

Playmaker

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Project Description

Core Features

- Create and edit football play diagrams
- Create and manage custom playbooks
- Create and manage teams and share plays



Scope

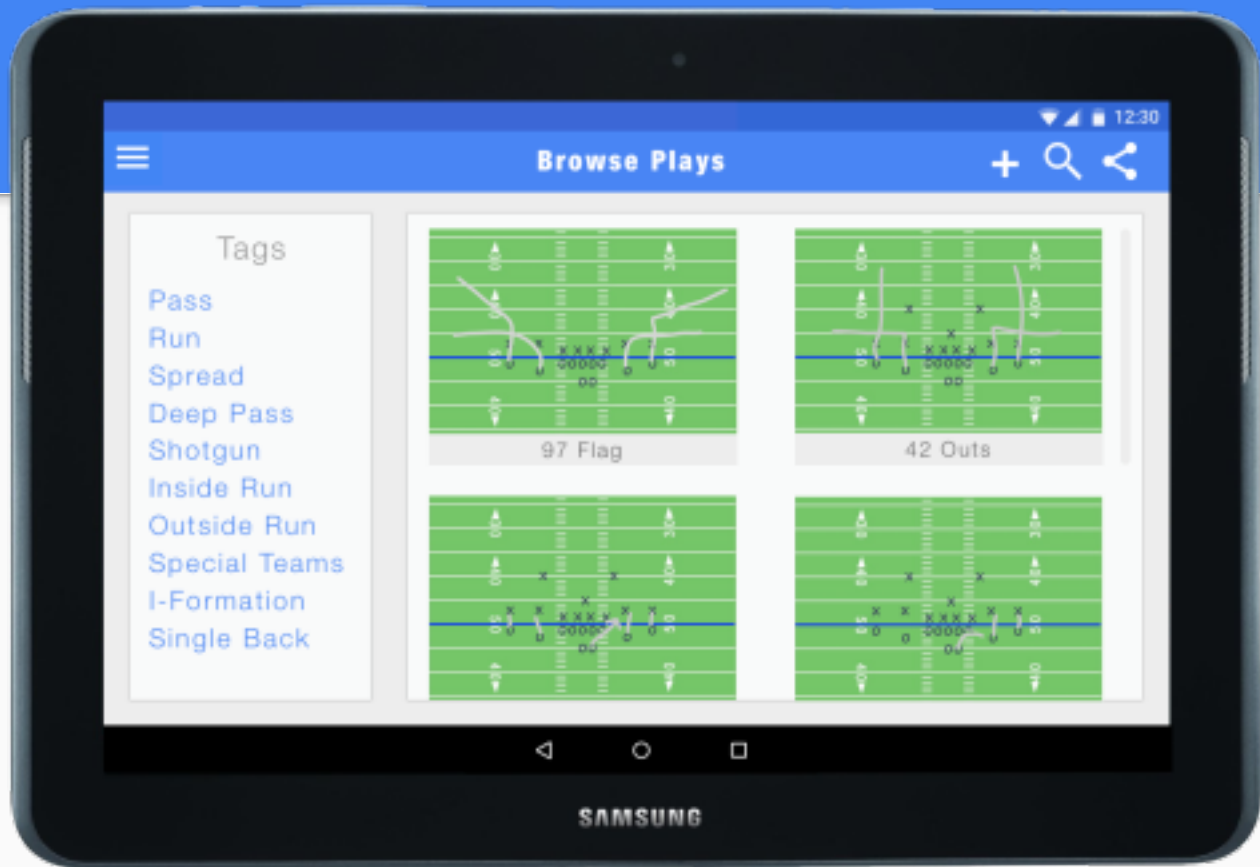
Project Objectives

- Intuitive, modern Android application
- Implementation of 3 core features
- Expandable design

