

Toss Time

An app which can connect beer dye players all around the country



Made by the Sinked Inc. Team:

Cole Hennig

Anton Kozintsev

Kenny Blum

Ryan Ahrari

Steve Beurard

Introduction into Problem / Application Domain

As a beer dye player, it can sometimes be challenging to find a group to play with.

Even if you already have a group, you may wish that you could find a better group of like-minded people to play with.

If only there was a way to connect with many different dye-players!

Our team was motivated by the idea of an app which could establish connections between dye players, thereby making the process of meeting other players easier.

Our intended user base would, of course, consist of beer dye players - but our app can also create an opportunity for beer-savvy individuals to explore the game and find others to enjoy it with.

Goals We Set Out to Achieve

Our Minimum Viable Product:

1. A sign-up, login, and logout functionality for users.
2. Users can create, remove, and edit their own table profile which can contain an image, their contact info, and their house rules.
3. Users can view other user's table profiles.

Plus Some Extra Ambitions:

1. User statistic tracking, such as wins, losses, sinks, etc.
2. A tournaments page where users could list beer dye tournament brackets.

Goals We Achieved

Our Minimum Viable Product:

1. A sign-up, login, and logout functionality for users.
2. Users can create, remove, and edit their own table profile which can contain an image, their contact info, and their house rules.
3. Users can view other user's table profiles.

Tracking user stats wound up being a feature which we decided we couldn't reliably verify.

A Tournament page likely would have dominated our work efforts if we had pushed to implement it - in the end, we decided it was best to focus our efforts on perfecting our MVP.

Greatest Challenges & Accomplishments

Challenges:

1. Git merging
2. None of us have ever used Swift or xCode, nor developed any type of app
3. Database(distinguishing between user tables, photos, etc.)

Accomplishments:

1. Built an entire app from the ground up
2. Learned how to use API's
3. Learned, and became proficient in unfamiliar technologies

DIY Foldable Table

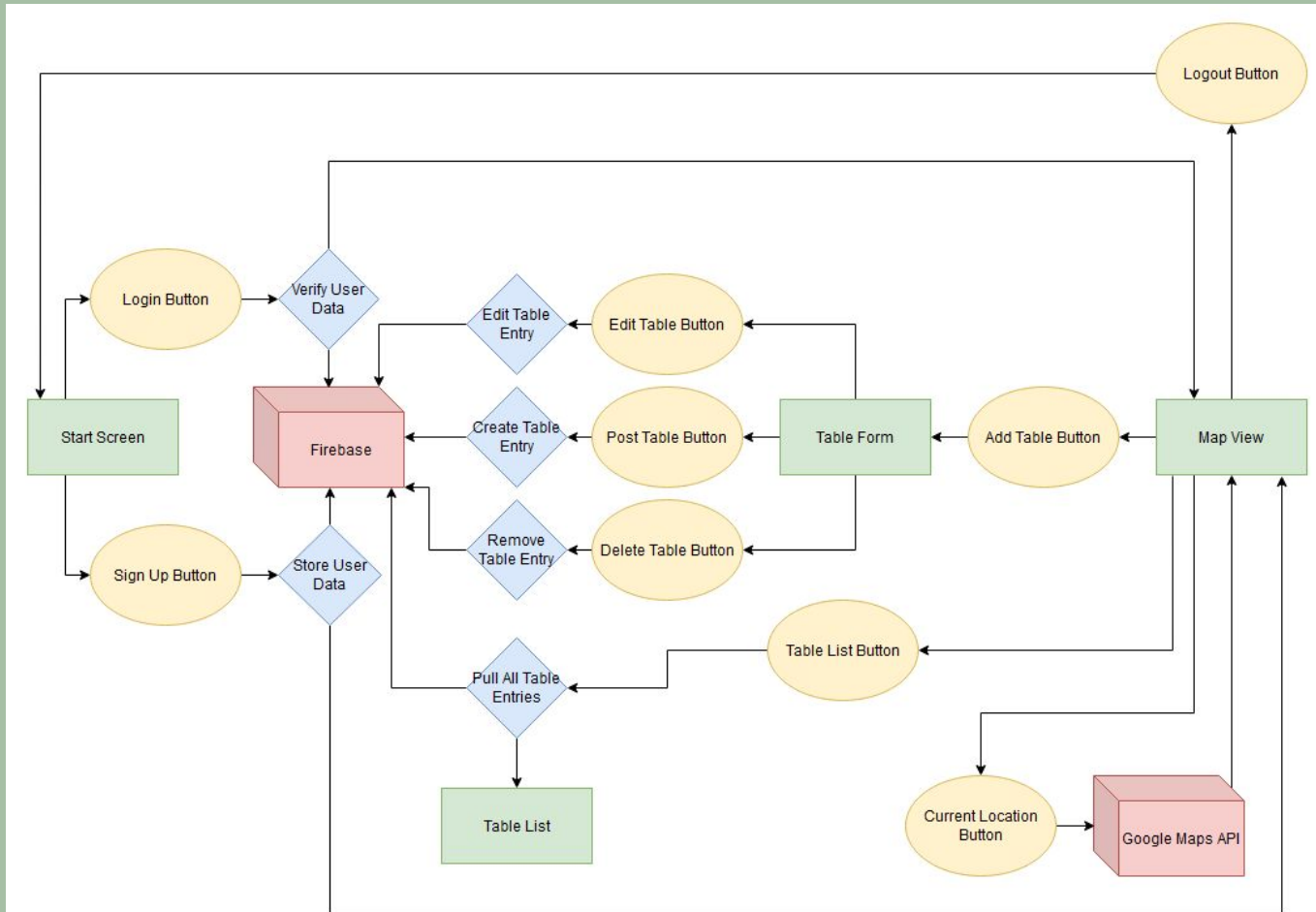
System Overview

Front End: Swift's UI objects and libraries on top of Google maps

Back End: Swift objects paired with connection to firestore

Database: Firebase firestore used to store data about users, and tables that is directly provided by the user

System Diagram



Technologies We Used

1. XCode on Mac, using the Swift programming language
2. Firebase for database services
 - a. User authentication system for creating / verifying user data
 - b. Firestore collection system for storing / retrieving table data
 - c. Firebase Storage for storing / retrieving photos
3. Google Maps API

Project Management Techniques We Used

1. Version control

- a. Git

2. SCRUM

- a. User stories
- b. Bi-weekly sprints
- c. Standups

Things We Enjoyed / Didn't Enjoy

Enjoyed:

1. Learning new useful skills
2. Linking backend with frontend
3. Working as a team to build a product we think is cool

Didn't enjoy:

1. Working around each others schedules
2. Maintaining documents

Lessons Learned

1. Swift & Xcode
2. App Development
3. User interaction/designing app flow
4. Maintaining a database
5. Building on top of Google Maps to achieve our vision