Individual Project one

Title: Platform to make friends and play sports
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Abstract:

Building a system to connect students interested in playing similar sports or games. Implemented login feature with school credentials for data security and safety so that only students with valid university credentials can use the application. Users should complete their profile information which includes Name, pronouns, a few sentences about themselves, Sports they are interested in, and level of experience in the sport. Users will be able to make a request to join a preexisting group or create a new group based on the game and level of the user. Furthermore, users receive friend recommendations, and the search functionality will make it possible to find friends or groups along with features to view their current friends and groups they are part of. Users can navigate messages and talk to their friends or groups they are part of, so that they can have a partner to play games with. In addition, the groups can be public or private, meaning private groups are only invite based or accessible to certain levels of players the group owner is looking for. In contrast, public groups are visible to anyone on the application. This application would be a cross platform mobile application for IOS and Android users. In conclusion, it solves the problem of feeling left out when you do not know anyone to play with and helps connect like-minded people together.

Questions for Cultural probe:

1)Have you ever faced a situation where you would like to join a game, but you do not know anyone?
2) What kind of features would you like to have in these applications?
3) Are there any privacy concerns you have for this application
4) Do you prefer to use an application and form a group to play a game or just go to a location and randomly ask people who are playing?
5) How would you choose a group or other players?
6) What kind of information would you like to know about the user or the group?

User Population:

My user population is college students, and I primarily choose this user population because my project focuses on connecting college students to other college students for playing sports and games. As this is a general problem, I went to the recreational Centre and chose people waiting outside the court to join the game and other random college students in the library for the cultural probe. Participants in the cultural probe are all college student's levels ranging from freshman to senior year and majoring in various fields.

After considering the culture probe, it is evident that a problem exists, and the need for an application that solves this problem by connecting students interested in playing similar sports and games. Participants would like to see features such as recommendations of people and groups with similar interests, the ability to send messages to friends connected or groups they are part of search for people with similar interests, etc. Most users prefer to choose other players based on their interests and experience in the sport.

Story Board:

Jamie is a new college student, It's the initial stage of the semester, so Jamie wants to play badminton to pass some time, but Jamie doesn't know anyone who plays. Jamie goes to the recreational center and finds a bunch of people playing, so he asks them if he can join them. They replied yes, next match you shall play, but they kept on playing every game without allowing Jamie to play. Jamie was sad and went home disappointed as he had no chance to play. A simple application that can connect people based on sport and level of play can solve the issue of Jamie not having an opportunity to play.