Playbook

Search plays by
tags or text

Select plays to view
or edit



View Play

Add tags

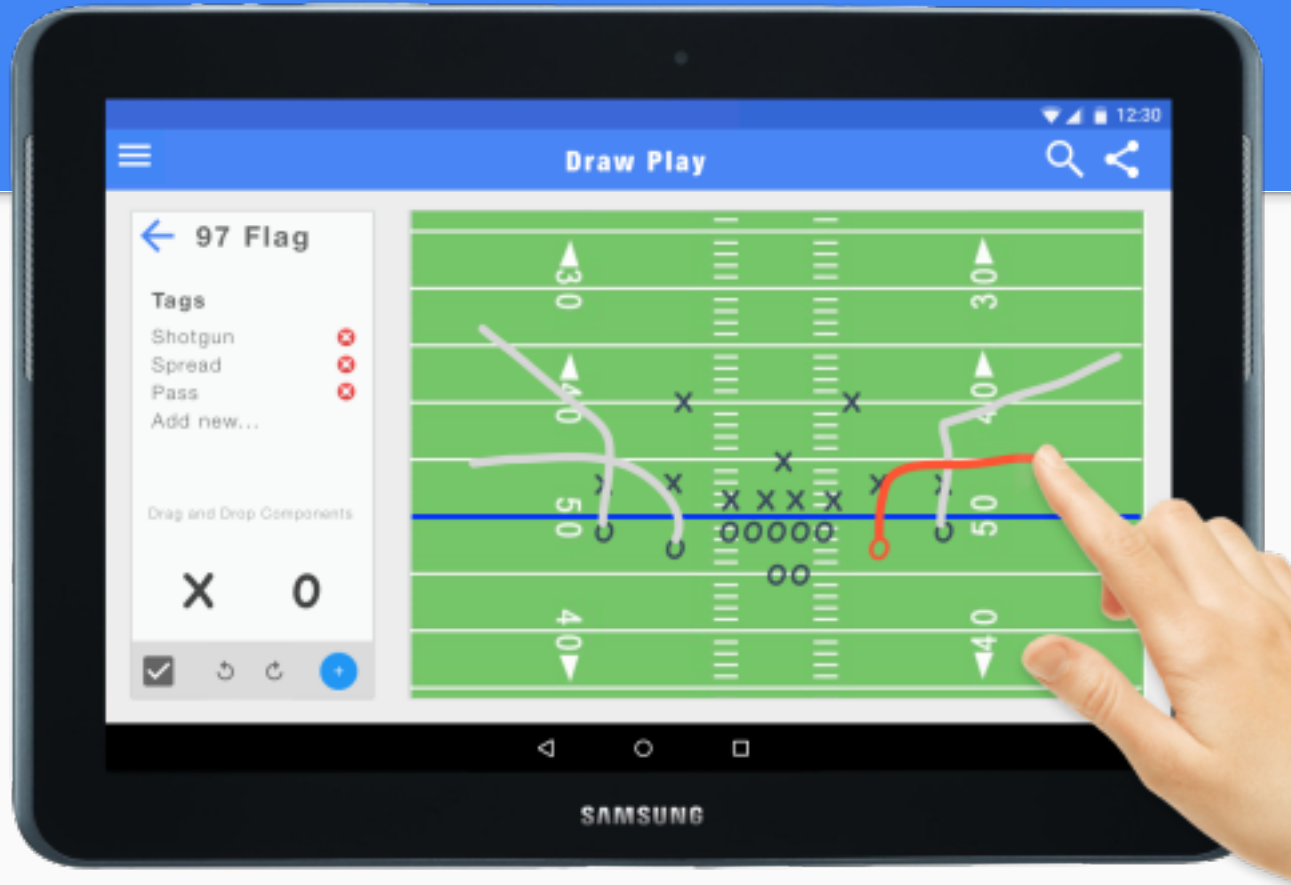
Edit play



Play Editor

Drag and drop player
icons

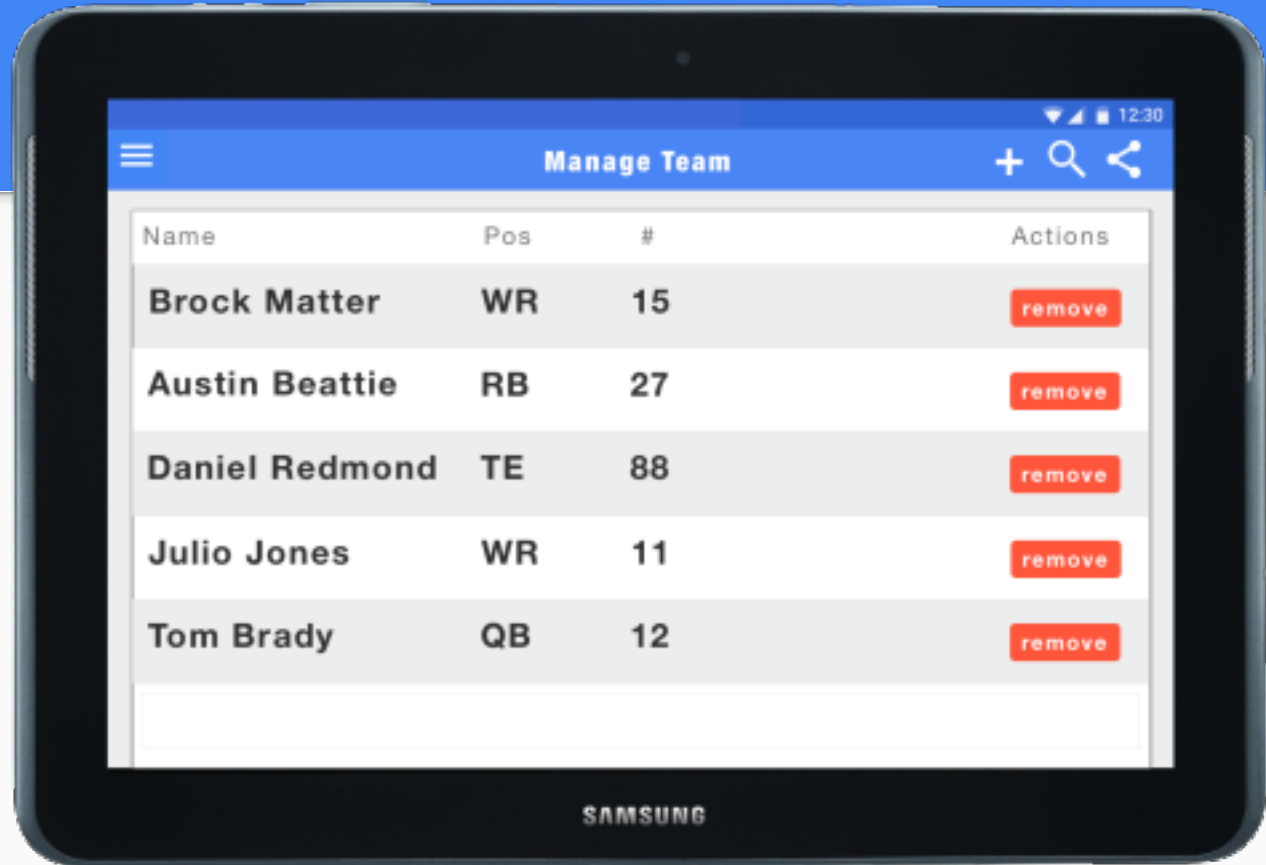
Draw routes, blocks,
motions, and
coverage zones



