SportCred

What's your A.C.S.?

Developed by: ILIR ACTION TEAM
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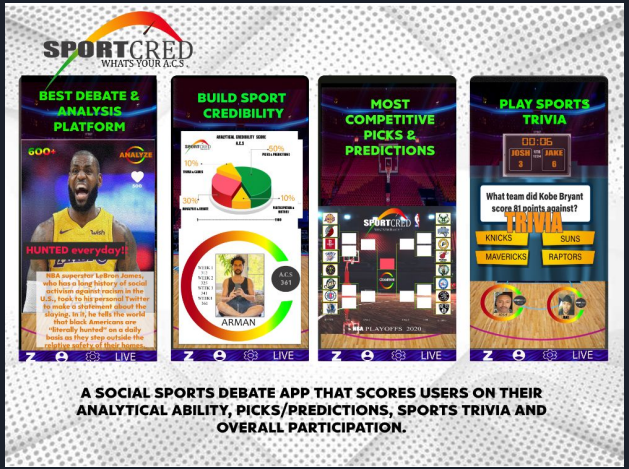
Kshitij Dahal
Vineet Desai
Maninder Dhanauta
Mahamad Jawad Jawid
Piyush Ukani
Jimmy Yu

What is SportCred?



The Concept:

- A place where people can build credibility
- Social element to bring together the Sports Fan community
- Welcoming to beginners and the elites

The Details:

- Social media web app centered around the **Analytical Credibility Score**
- Trivia, Debates and Picks/Predictions
- Bracket-based user experience

Why SportCred?

Sports Enthusiast

- Watches sports religiously - Knows most recent sports development - Very outspoken and opinionated person - Like minded friends introduce him to SportCred

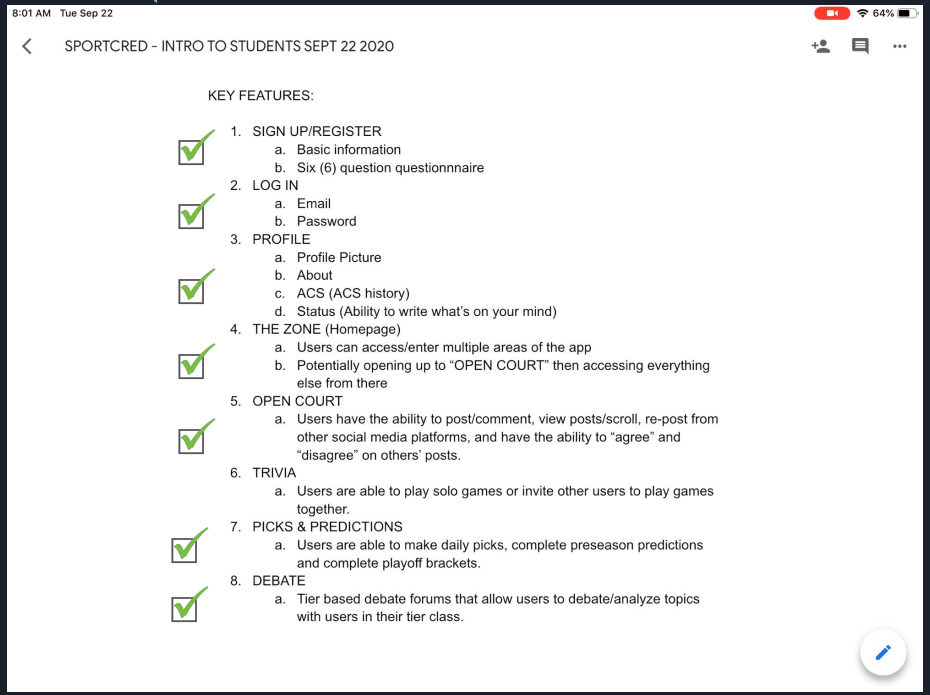
Aspiring Analyst/Sports Better

- The hustler - Up and coming analyst/journalist - Writes blogs but they don't get much recognition - Wants to build credibility - Joins SportCred because *everyone* is on it

The Elite

- Well recognized faces - Has made it big and is respected - Joins SportCred to remain relevant and build a following

Features Overview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SPORTCRED - INTRO TO STUDENTS SEPT 22 2020

KEY FEATURES:

1. SIGN UP/REGISTER
   a. Basic information
   b. Six (6) question questionnnaire
2. LOG IN
   a. Email
   b. Password
3. PROFILE
   a. Profile Picture
   b. About
   c. ACS (ACS history)
   d. Status (Ability to write what's on your mind)
4. THE ZONE (Homepage)
   a. Users can access/enter multiple areas of the app
   b. Potentially opening up to "OPEN COURT" then accessing everything else from there
5. OPEN COURT
   a. Users have the ability to post/comment, view posts/scroll, re-post from other social media platforms, and have the ability to "agree" and "disagree" on others' posts.
6. TRIVIA
   a. Users are able to play solo games or invite other users to play games together.
7. PICKS & PREDICTIONS
   a. Users are able to make daily picks, complete preseason predictions and complete playoff brackets.
8. DEBATE
   a. Tier based debate forums that allow users to debate/analyze topics with users in their tier class.

