Playmaker

Austin Beattie | Brock Matter | Daniel Redmond

Problem Definition

Create an easy-to-use virtual football playbook app for Android

Create, study and share plays

Flag, pee wee, intramural, high school football

Scope

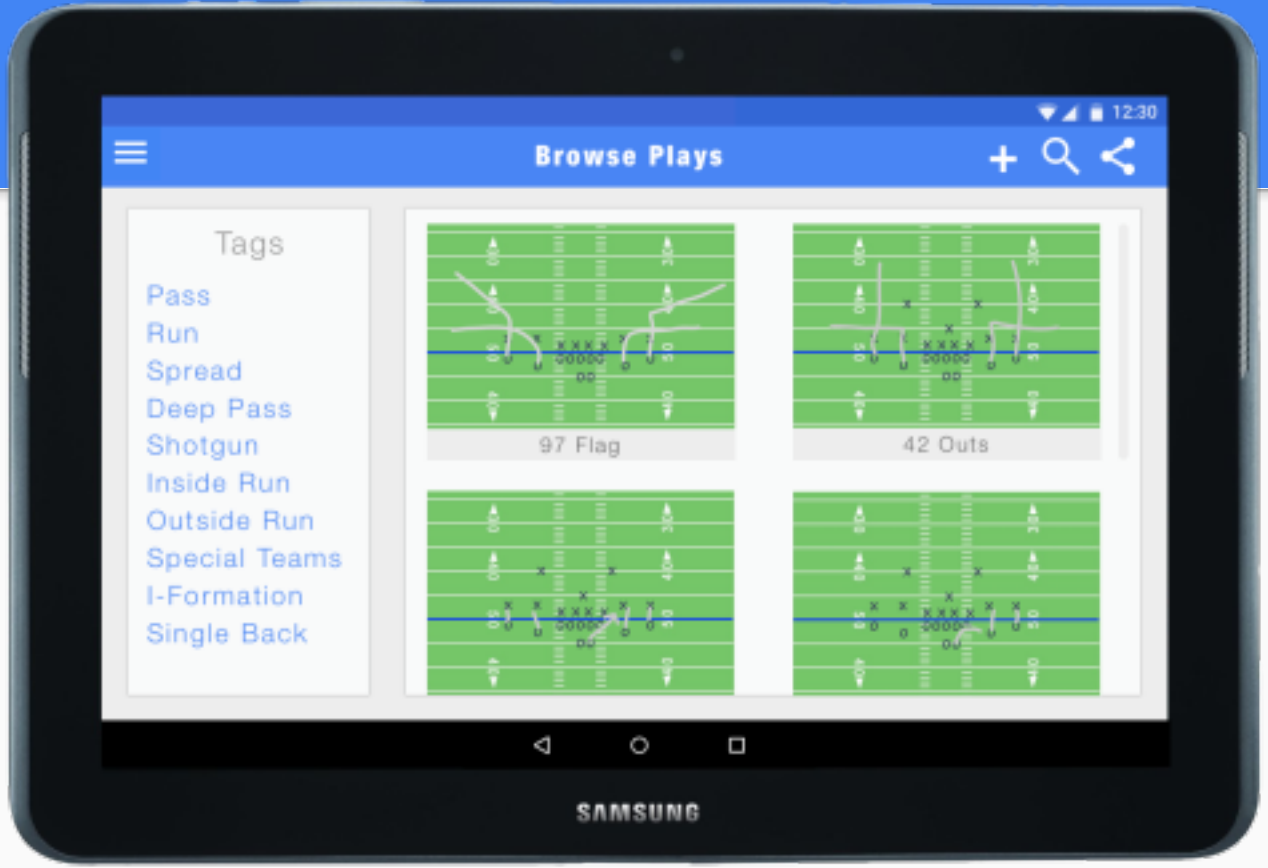
Implement 3 Core Features