Manage Team

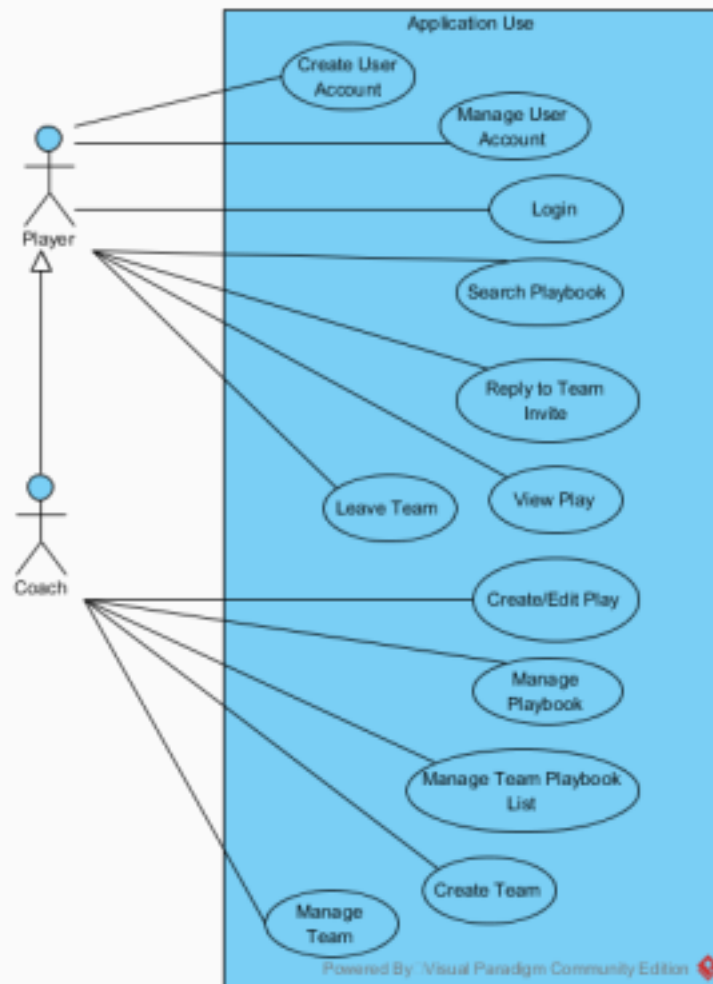
Browse team rosters

Add or remove
players



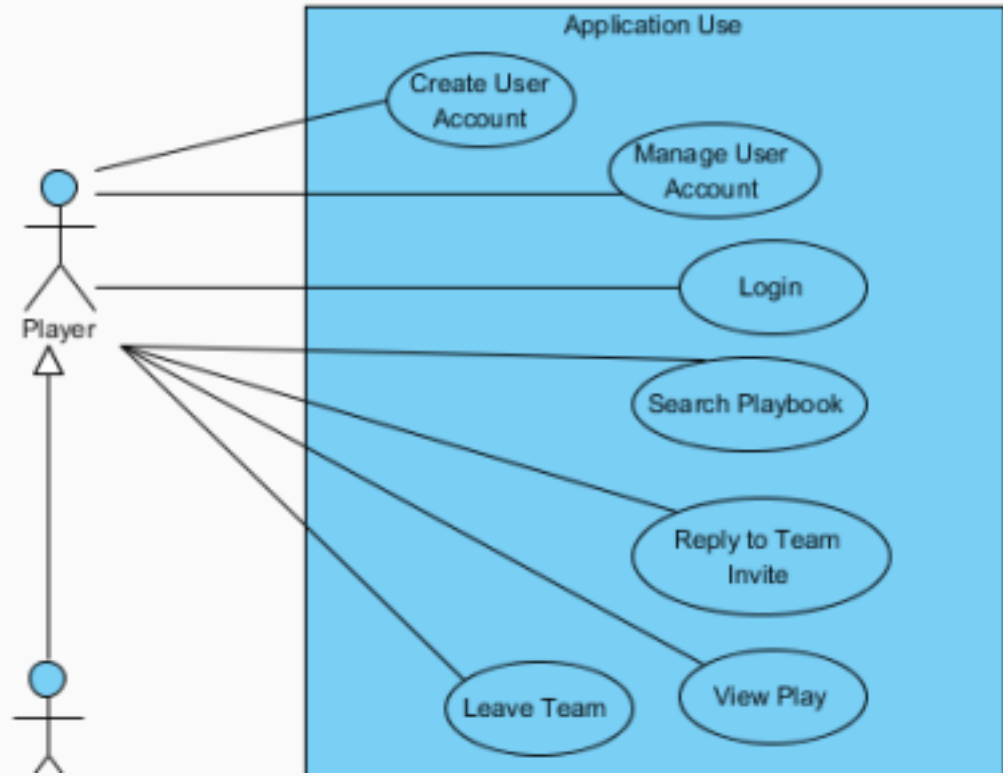
Use Cases

- 12 use cases
- 2 actors
- Coach inherits from player



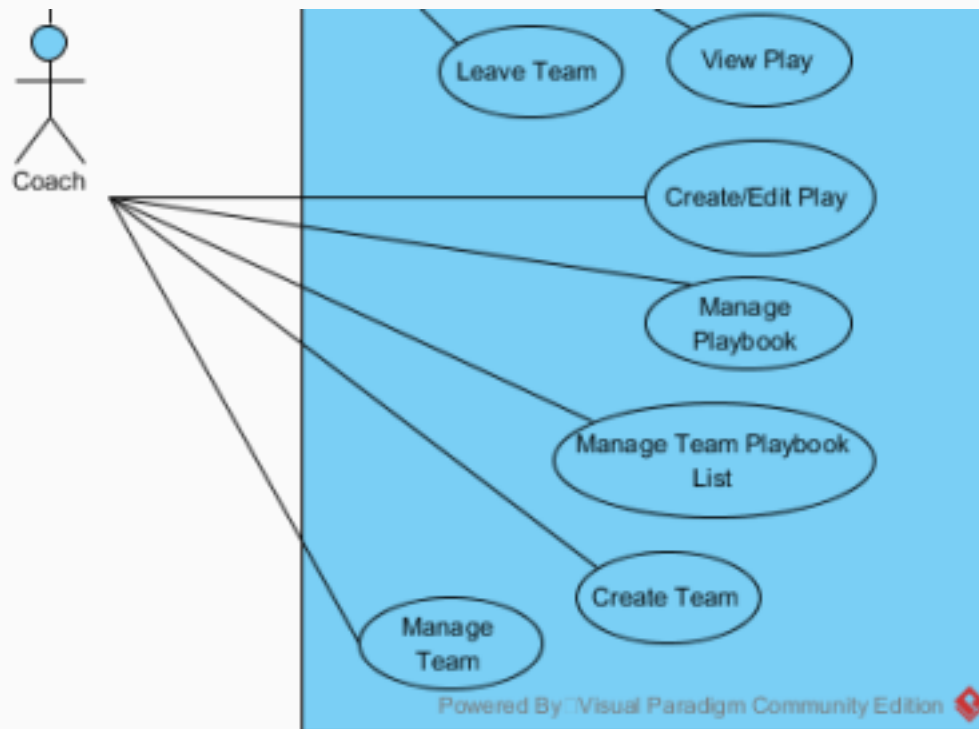
