



# Playmaker

## CS495 Design Proposal

Austin Beattie

Brock Matter

Daniel Redmond

# The Old Playbook

- Most football teams use paper playbooks
  - Plays are static
  - Can't be modified in the field
  - Can only show limited detail
  - Must print and carry entire books



# The Idea

- Football Playbook App
  - Simple interface
  - Easily create & edit plays
  - Share instantly
  - Categorize and search for plays
  - Gamified learning of plays
  - Always accessible

Create  
Share  
Learn



# Potential Users

- Flag
- Pee Wee
- Intramural
- High school



# Features

## The Playbook

- Find plays by category, with visual previews
- Review types of plays as well as the options that can be applied to formations
- Manage teams and players with individualized sets of plays



# Features

## Using the Editor

- Create new plays
- Drag-and-drop players and draw movements
- Modify plays on the fly



# Features

## Learning

- Interactive learning for players
- Quizzes and other learning tools
- Personalized feedback from coaches



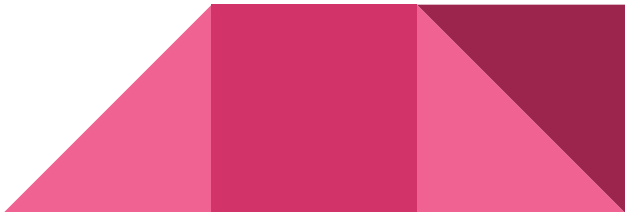
# Competitors

- Football Dood
  - allows play creation and modification but with difficulties in saving plays
  - finely detailed plays difficult due to issues with editing system
- Couch Base
  - allows play creation and modification but is rather expensive, as well as buggy.
- FirstDown Playbook DropBack
  - good database of formations, no editing ability



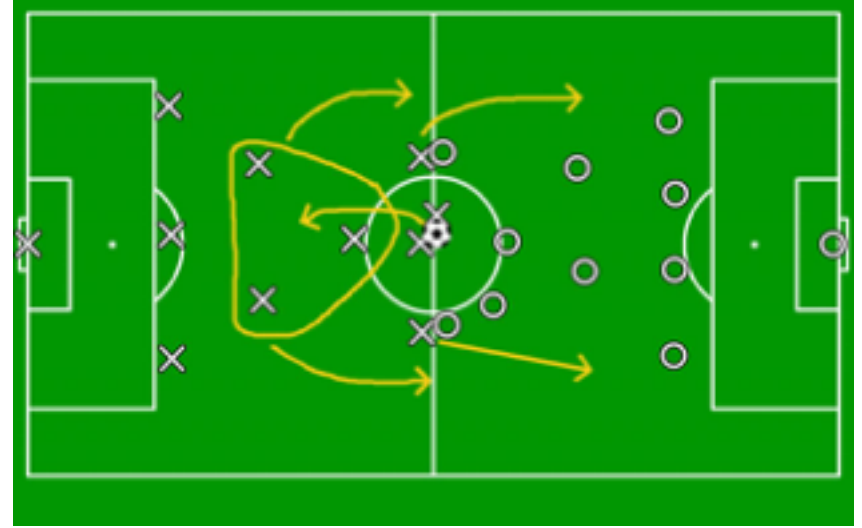


# What Makes Us Unique

- Efficient and modern interface
  - Sort and find plays with tags
  - Comment, discuss, and ask coaches about plays
  - Easily manage personalized playbooks for team
  - Interactive learning
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# In the Future

- Modify design to handle formations in other sports
- Recognize play formations, and offer suggestions, such as a particular offensive formation against a particular defensive one
- Detailed animations
- More learning games





Questions?