Personas

| Name F | Role | Issues | Possible solutions | Priority | Needed for MVP | Device Targets |
|----------|--|---|--|--|---|---|
| | Examine post game data and upload to central database. | Would be nice if this upload could be done programmatically rather than entered manually. | Spec vary between states so the loader must be modularized and chosen by the user. Not sure how to get the specs yet. | Could be separated out and still have MVP. There are plenty of stats programs on App store and in Google Play. | no | apple and android mobile devices. Would be nice if it could be run on a laptop as well at least over the web. |
| | Track score and all related data entered into the scorebook. | Data communication between non- connected apps. At some sites there will be no internet access. | apps must be able to work offline and independently. Will need to enter lineup data in each module for the systems to work. | 1. Highest priority since good apps don't exist in Google Play and the Apple App store. | yes Modules needed: Game Setup, Scorebook, Lineups, and Rosters. | |
| Tracker | Track libero movements and substitutions | same as above | same as above | 2nd highest. Fairly easy to implement since bookkeeping is simple. Haven't found any apps for this either. | no | |
| Keeper i | Log statistical information. The system will keep historical data for the season (or as many seasons as wanted). | same as above | same as above | Could be separated out and still have MVP. There are plenty of stats programs on App store and in Google Play. | no | |
| Clock | Put the score on the scoreboard and run timer for timeouts and warm up periods. | Unless there is a way to connect the mobile device to the scoreboard and communicate with it. Sam is out of luck. | Will implement timer functions in the scorebook, but the timers won't be able to make the scoreboard buzz and a mobile device will not be louder enough for everyone in the gym to hear. | Assuming this is technically possible, 3rd highest since functionality is pretty straight forward. In face, the data is in the scorekeeper app so it's all in getting the data to the scoreboard. (and there are multiple brands, don't know if there are any standards. | no | |
| | | | | | + database software with ability to work off line | |
| | | | | | application framework with the ability to work on and off line. | |
| Devices | | | | | iOS and Android needed for MVP. | |
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| Issue | Description | Solution | Possible Solutions Issues | |
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| Database | Must be able to work offline as well as online | firebase can work offline storing the information locally and then uploading data when connectivity is acheived. | firebase is JSON. Leary about this choice. Would like to find an SQL variant that works offline and solves the data conversion issue. | |
| Multiple concurrent users working offline. | The scorekeeper module, the libero module, and the statistics module must be able to run independently at the same item. Since the users may be offline, the apps must be able to work independently and still get the correct and consistent data to the backend after a game. Not an issue if only on user is working offline. For the MVP of the scorekeeper and related modules, this issue does not come up. | All module users will need to enter at least line-up data. They will also need to track substitutions. For any scoring or lineup conflicts, the scorekeeper module always wins. | Annoying to have to enter the same data multiple times by multiple people. Potential for conflicts. Would be nice if the scorekeeper updates on points, initial line-ups and substitutions would propagate the the other app. Perhaps this can be achieved when all are online. | |
| Device Targets | apple and android mobile devices. Would be nice if it could be run on a laptop as well at least over the web. | | | |
| Icons | Using Material Design. | | | |
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