3 Key Features

Trivia

Debates

Picks and Predictions

Demo

The Developers

Ilir Action Team

Muhammad Osman Amjad: Contributions (Back End)

- Update ACSScore after games for picks and predictions
- Update ACSScore after debate and trivia
- Update ACSHistory after debate, trivia, picks and predicitons
- Get posts for user per debate tier

Kshitij Dahal: Contributions (Front End)

- Display Profile Page Info
- Update Basic Profile Page Info
- Debate Page and ACS Score Change Notif
- Nav Bar

Vineet Desai: Contributions (Back End)

- Get user profile information from Database
- User’s Picks & Predictions
- Change daily debate question every 24 hours
- Add user to the Radar List of another user

Maninder Dhanauta: Contributions

- Started as backend
- Posting to the “Zone”
- Developed Debate feature
- Developed Trivia feature

Jimmy Yu: Contributions (Back End)

- Setting Profile information in the Database
- User Posts & Radar List Posts
- Agreeance Scale on Debate Posts
- Trivia

Piyush Ukani: Contributions (Front End)

- Authentication process
- Landing Page with Jawad
- Show all posts, radar posts and user’s own posts
- Add comments, upvotes and downvotes to posts

Mahamad Jawad Jawid: (FrontEnd)

- SignUp Page
- Search and ability to follow other users
- Picks and predictions page
- Landing Page with Pi Ukani

Trust The ***Process***

Highlights of Development

FrontEnds:

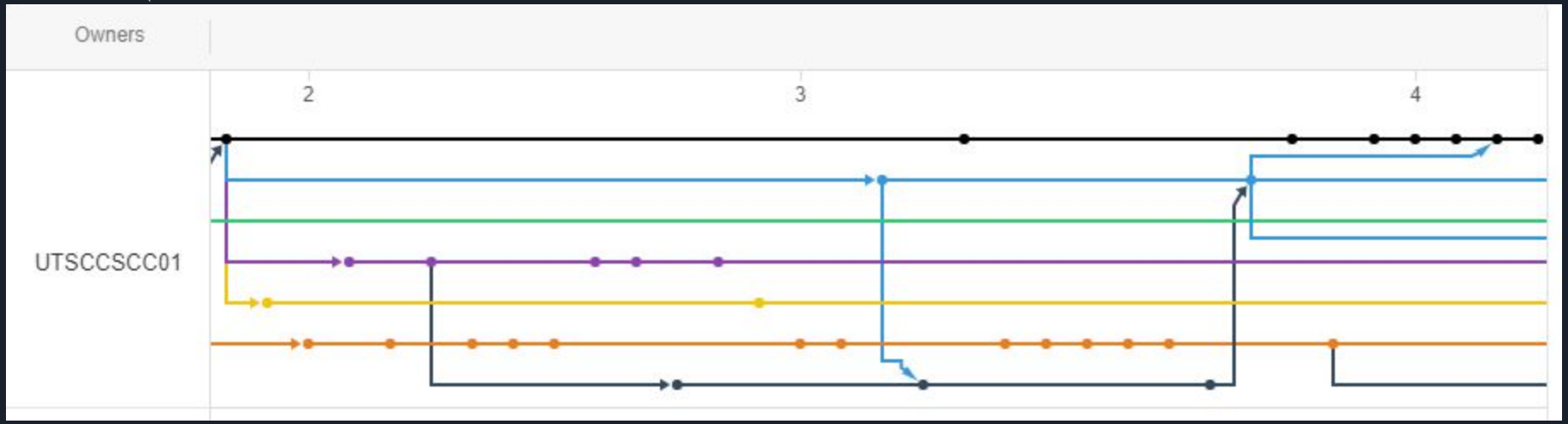
- Pi Ukani
- Maninder Dhanauta
- Kshitij Dahal
- Mahamad Jawad Jawid

BackEnds:

- Jimmy Yu
- Osman Amjad
- Vineet Desai

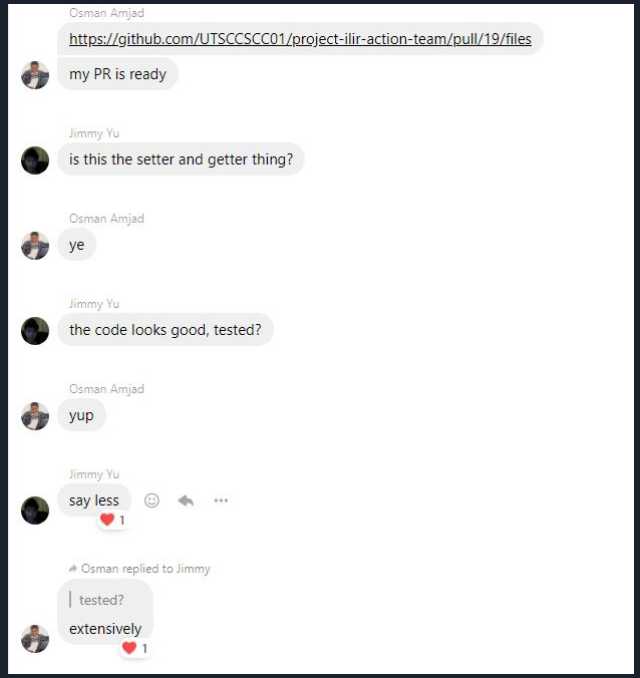
Split Team into Frontend and Backend so that each member can focus on their strength

Highlights of Development



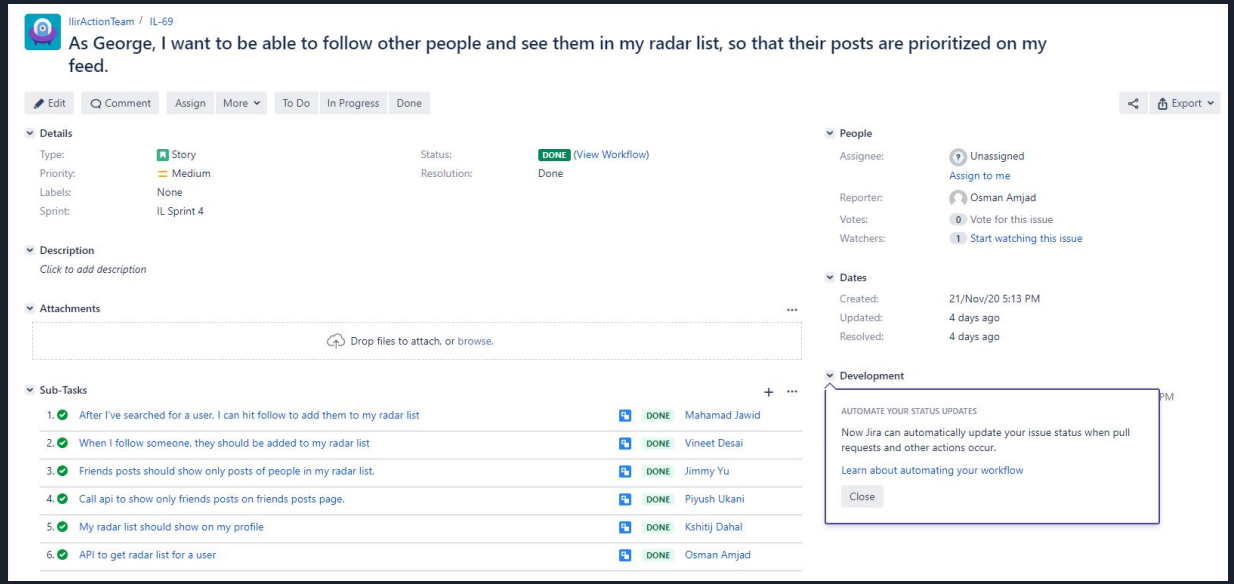
Never commit directly to master, except for planning documents