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

Playbook

Search plays by tags or text

Select plays to view or edit



View Play

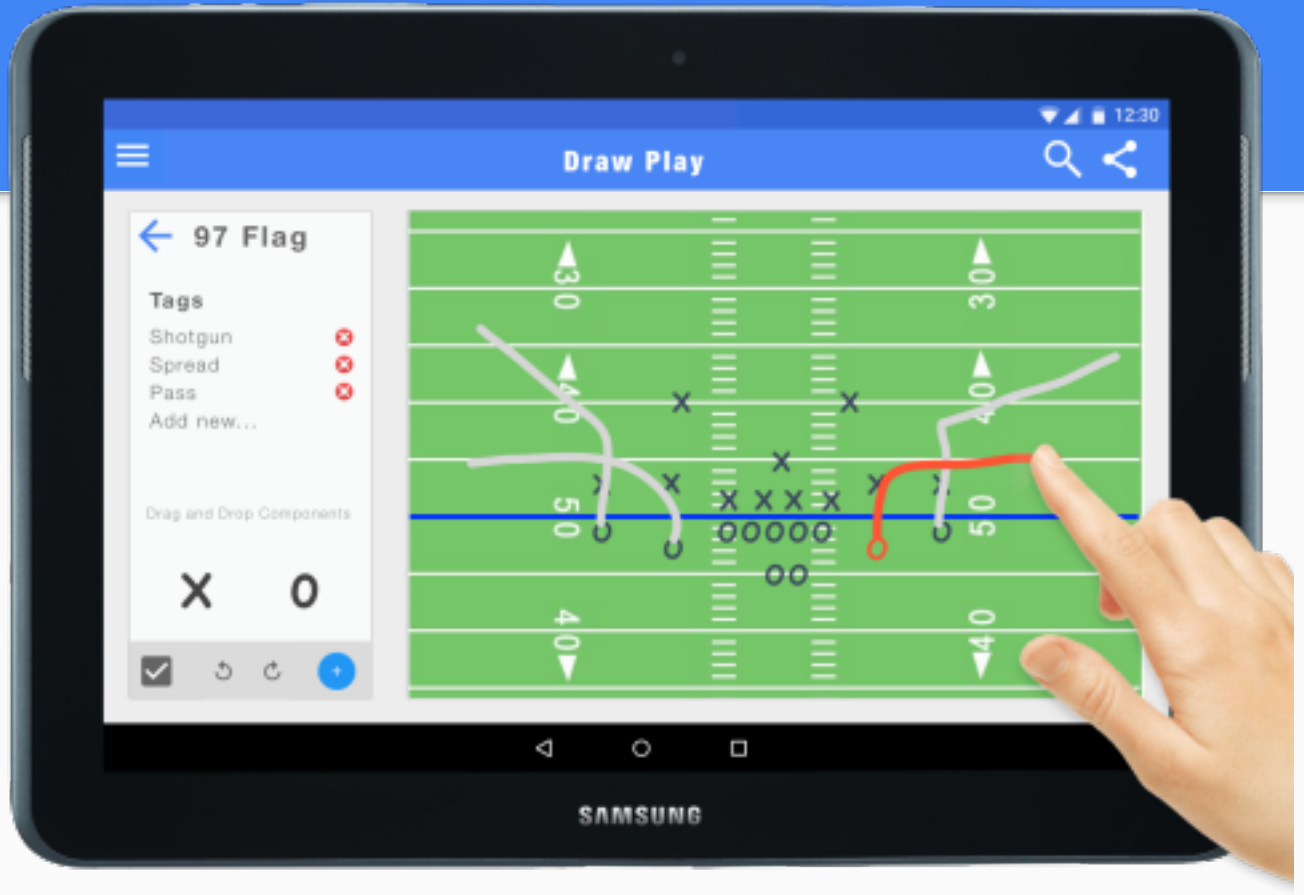
Add tags

Edit play

Play Editor

Drag and drop player icons

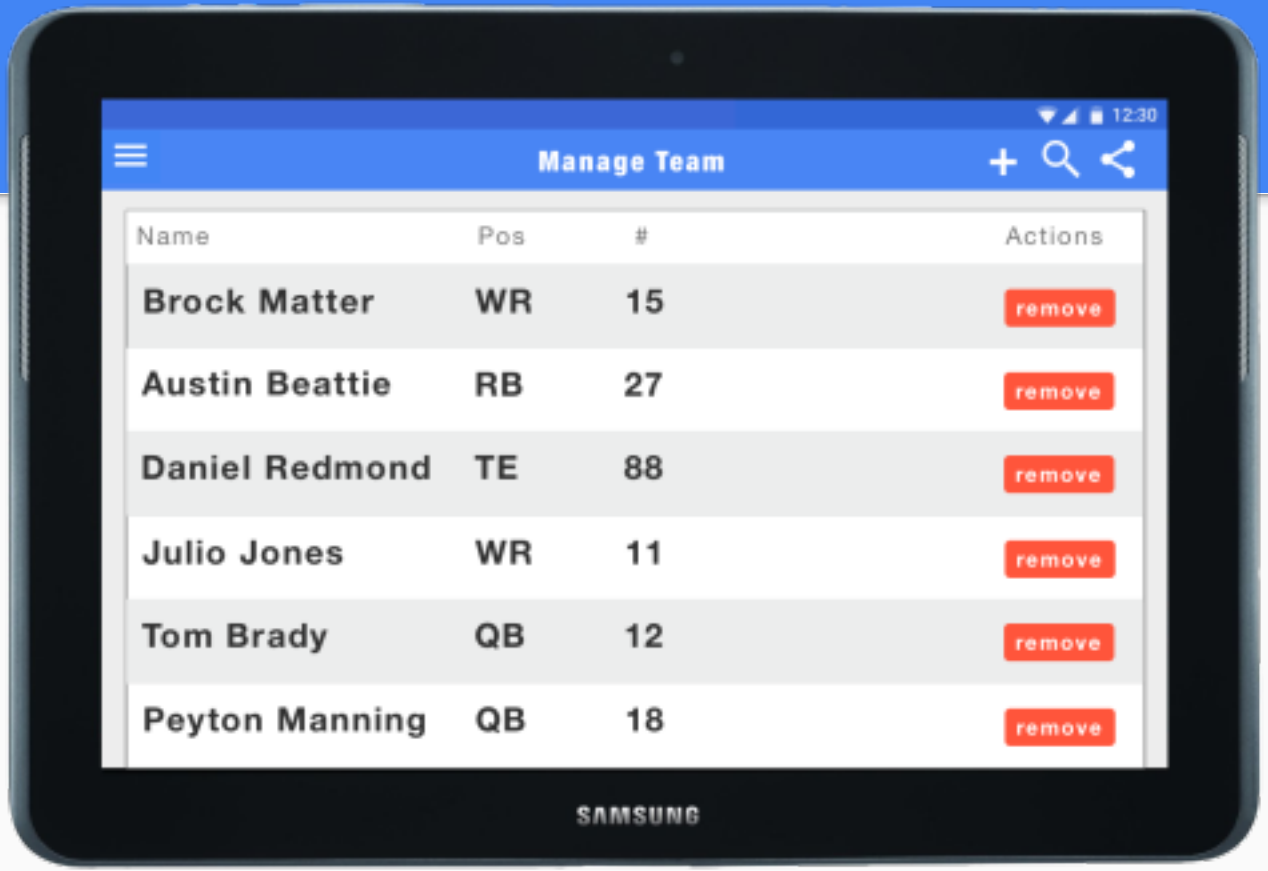
Draw routes, blocks, motions, and coverage zones



