Assignment 1: Vision and Scope Document

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Background

A lot of a players and coaches in basketball have used statistics to understand their strengths and weaknesses. Many young players in Iceland, for example, don't have any ways to access their stats. Here in Iceland coaches or players mostly inspect and remember, or use a notebook to write down what's going on during the game.

This calls for a need for a simpler, faster way to track player statistics and overall game statistics. This application gives anyone, including coaches and players, a way to visualize all information during the game easily, fast, simply and in real-time.

Vision Statement

For Basketball coaches, players and others
Who need statistics for a basketball game
The BBall StatTracker
Is a basketball stat tracker
That will keep statistics of a team and players and store them in a database.
  ● The system will provide all of the statistics of a basketball game and store them in a database so the user can see their average and the percentage of the statistics.
  ● The system will provide fast and a user friendly interface so that the user will be able to take statistics of a live game.
  ● The system will provide the user with information about each player statistics after the game.
Unlike using a piece of paper or a poster of a basketball court, where you use pencil and everything gets messy,
our product will give you an easy clickable court where you only need to click where the player shoots, blocks or takes the rebound, then click on the player that did it, that's it. No more messy markers and a piece of paper, now you will be able to do it manually via application.

Major features
Use case 1:
A player opens the application and logs into his account, the application validates and presents the statistics of the player. The player clicks on a button to see his shooting chart, the application displays the shooting chart and the percentage of all the areas he has been shooting at.

Use case 2:

A coach goes to a game, he goes to this game because his team is playing against one of the teams after two days. He uses his laptop and logs in to his account. He is only watching one team, so when a player from the team he is watching takes a shot, he uses his mouse to pinpoint on the board where the player takes the shot, and if it is a hit or a miss.
Also if the team he's watching is playing defence, he marks which player blocks, steals or fouls.

His goal when thinking about the team's offence is to see which player should be well guarded, which player should be less guarded and probably given the chance of shooting. After the game the coach can check out the statistics and estimate how his team should play against the opponent.

Use case 3:

A first time user opens the application to create a new account. The application presents a new window asking for a user name, password and confirmation of password. User fills out the form and the application validates the information and the database gets updated with the new user information, if it is available. The user receives his new account and is ready to log in for the first time.

Scope of initial release

The things that should be rolled out first are the interface and the basic database system for the application, where we split the basketball court with arrays (see picture below).
The court would be clickable, where each position of the court is a position in the array. After clicking a position and choosing a player, the database would be updated. We would also want to implement an account system, where users would be able to create an account and log on to see their statistics. The system would be fast and simple for the user when he is taking down statistics of a team playing.
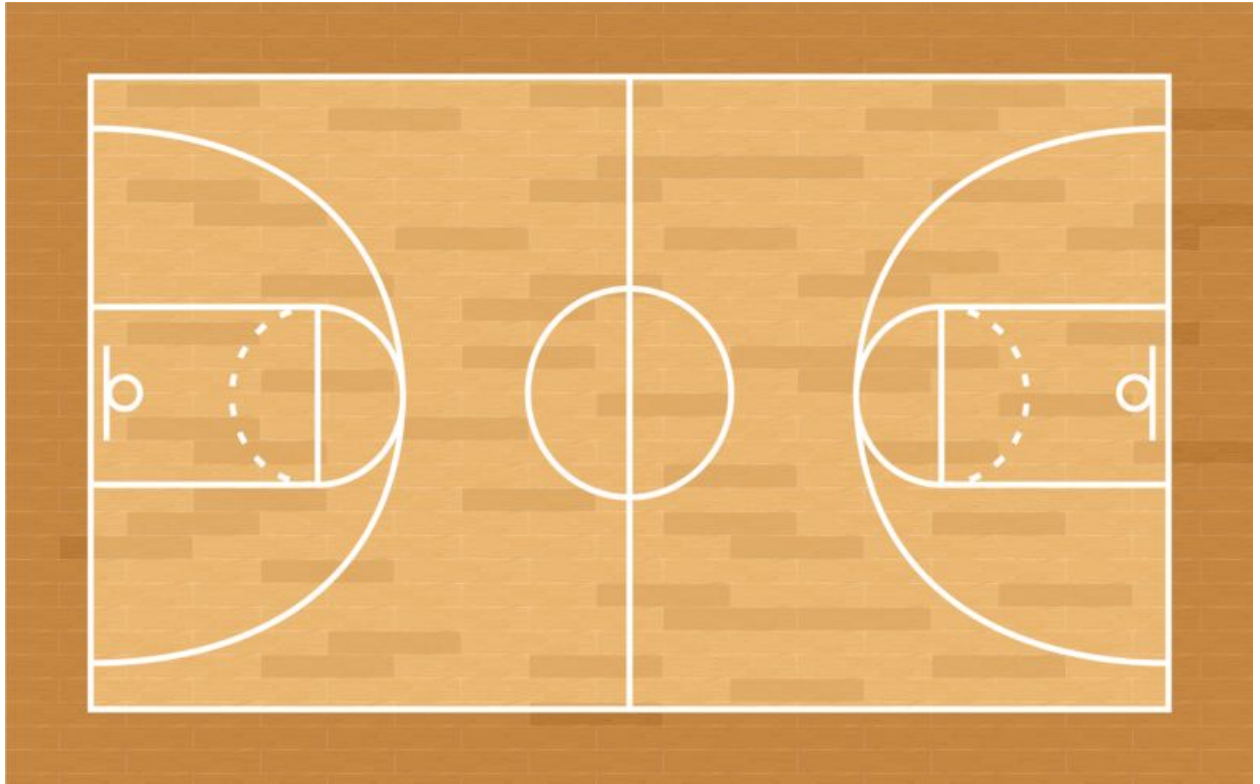
This is a picture of a basketball court which will be clickable.