Highlights of Development



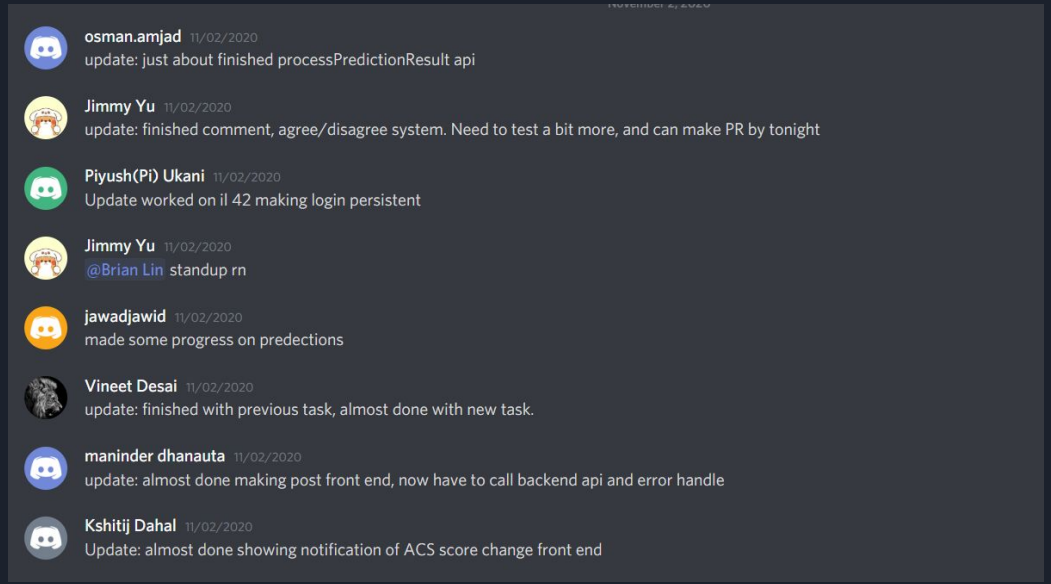
Every PR is code reviewed and tested extensively before merging to master

Highlights of Development



Break each story into small subtasks and assign the work equally based on priority and story points

Highlights of Development



Daily standups, biweekly retros and planning meetings to ensure everyone is well informed about progress

Difficulties of Development

- Unequal division of work (only for Sprint 1)
- Remote debugging/discussion
- Lack of communication causing code written multiple times

Standards & Techniques

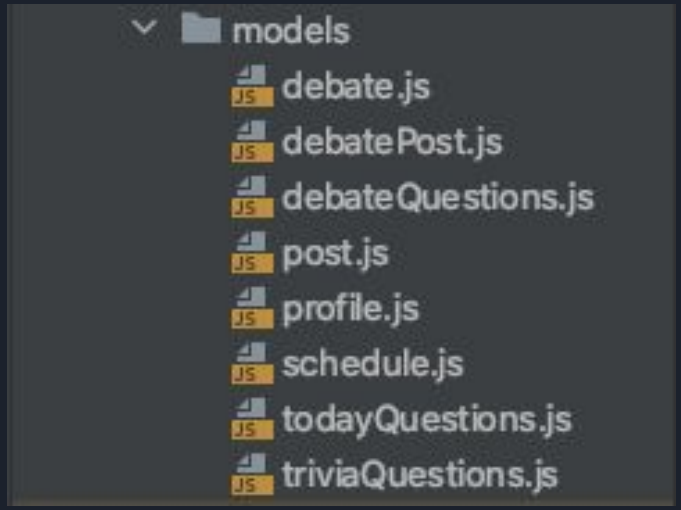
Decisions that worked in our favour:

- Switched Maninder from backend to frontend after sprint 1
- Assigned similar tasks to the same person
- Completed and tested all the features of the sprint day before the demo
- Created a google doc where front end would write the necessary requirements in an api

