

# Project 2: Functional Programming

An internal app specifically for the Golden State Warriors.

## Business Requirements

### 1. User Management

Users must register by entering their name, Unique Employee Number and a valid phone number. During registration, they are required to select their occupation from the options: basketball athlete, general staff, or team management. A verification process (such as a one - time password sent to the phone number) should be included to ensure the authenticity of the information.

### 2. Functionality for All Users

#### Training Plan Viewing:

Based on the user's role, allow them to view daily or weekly training plans. For basketball athletes, this could be personalized physical and skill - training plans; for general staff and team management, it could be related to support - task schedules or team - wide training overviews.

#### Game Schedule Access and Reminders:

Provide all users with access to the team's game schedules. Set reminders for game times, which can be customized according to the user's preference (e.g., a few hours before the game, a day in advance).

#### Team Announcement Notifications:

Send push notifications to all users whenever there are new team announcements, such as changes in venue, important policy updates, or special events.

### 3. Functionality for Team Management

#### Announcement Publishing:

Enable team management users to create, edit, and publish team announcements. The announcements should be able to include text, images, and links if necessary.

### Schedule and Plan Management:

Allow team management to manage and update both the training plans and game schedules. They should be able to add, modify, or delete training sessions, as well as adjust game - related details like time, location, and opponents.

## Nouns:

- User
- Name
- Employee Numbers
- phone number
- occupation
- basketball players
- general staff
- team management
- verification process
- one - time password
- Information
- Training plan

- Role
- basketball athlete
- general staff
- team management
- support - task schedule
- team - wide training overview
- Game schedule, user, reminder, preference
- Team announcement
- User
- Venue
- Policy
- event
- Team management user
- Announcement
- Text
- Image
- link
- Team management
- training plan
- game schedule
- training session
- Time

- Location
- opponent

## **Verbs:**

- Register
- enter
- Select
- Include
- Ensure
- View
- Provide
- Access
- Set
- customize
- Send
- notify
- Create
- Edit
- Publish
- include
- Manage
- Update

- Add
- modify
- Delete
- Adjust

## Target Audience

- Basketball Players
- General Staff
- Team Management

## Rules

### 1. User Registration and Account Management

Registration Information: Users are required to provide accurate personal information, including their full name and a valid phone number. Selecting an appropriate occupation (basketball athlete, general staff, or team management) is mandatory. Providing inaccurate or false information may result in the suspension of the account.

Account Security: Users are responsible for keeping their login

credentials (phone-based verification information and related passwords) confidential. Sharing of accounts is strictly prohibited. If an account is compromised, the user must report it immediately to the app administrators.

Account Verification: A one-time password will be sent to the registered phone number during registration for verification. Failure to verify the account within 24 hours may lead to the cancellation of the registration.

## 2. Access to Training Plans and Game Schedules

Information Visibility: Training plans and game schedules are visible to all users, regardless of their role as a basketball athlete, general staff member, or team management personnel.

Updates and Changes: The team management has the right to update the training plans and game schedules at any time. Users are expected to regularly check the app for the latest information. Changes to the schedules will be communicated via in-app notifications.

### 3. Team Announcements

**Announcement Compliance:** Team announcements published by the team management must comply with the team's policies and relevant regulations. Users are prohibited from sharing or distributing announcements outside the app without prior authorization.

**Receiving Notifications:** All users should keep the app's notification settings enabled to stay informed about important announcements.

Disabling notifications for team announcements may result in missing crucial information.

## Challenge Questions

For basketball players:

Let's say that during a critical week of the season, the training program you see on the app conflicts with your previously pre-arranged personal physical therapy schedule with the team's medical staff. How would you utilize the app's features to communicate this conflict and find an appropriate solution with team management and the coaching staff?



For General Staff:

You notice some errors in the team announcements posted on the app, such as inaccurate event details. How would you use the app's available features to work with team management to correct these announcements and prevent similar errors in the future?

For team management:

How do you ensure that announcements made are seen by all people.

## **Summary of Modules, Attributes and Interactions**

### **1. User Registration and Management Module**

Attributes:

name (string): The user's full name for identification.

phoneNumber (string): Valid phone number for registration and verification.

occupation (string): Options include "basketball athlete", "general staff", "team management".

loginCredentials (object): Contains information for authentication.

Functionality:

Allows users to enter registration details like name, phone number and select occupation.

Sends verification codes to the provided phone number and validates user input.

Manages user login and password - related operations.

## 2. Training Plan Generation Module

Attributes:

planType (string): Either daily or weekly training plan.

content (string): Details of training activities, personalized based on user role (e.g., physical and skill - training for athletes, support - task schedules for staff).

Functionality:

Based on user's role (from registration details), generates appropriate training plans.

For basketball athletes, uses factors like their physical metrics and fitness goals (which could be added as future enhancements) to customize plans.

Updates and modifies training plans when required by team management.

### 3. Game Schedule Access Module

#### Attributes:

gameDate (date): Date of the game.

gameTime (time): Start time of the game.

location (string): Venue of the game.

opponent (string): The opposing team.

#### Functionality:

Displays the team's game schedule to all users.

Enables users to set customized reminders for game times.

Updates the schedule when there are changes made by team management.

#### 4. Team Announcement Module

##### Attributes:

title (string): A short title for the announcement.

content (string): The detailed text of the announcement.

publishDate (date): Date when the announcement was published.