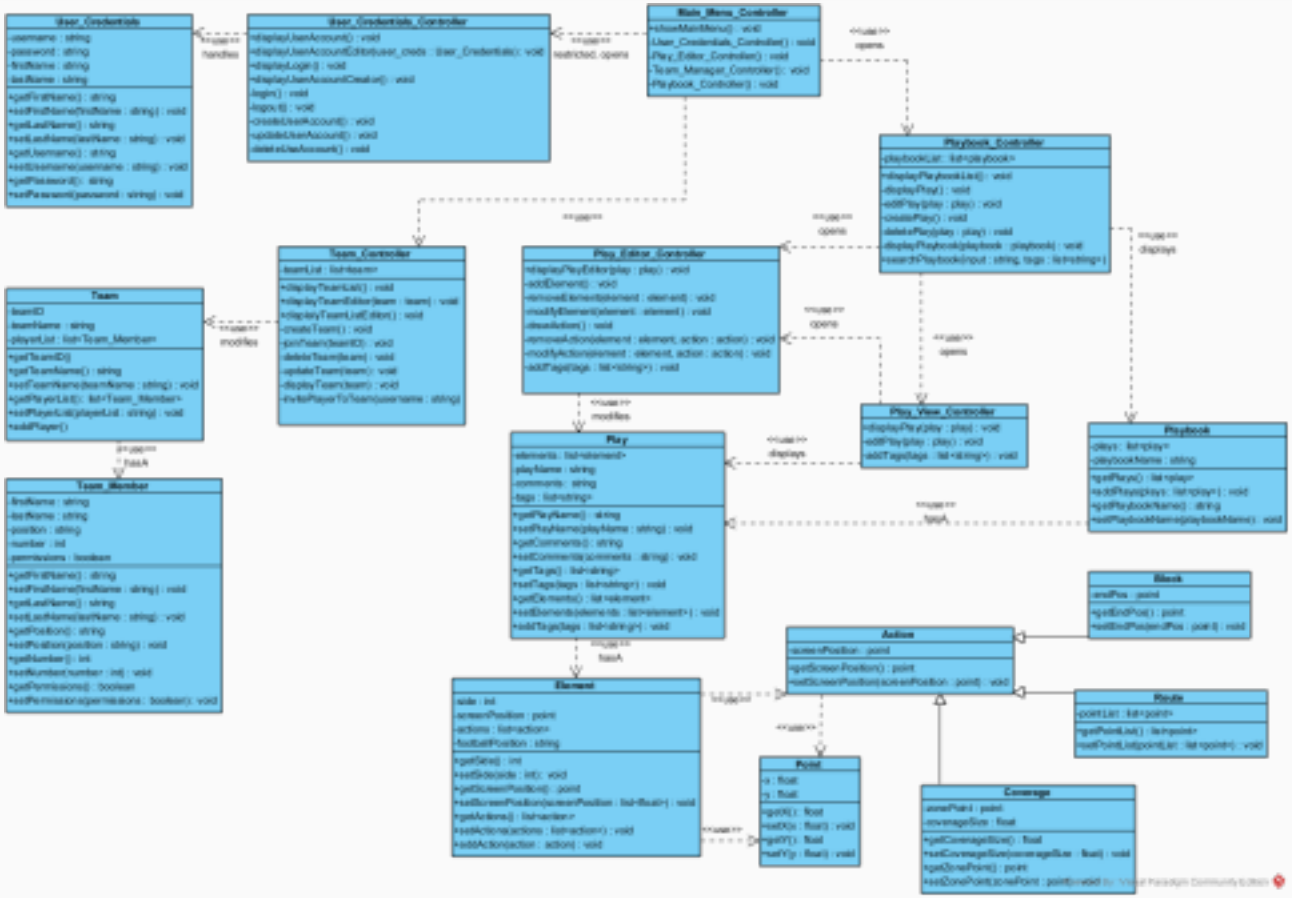
Manage Team

Browse team rosters

Add or remove players

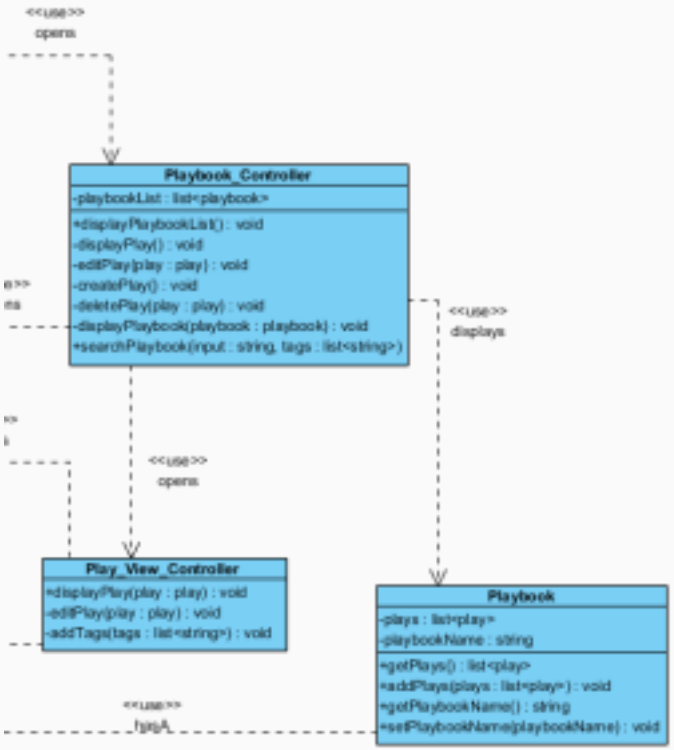


Detailed Class Diagram

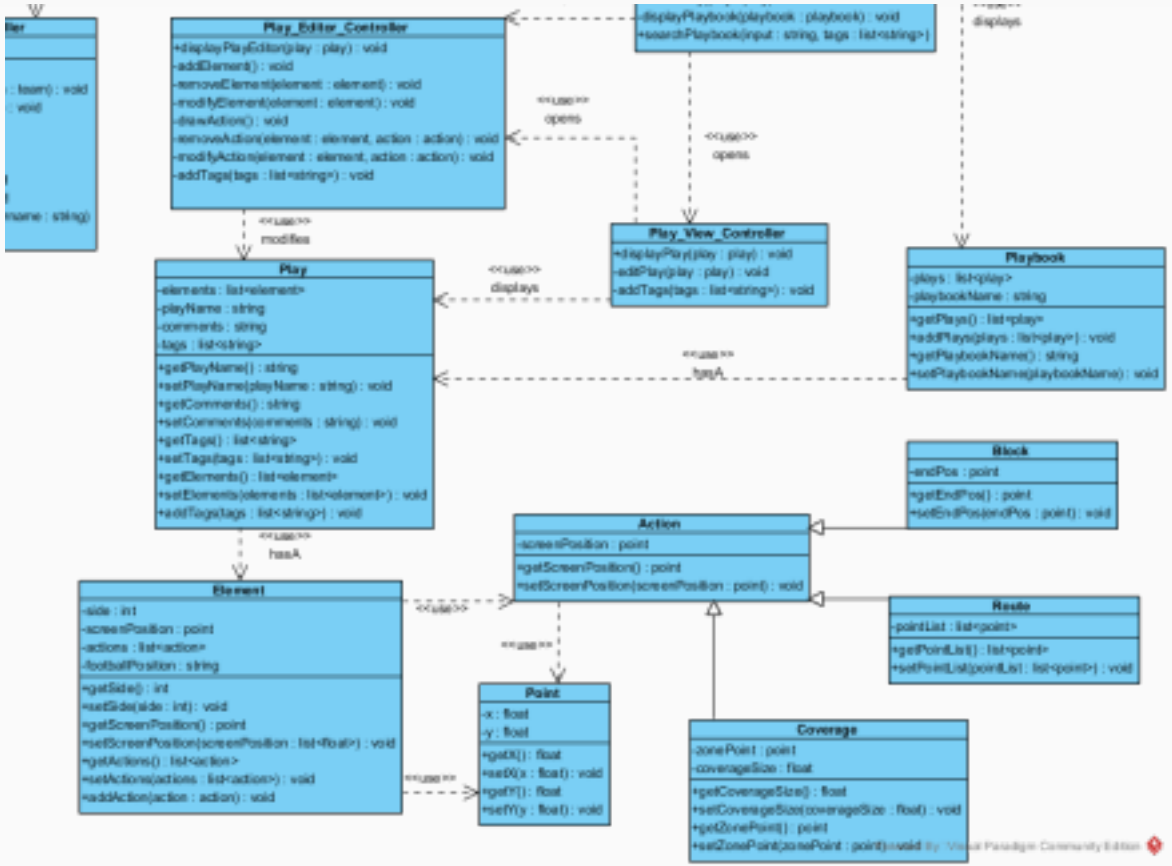


Detailed Class Diagram

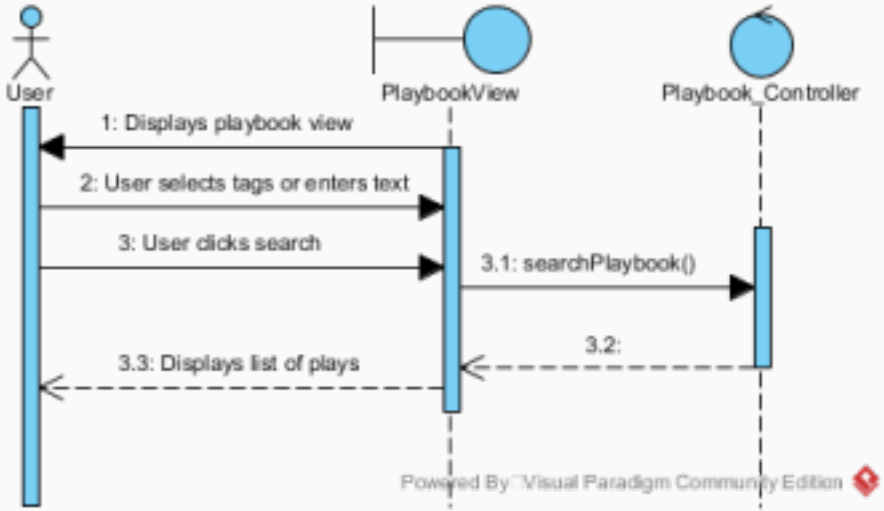
Detailed Class Diagram