Use Cases - Player

- 7 use cases for players

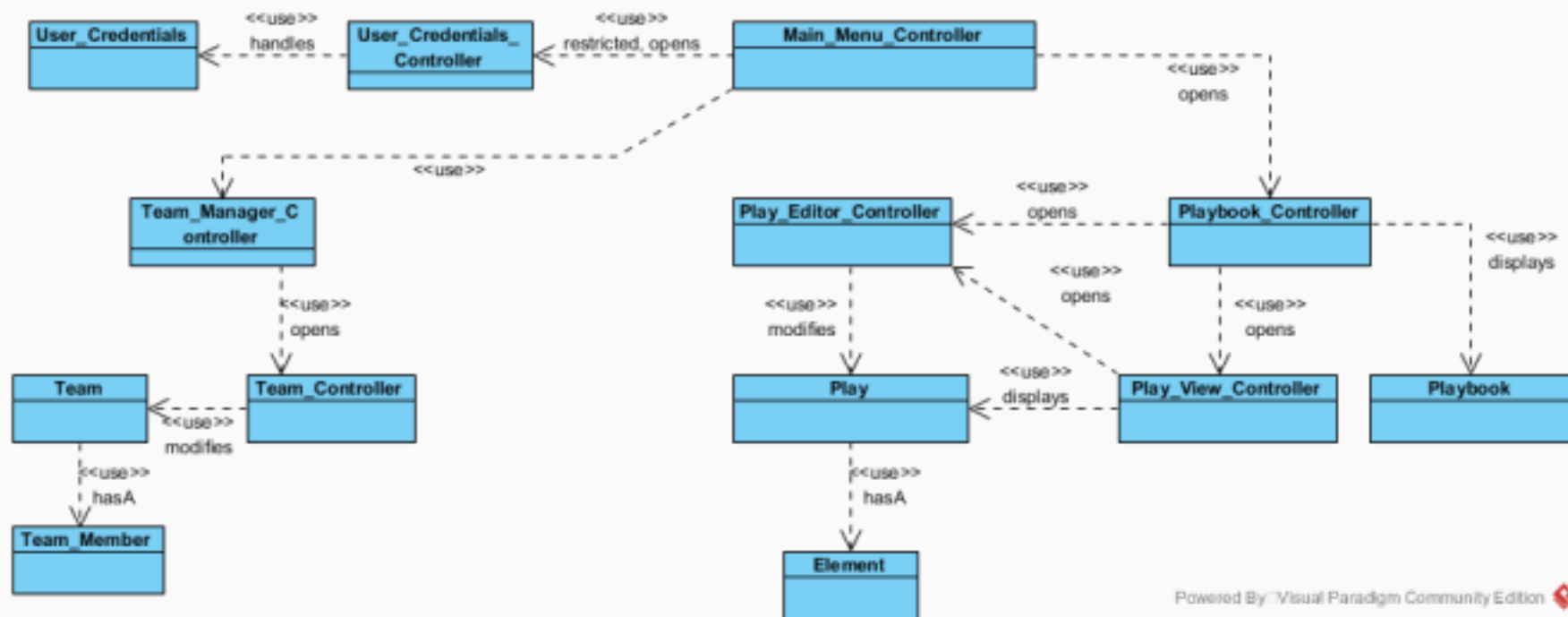


Use Cases - Coach

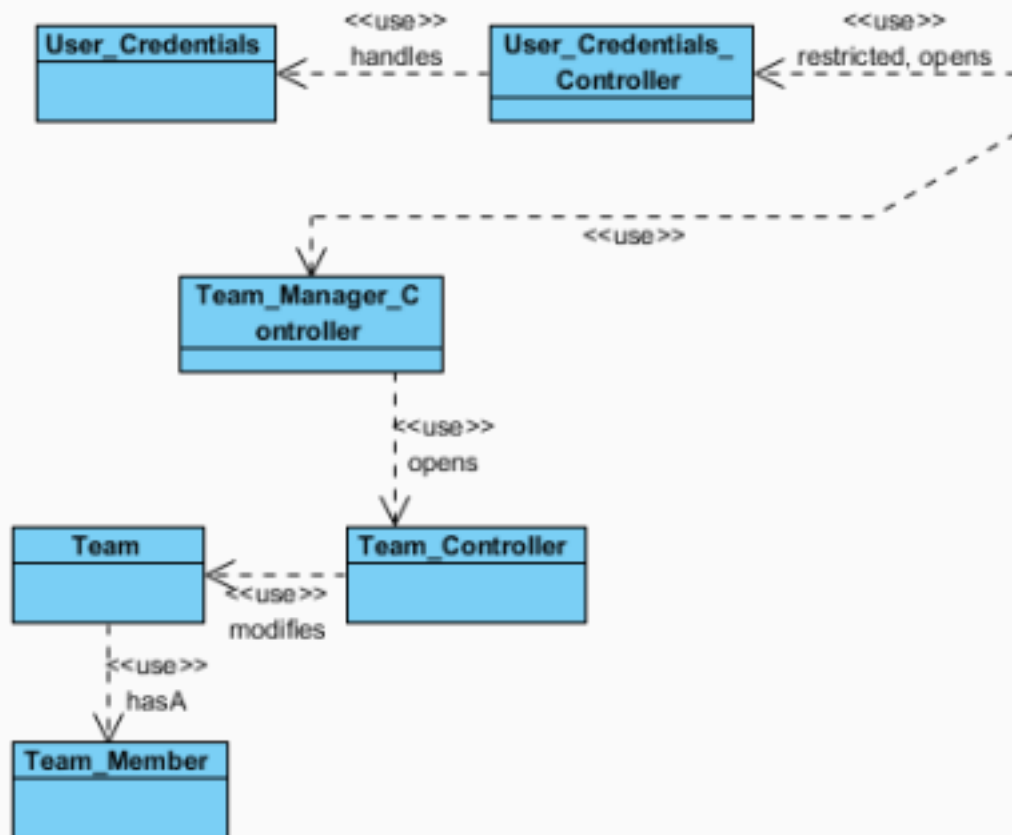
- 5 use cases for coaches



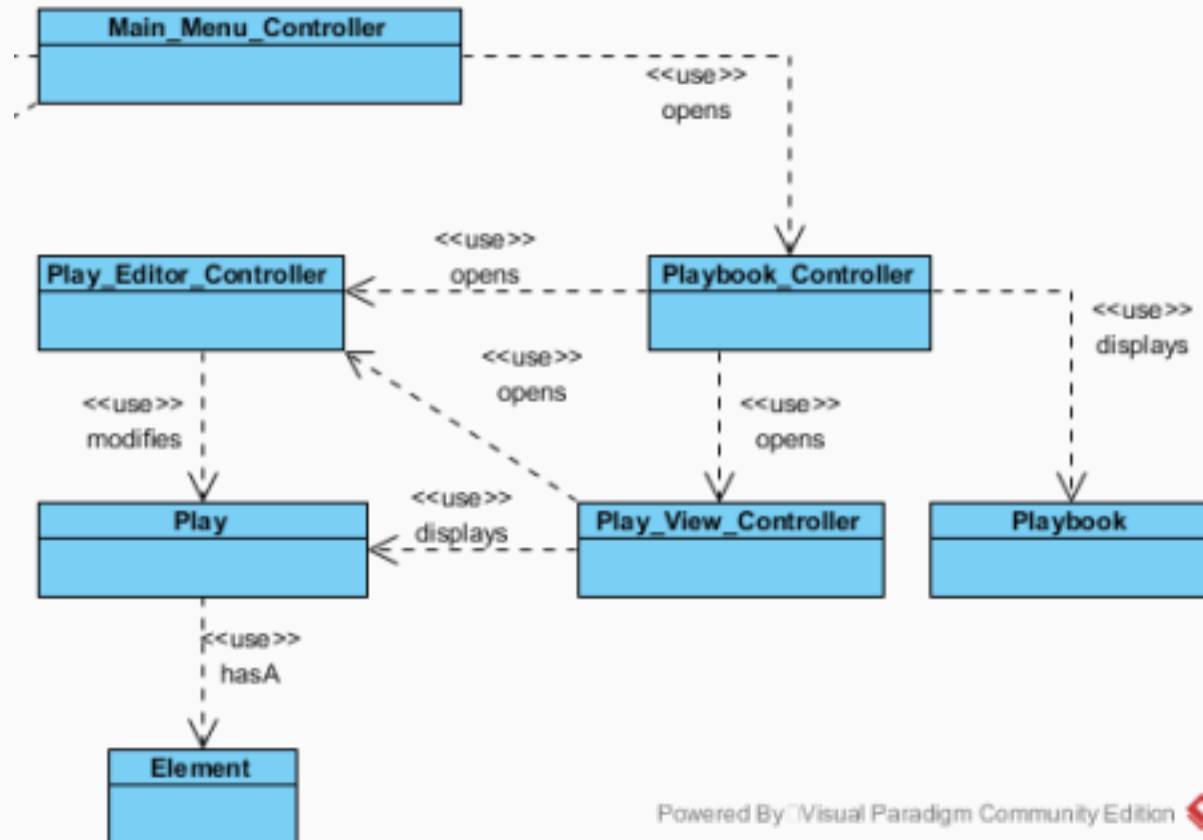
High-Level Class Diagram



