Pass

Steal

Player Select

Court

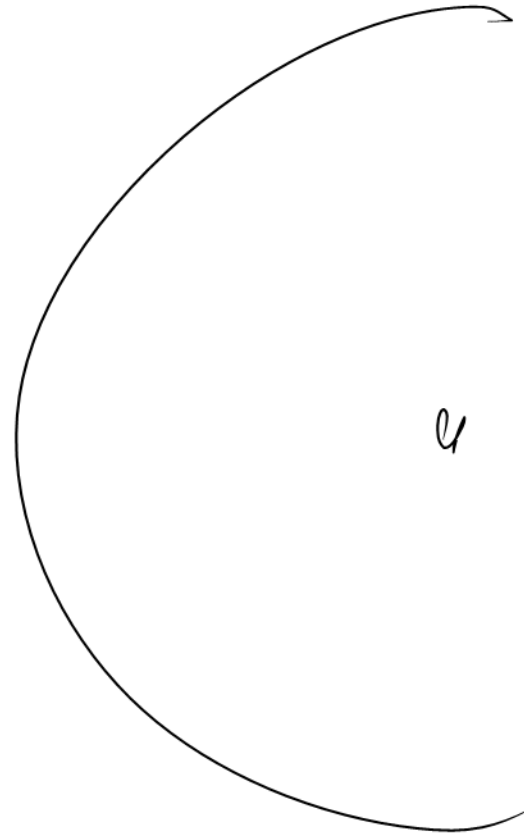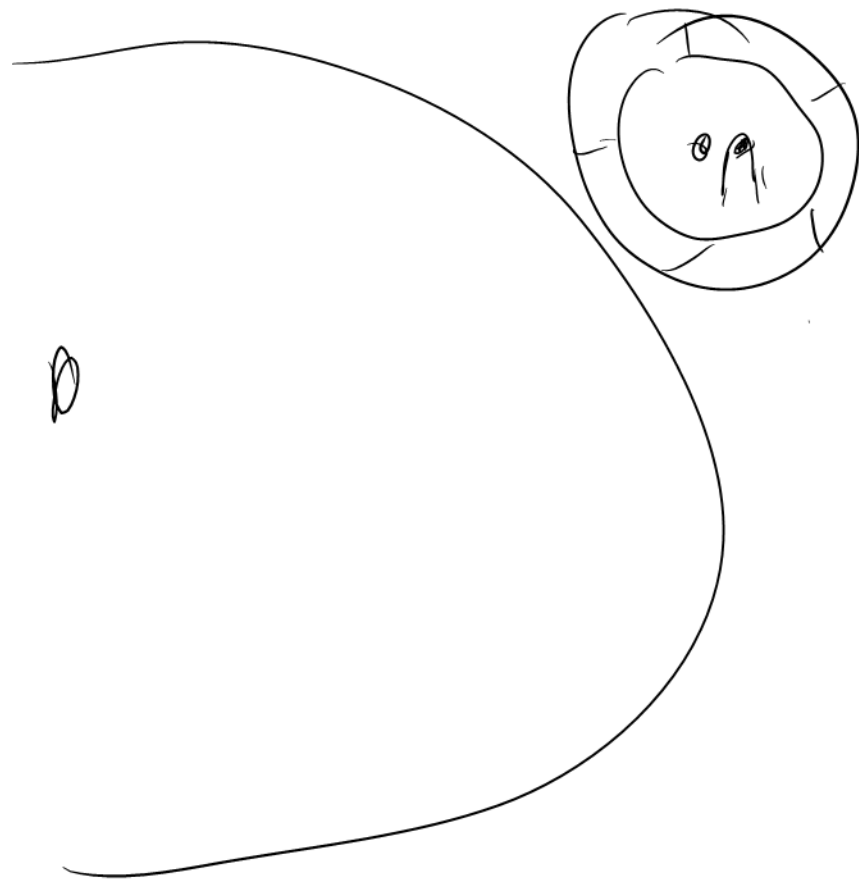Shot

foul

Player Selection

other

Sub

etc.

Legend
all .... buttons are
initially hidden

When reporter reports "shot", this
is the court view that pops up

Main
Interface

about to
go live

Message
Buffer

event 5

event 4

event 3

event 2

event 1

event 0

Swipe to delete
tap to edit

Sample event generation

— is Movement of user fingers
— 2 players per team for simplicity sake

P1

P2

pass

Shot

Steal

P1

P1

P2

Message buffer

P2 passed to
P1