Background

Version	Update Date	Description
V1	21 Mar 2021	The initial version based on the information from the first client meeting

Client Information

I am the current Chair of the Mulgrave Country Club Lawns Bowls Committee. I am also a lawn bowler along with about 220 other bowlers at our club. Being a competitive sport, we form a number of teams for competition with other clubs in a structured way with fixtures, ladder tables, final series' and premierships.

Introduction to the project

Encompassed in that is the selection of players into teams on a weekly basis. This is performed by designated selection committees. They have the task of selecting teams within guidelines such as performance, form, availability, the capability of individuals and groups as well as player strengths, weaknesses and preferences. This is a manual process generally undertaken with magnets containing player names on a magnetic whiteboard. A completely manual process with a heavy reliance on memory and written ad hoc information in relation to each bowler. Having a system of an electronic nature were names of bowlers and their details are contained and maintained as well as being accessible during those selection deliberations would be great.

The software could readily access all the information required(For example, which aspects are the player's strengths and which are the weaknesses), in relation to players and teams, they require in order to have an informed view of player selection. Making the process of selection more efficient at the same time. Software to help schedule bowls teams taking into account bowlers' performance preferences. In addition, the software may also need to record previous game results.

Information of Stakeholders :

Selectors: Senior selectors who might be over 50 and have been using paper, white board to do the process manually for many years.

- **Job**: Pick teams (consists of 16 people) for competition from around 200 players for each week.
- **Pain**: The selection is all done manually through a white board. Information of players mostly relies on memorization.
- **Expectation**: Wish to have a software to click and drag names to form a team.
- **Information they are interested for each player:**
    - The position they prefer to play,
    - The level of the previous games they played
    - Performance over a certain period
    - Availability,
    - Skill level,
    - Performance rating,
    - Relationships with others .

Using scenarios:

- A group of selectors sit in front of a big screen, view the information of all the players and select from them to form a team.
- Input the initial data (personality, preference and so on) at the beginning of each season. And other in-time information like the result of each competition will be added to the database for each week. After each season, some of the information may be archived.