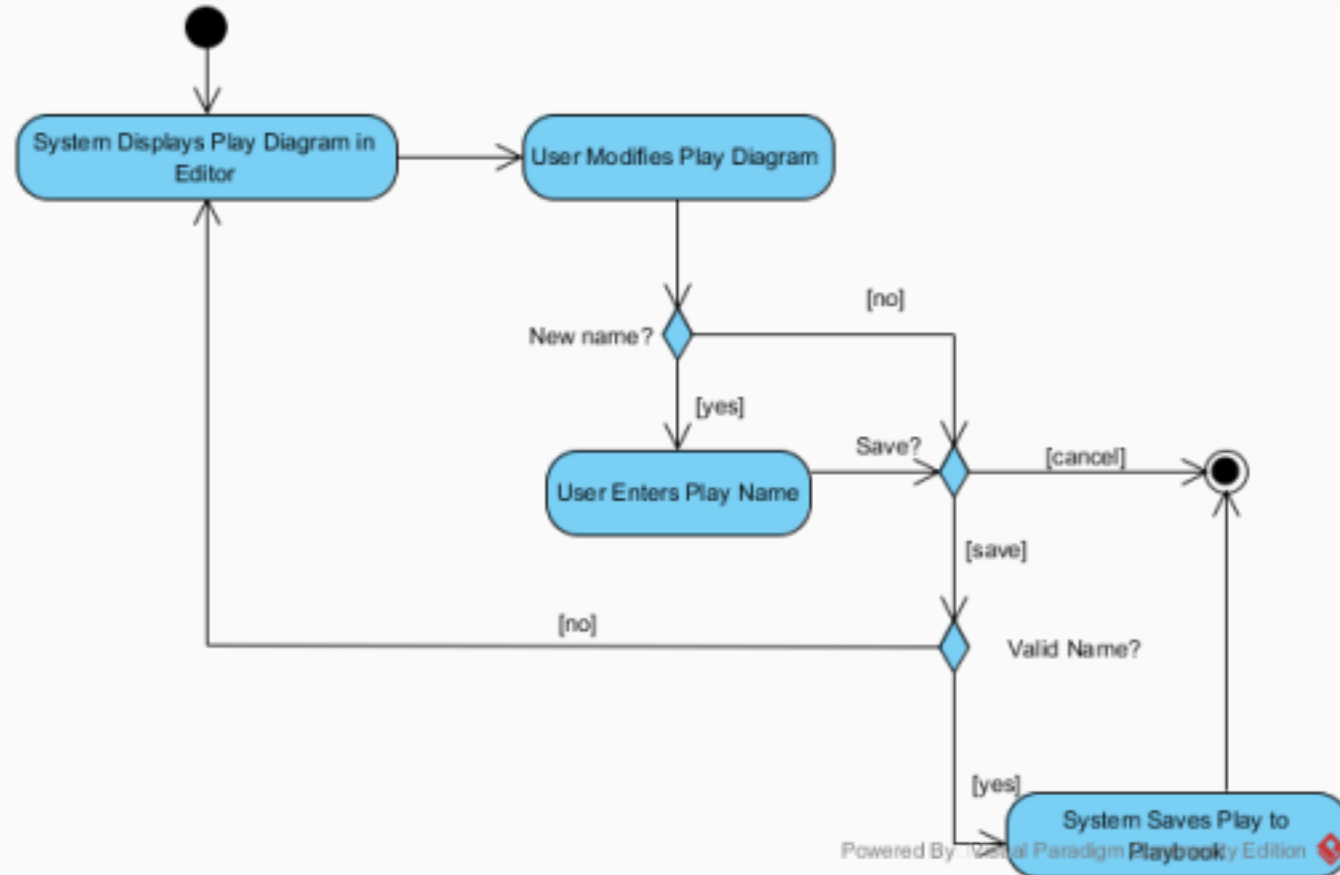
User Credentials & Team Management



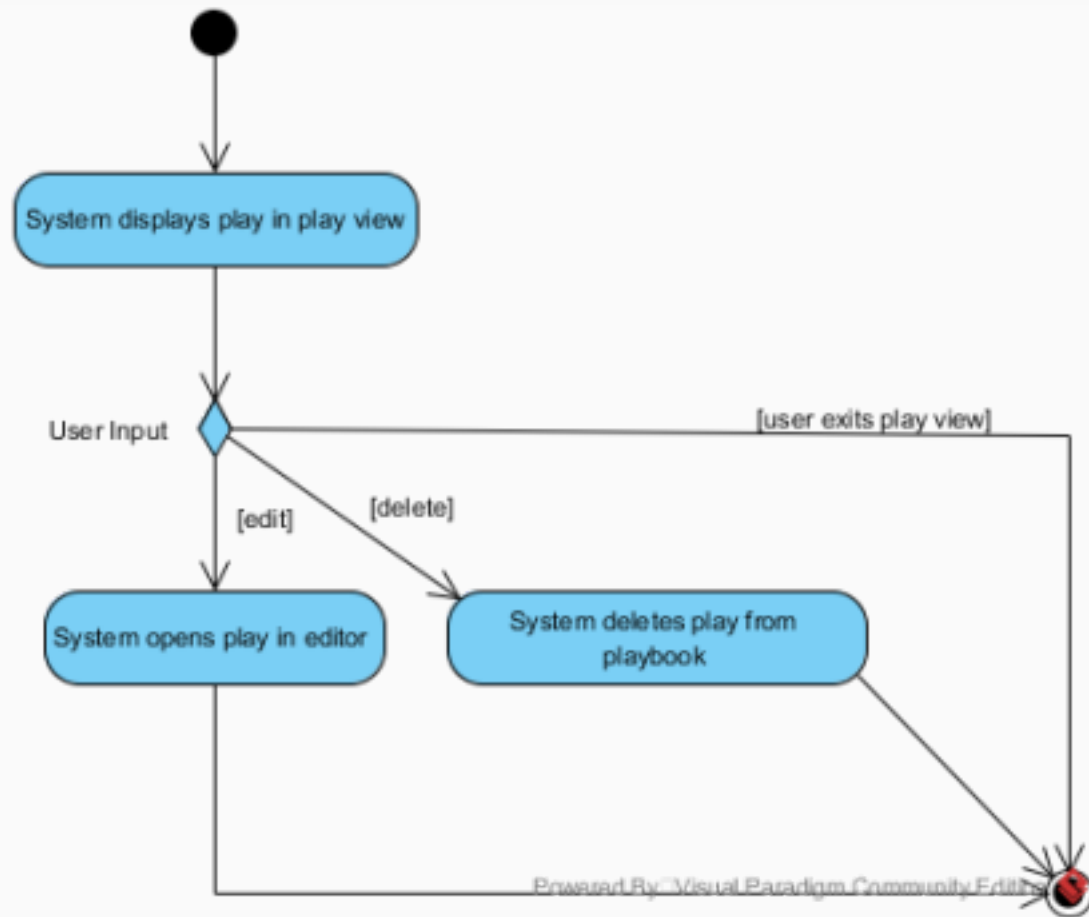
Playbook & Play Editor



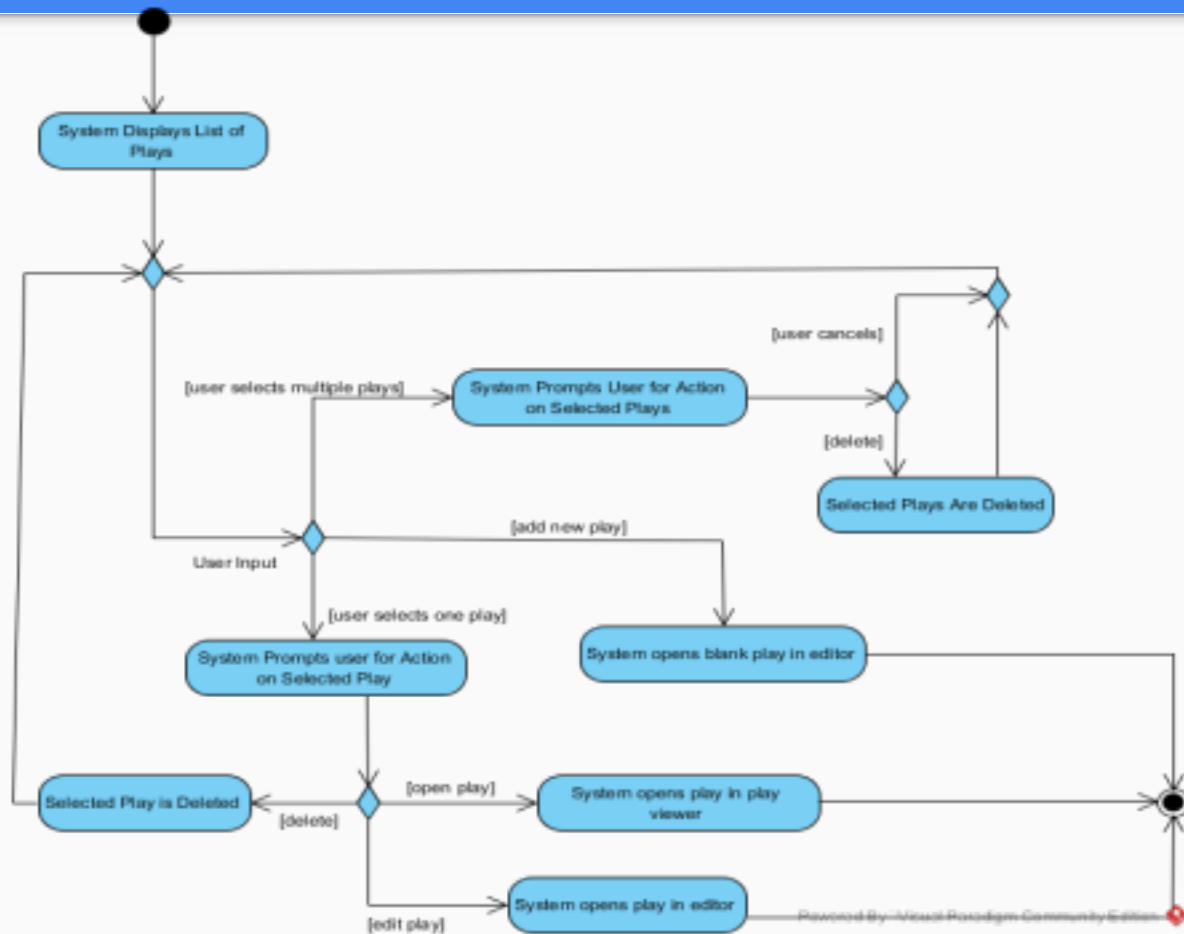
Activity Diagram - Create & Edit Play



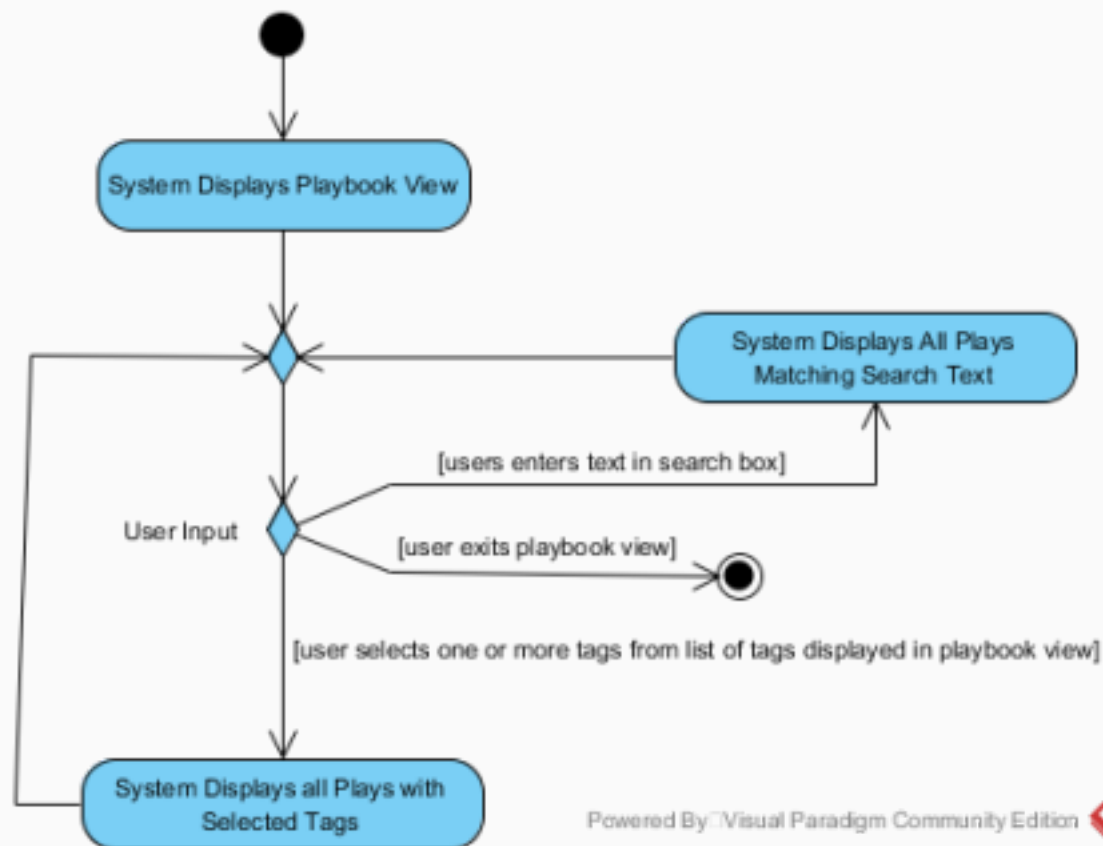