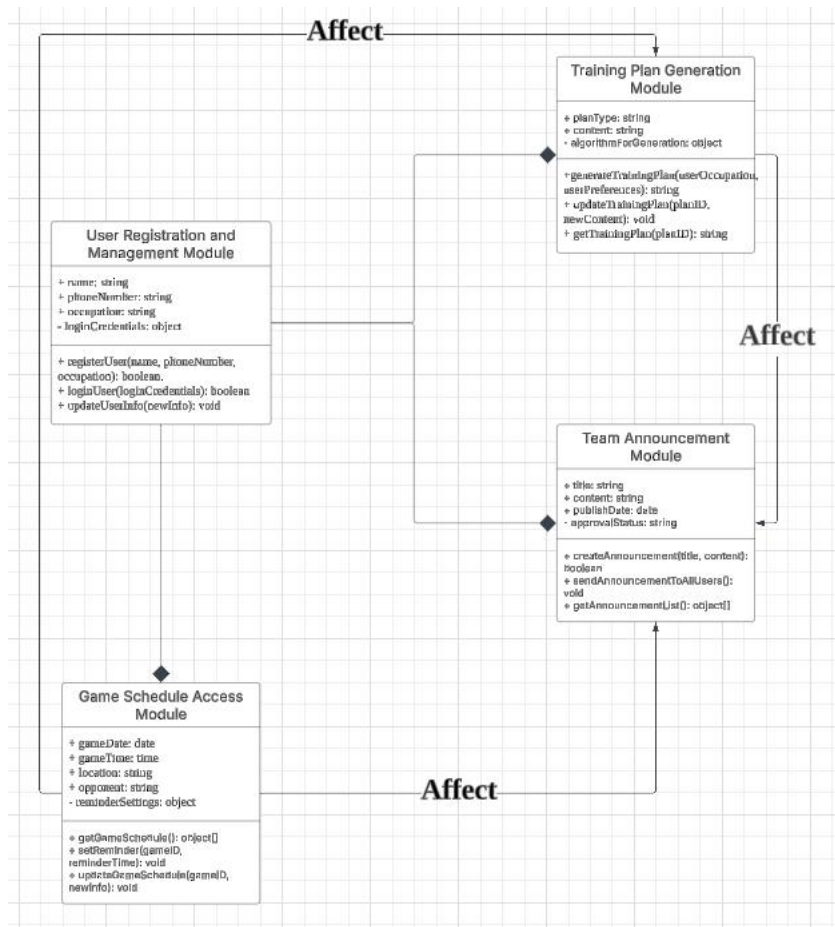
##### Functionality:

Allows team management to create, edit and publish announcements.

Sends push notifications to all users when new announcements are available.

Stores and archives announcements for users to access historical information.

# Modules Diagram:



Link:

[https://lucid.app/lucidchart/c78c2bbb-a61e-42ad-b6eb-562745b841ad/edit?viewport\\_loc=51%2C-1306%2C5251%2C2534%2C0\\_0&invitationId=inv\\_3f3bf7eb-3d54-485b-ae22-3d2508301957](https://lucid.app/lucidchart/c78c2bbb-a61e-42ad-b6eb-562745b841ad/edit?viewport_loc=51%2C-1306%2C5251%2C2534%2C0_0&invitationId=inv_3f3bf7eb-3d54-485b-ae22-3d2508301957)

# User Personas and User Stories: Golden State Warriors Internal App

- Two Key Dimensions

- Information Access Dimension

- ◆ Primary Focus: Ensure that team members (players, coaches, staff) can conveniently and accurately obtain important information such as training plans, game schedules, and team announcements.

- Interaction and Collaboration Dimension

- ◆ Primary Focus: Facilitate effective communication and collaboration among team members to enhance the overall operational efficiency of the team.

- Persona 1: Regular Player (Jason)

- Dimension: Information Access

- Age: 23

- Background: A young player who has just joined the Golden State Warriors. He hopes to improve his basketball skills through efficient training and gain more playing time in games.

- Scenario: Jason needs to keep abreast of training

arrangements and game information in his busy training and daily life, so as to better prepare and adjust his condition.

- Motivation: Eager to integrate into the team quickly, improve his performance with clear information guidance, and strive for more opportunities to showcase himself.

- User Stories

- ◆ As a new player, I would like to create an account.  
(Mockup 1)
- ◆ As a new player, I want to receive real - time notifications of changes to the game schedule on the app to ensure that I don't miss any game arrangements. (Mockup 2)
- ◆ As a new player, I was hoping to find contact information for coaches within the app. (Mockup 3)

- Persona 2: Coach (Tom)

- Dimension: Interaction and Collaboration
- Age: 45
- Background: An experienced team coach, responsible for formulating training strategies, guiding players, and needing to collaborate efficiently with players and management.

- Scenario: In his daily work, Tom needs to adjust training plans according to players' conditions, communicate with the management about team affairs, and provide targeted guidance to players.
- Motivation: Improve the overall strength of the team through good collaboration and achieve excellent game results.
- User Stories
  - ◆ As a coach, I hope to quickly release new training tasks and key points to players in the app, making it convenient for players to know in a timely manner. (Mockup 4)
  - ◆ As a coach, I want to communicate conveniently with the management on the app to discuss issues such as player development and game strategies. (Mockup 5)
  - ◆ As a coach, I hope to view players' training feedback and status reports in the app to adjust the training plan. (Mockup 6)



# Interface low level mockups

Mockup 1

Golden State Warriors APP

Registration

Phone Number

Name

Employee Number

Mockup 2

<

Game Schedule

< This Week >

Mon.
Tue.
Wed.
Thu.
Fri.
Sat.
Sun.

### Mockup 3

 <b>Contact</b>		
Coach	xxxxxx	
Manager	xxxxxx	
TeammateA	xxxxxx	
TeammateB	xxxxxx	
TeammateC	xxxxxx	
TeammateD	xxxxxx	
TeammateE	xxxxxx	

Link:

<https://cacoo.com/diagrams/j8Qk7ZSe4Q2V5NXK/3C71F>