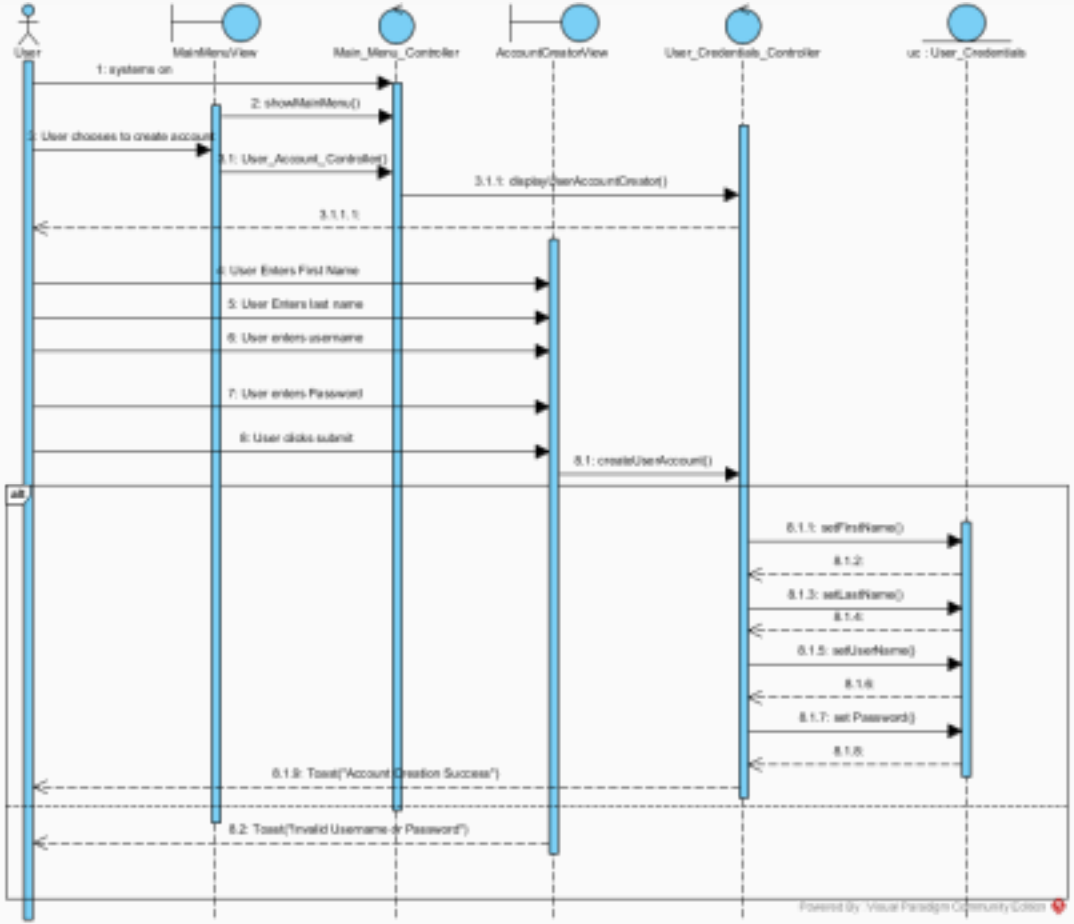
Detailed Class Diagram



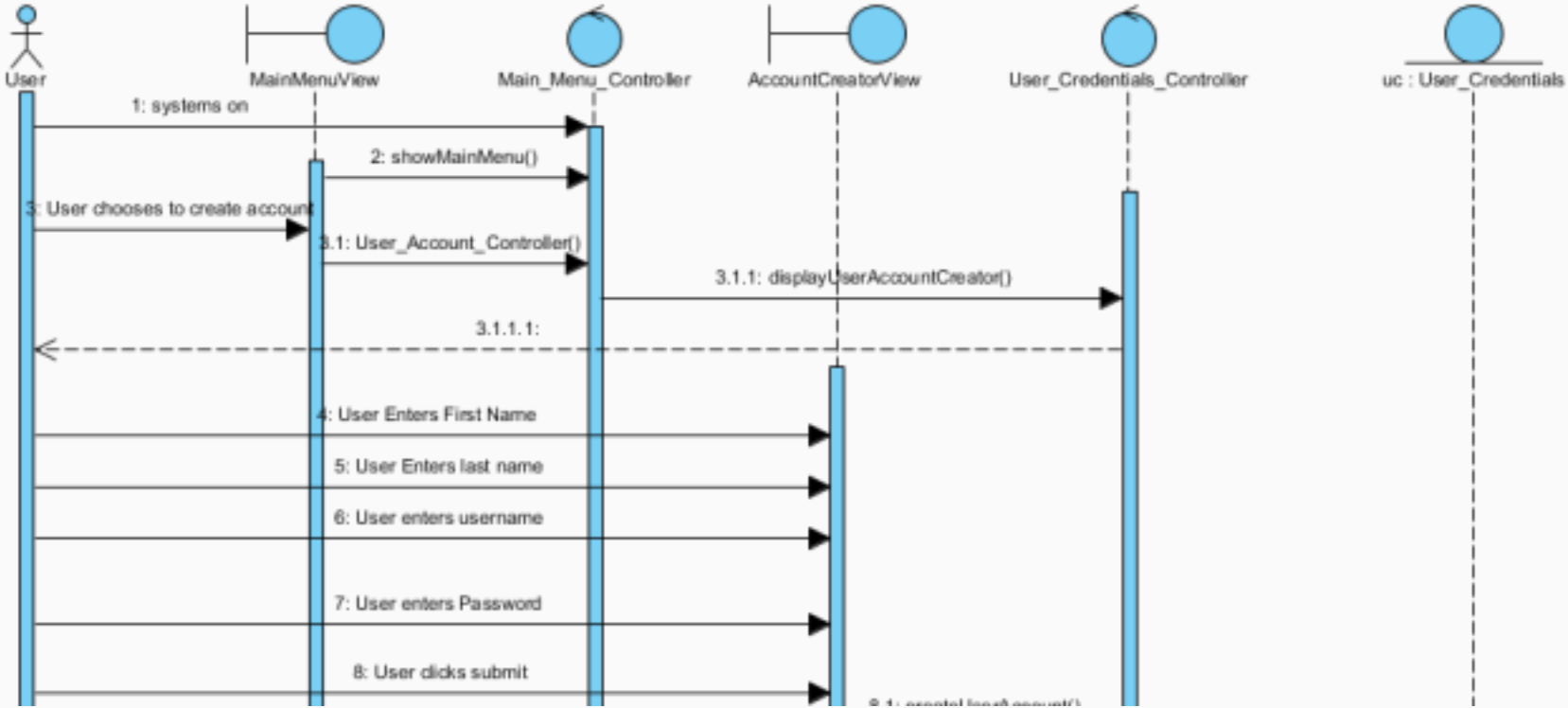
Search Playbook



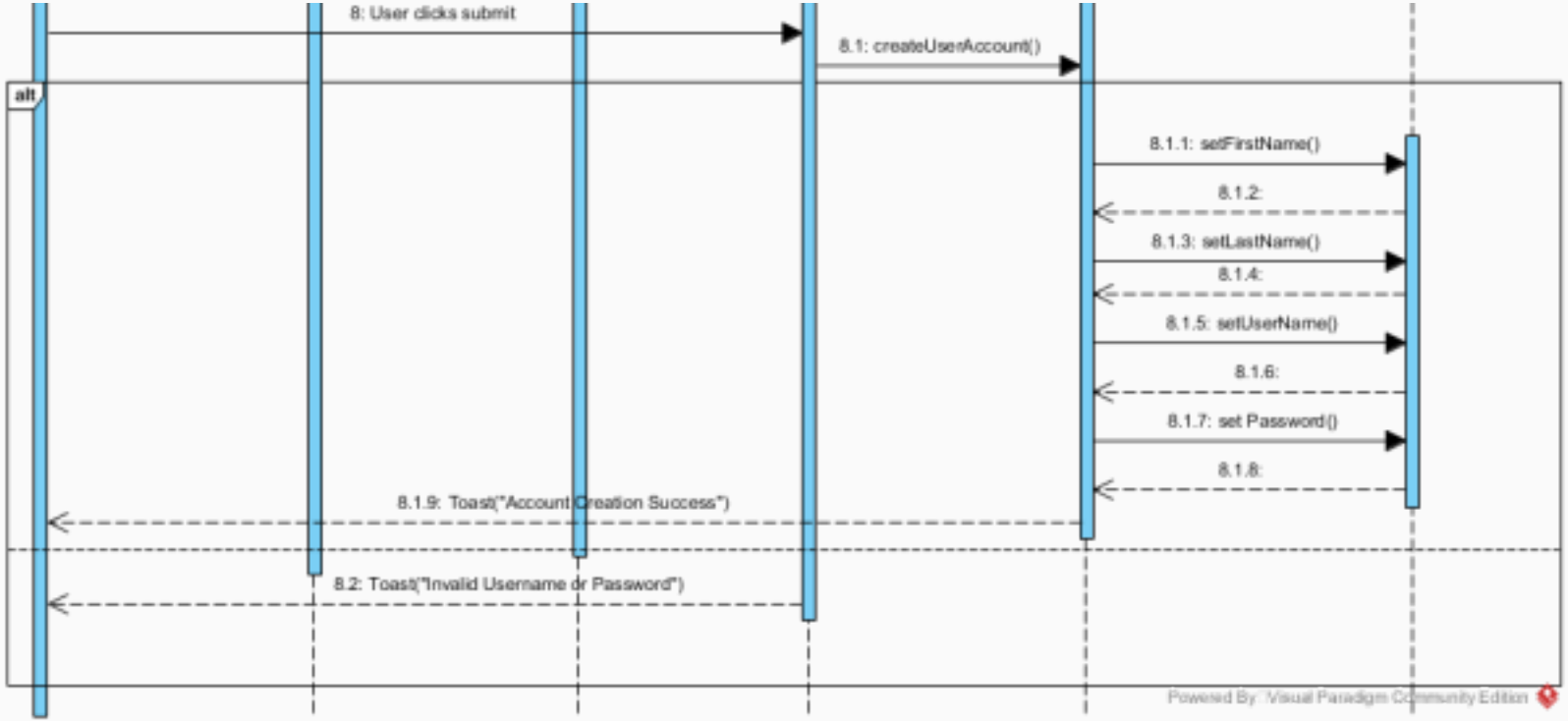
Create User Account



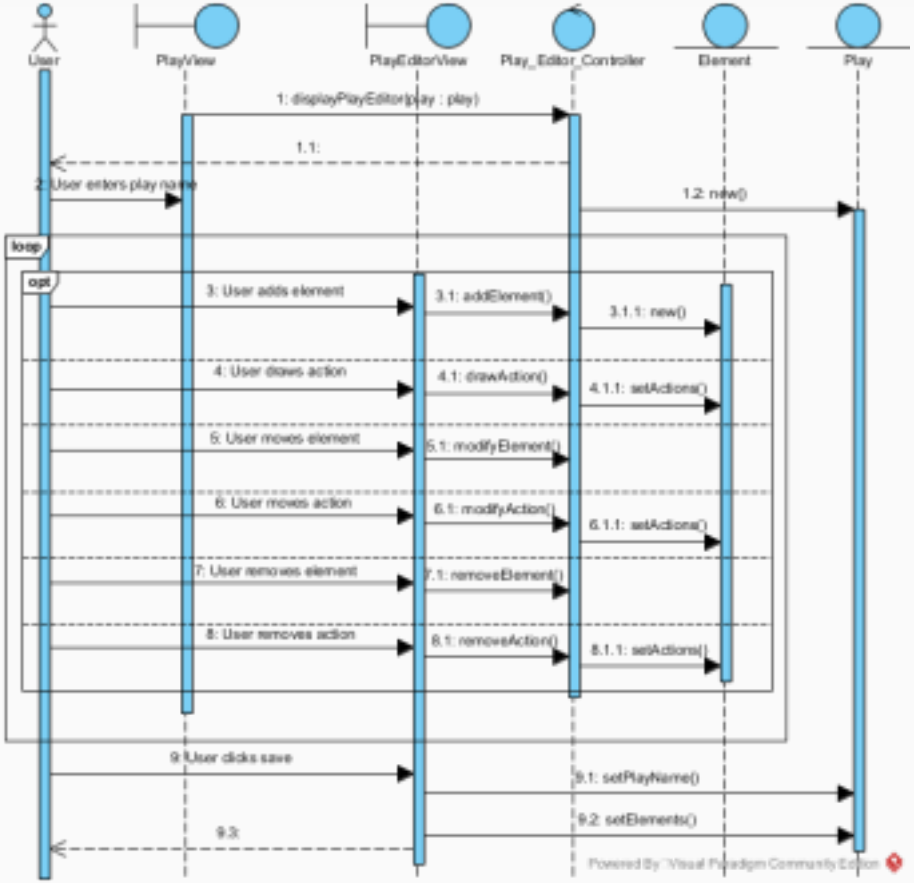
Create User Account Top



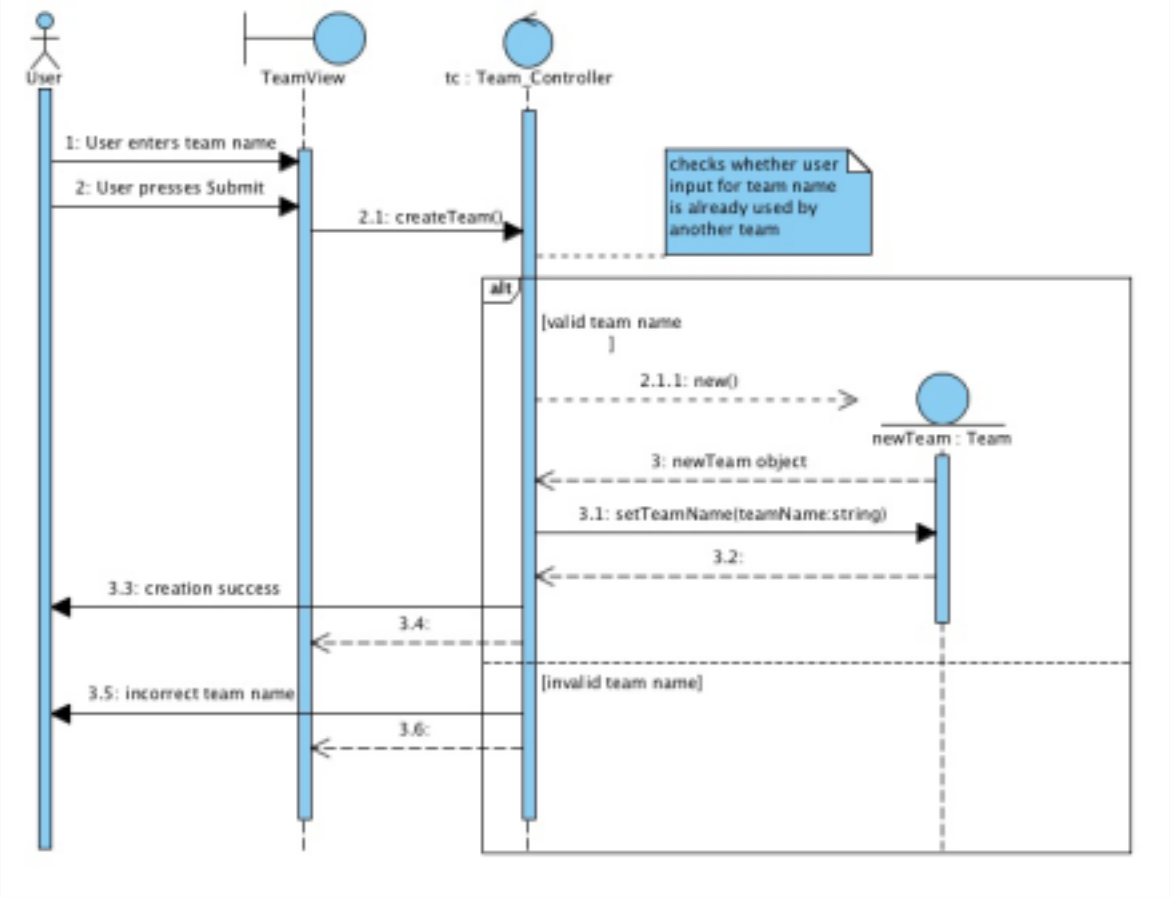
Create User Account Bottom



Edit Play


User
PlayView
PlayEditorView
Play_Editor_Controller
Element
Play
1: displayPlayEditor(play : play)
1.1:
2: User enters play name
1.2: new()
loop
opt
3: User adds element
3.1: addElement()
3.1.1: new()
4: User draws action
4.1: drawAction()
4.1.1: setActions()
5: User moves element
5.1: modifyElement()
6: User moves action
6.1: modifyAction()
6.1.1: setActions()
7: User removes element
7.1: removeElement()
8: User removes action
8.1: removeAction()
8.1.1: setActions()
9: User clicks save
9.1: setPlayName()
9.2: setElements()
9.3:
Powered By Visual Paradigm Community Edition

Add Team


User
TeamView
tc : Team_Controller
1: User enters team name
2: User presses Submit
2.1: createTeam()
checks whether user input for team name is already used by another team
alt
[valid team name]
2.1.1: new()
newTeam : Team
3: newTeam object
3.1: setTeamName(teamName:string)
3.2:
3.3: creation success
3.4:
[invalid team name]
3.5: incorrect team name
3.6:

Project Changes

Main priority: implement android app and local features

If we have time: create backend to allow sharing of playbooks

Closing Remarks