Activity Diagram - View Play



Activity Diagram - Manage Playbook

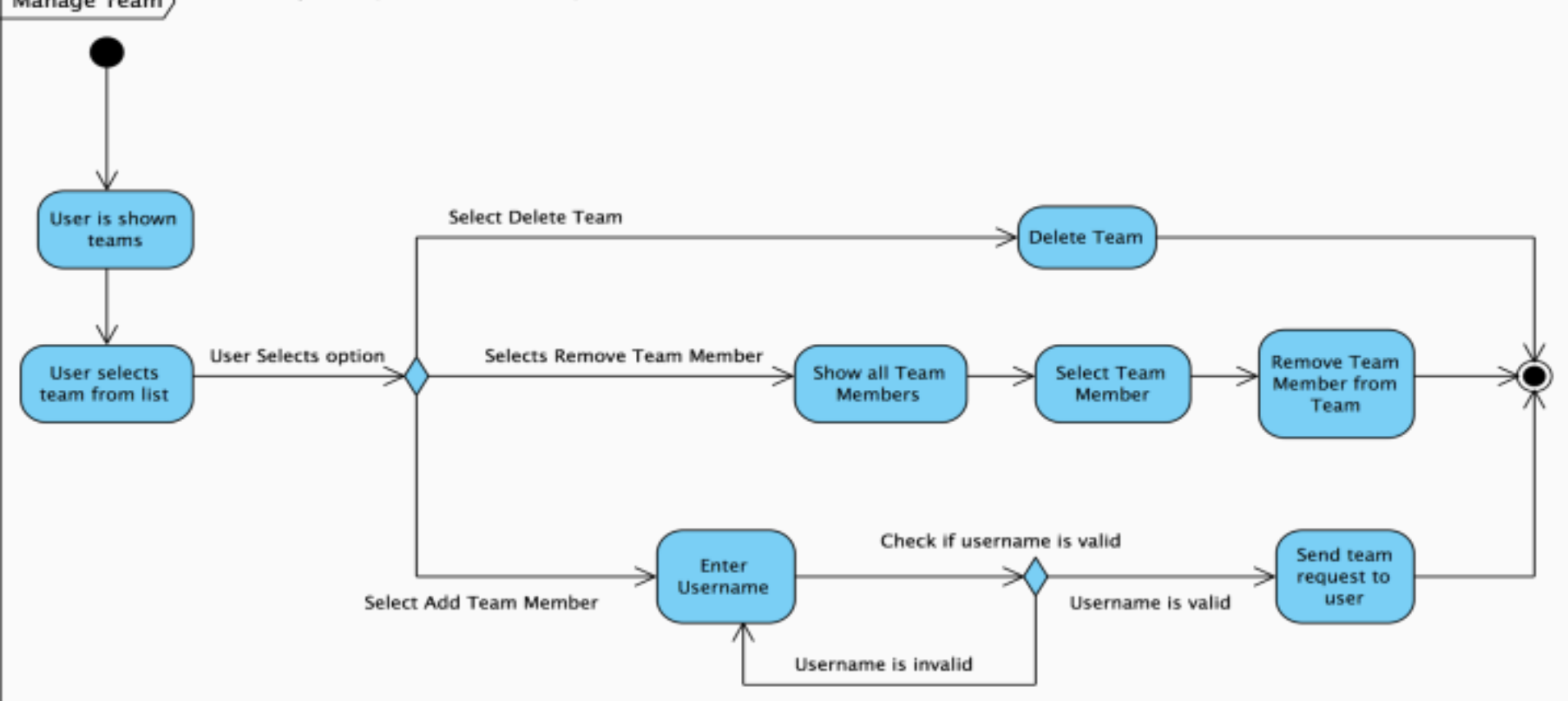


Activity Diagram - Search Playbook

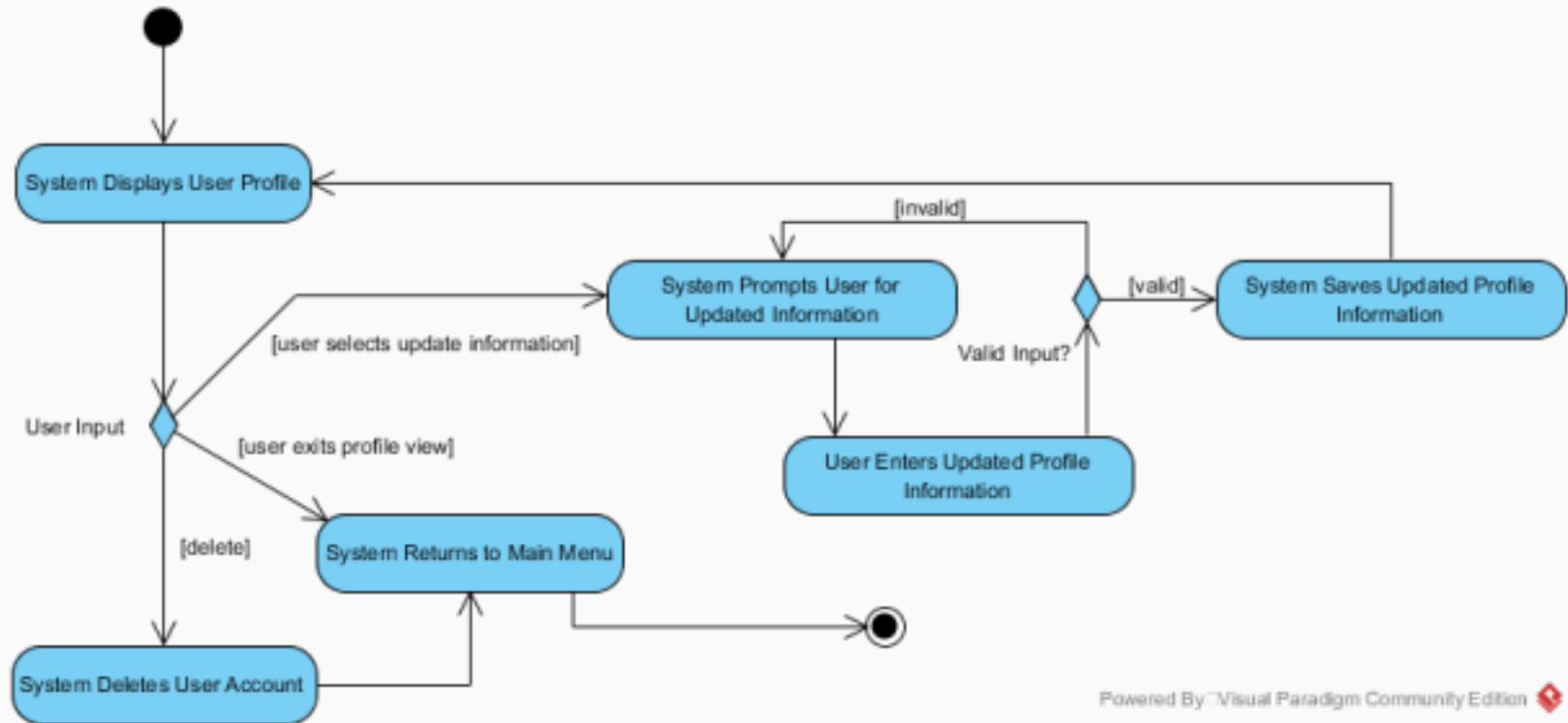


Activity Diagram - Manage Team

Visual Paradigm for UML Community Edition [not for commercial use]



Activity Diagram - Manage User Account



Priority Features

1. Play creation/editing & playbook viewing
2. Team management
3. Animation
4. Quizzes and other future features

Risks & Drawbacks

- Gaining access to other team's playbooks or user data
- Network connection required to access updates to teams/playbooks
- Server-side failure

Closing Remarks

- About to begin implementation
- Goal is solid implementation of 3 core features