Software Architecture

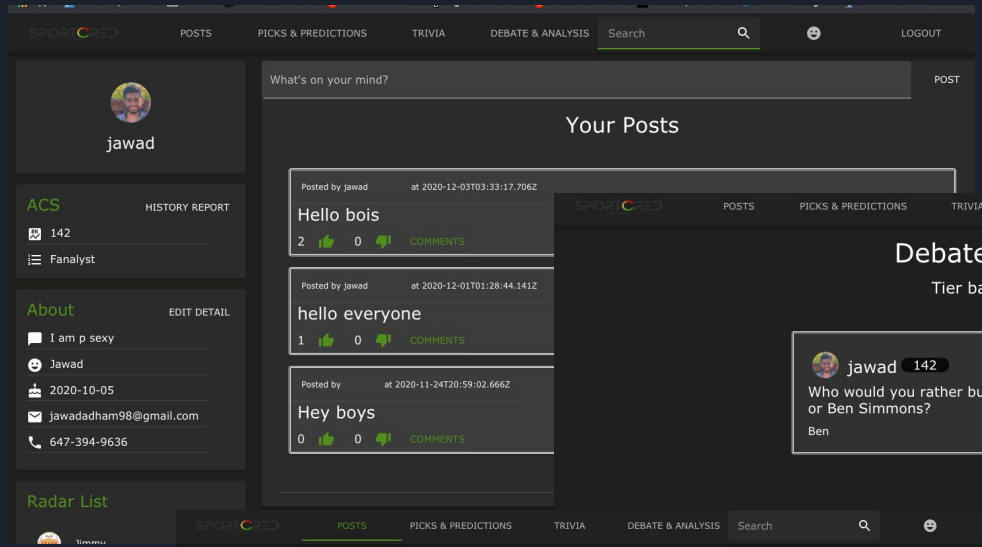
Model

- Document Schemas



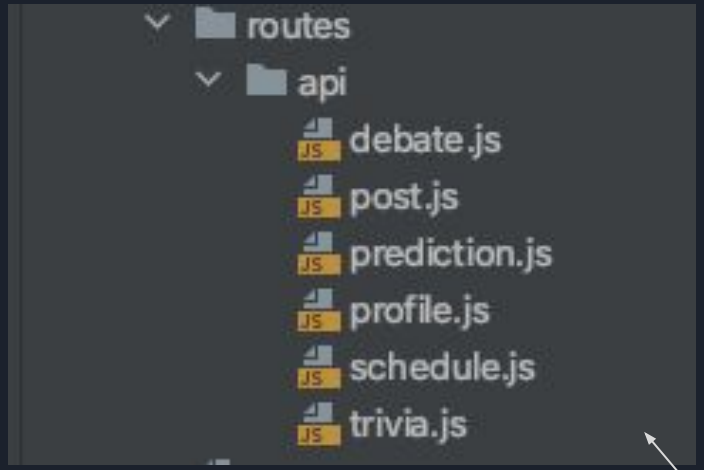
View

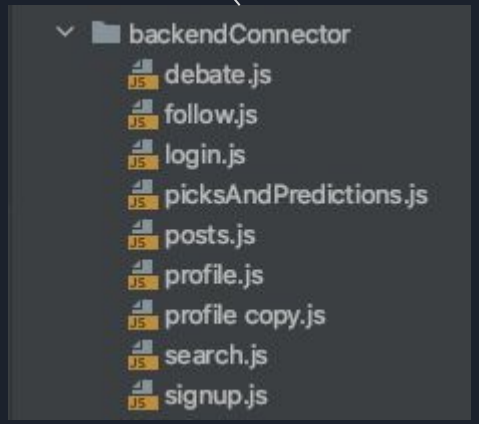
- Display different information based on logged in user (profile page, tier-based debate, radar list posts…)
- Call REST APIs



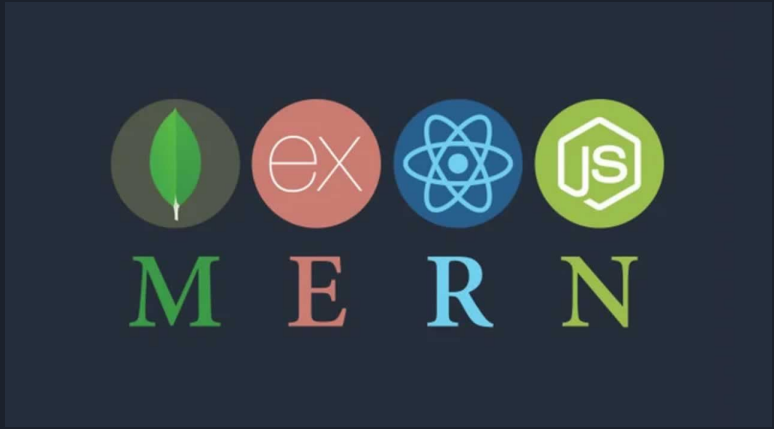
Controller

- REST APIs
- Retrieve debate, posts, user profile, game schedule info…
- Called in backEndConnector





Technologies & Tools



Technical challenges

Learning new technologies such as Node Js, React Js, Express Js, MongoDB:
we overcame this challenge by experience. As we built more features we became familiar with the technologies and spent less time on looking up small things related to these technologies.

Figuring out logic for notifications without scheduler:
As we didn't want to use 3rd party schedulers we thought of a simple logic in which we created a separate column where we would keep track of when to show the notifications since the notification have to be shown every 24 hours

CORS(Cross-Origin Resource Sharing) policy by browsers:
As we were running 2 different services we ran into issue where the CORS policy stopped us from sending API requests but we overcame this issue with using CORS library

Thanks for your time!