

MATCHPLAY

Ainsley Fletcher, Adam Carlson,
Shaun Kittrell, Nhat Nguyen,
Moses Bazzi, Matthew Lattin



PROJECT OVERVIEW

Vision Statement:

- For golf lovers who want to meet up and play with other local golfers. MatchPlay is a matching platform that will link players based on personal interest and skill level in Colorado.

Background:

- Golf is played in groups of four, so whether you have 3 friends to play with or not there will be four people at every tee time. Being “stuck” with somebody you don’t like for 4 ½ hours can be aggravating and take the fun out of golf.

Goal:

- To take the uncertainty/anxiety out of golfing with random people and also to build lasting relationships with fellow golfers in your area.



TOOLS USED



3/5

CLOUDINARY

Our cloud storage solution



4/5

NODE.JS

Our back-end JavaScript environment



4/5

POSTGRES

Our database management system



5/5

GITHUB

Our version control software



4/5

DOCKER

Used to run the OS-level virtualization

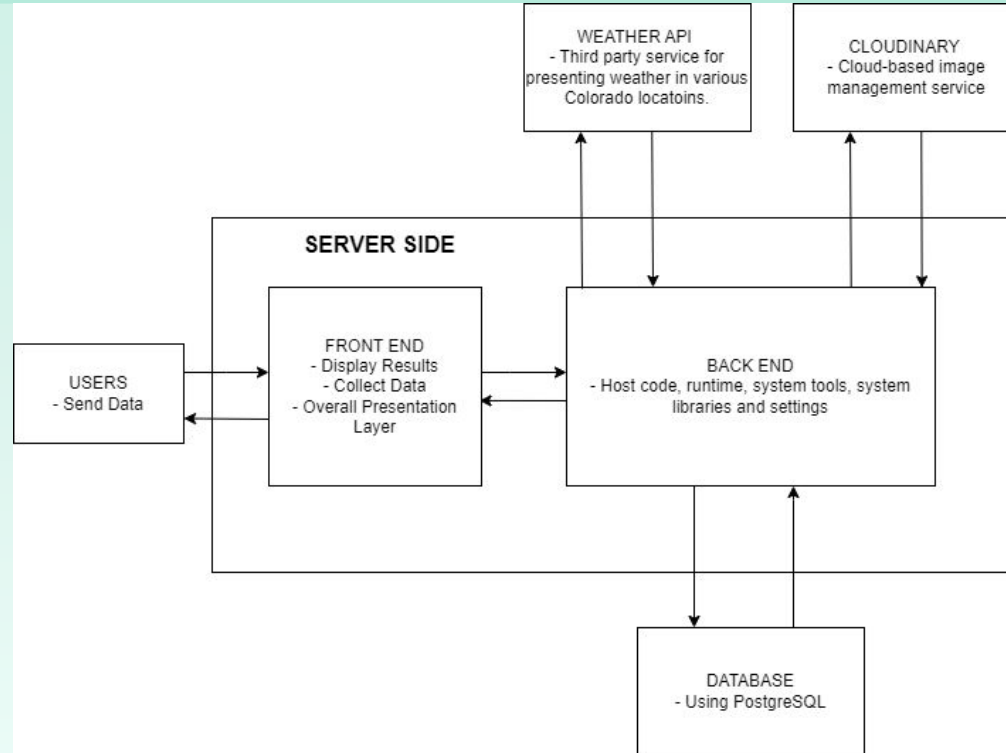


5/5

VS CODE

Our source code editor

PROJECT ARCHITECTURE



CHALLENGES

01

Matches Database

Using our database to store and manage matches

02

Storing Images

Storing images using Postgres

03

Weather Page

Calling multiple weather locations from an online API

04

Making UI better

Using CSS and formatting to make the front end better



DEMO

<http://localhost:3000/login>

