required.

Scientist meeting 2 notes:

• Events should have a reason

• Should record the dates

• Error: A note from the players to statistician

• Match history, displayed openly

• Required efficiency

• Testable prototype by 17th feb, if possible.