

Project Summary Template

This document is intended to provide a summary understanding of the high-level vision of your project goals.

Company Name/ Team Name	Sports Up			
Company Contact/ Team member names	William Cham, Kadir Cinar, Merve Coskun, Marcus Quitiquit, David Lubwana			
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Project Title	Sports Up			
Project Description	<p><u>About the company:</u> We're a student team that aims to build a platform for sports enthusiasts. The app will cater to two main user groups: players who want to find matches and pitches nearby, and watchers who are looking for local places to watch sports events being streamed.</p> <p><u>About the project:</u> Our platform has two systems with two modules: -A Player System that allows free users to find local matches and pitches, while premium users can access advanced filters and chat features. -A Watcher System where free users can discover match streaming locations, and premium users will have the ability to reserve seating and receive early match notifications. Additional revenue will be generated through in-app advertising, affiliate sales, and partnerships with local businesses (e.g., pubs, restaurants). The app will also support event organization for soccer tournaments.</p>			
Problem/ Opportunity Assessment *	<p><i>Please describe the current state problem/opportunity that describes the nature and extent of the problem (factual, quantified, concise), or that outlines a chance for advancement or progress.</i></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%;"> 1.Lack of organized sports opportunities 2.Limited access to real-time streaming 3.Untapped market for partnerships with local businesses </td><td style="width: 50%;"> 1.Many sports enthusiasts who are not familiar with a new place or have difficulty locating matches and pitches in their area. 2.Sports watchers may struggle to find nearby venues that broadcast games. 3.Pubs and venues could benefit from offering real-time seating availability and match schedules to attract customers. </td></tr> </table>		1.Lack of organized sports opportunities 2.Limited access to real-time streaming 3.Untapped market for partnerships with local businesses	1.Many sports enthusiasts who are not familiar with a new place or have difficulty locating matches and pitches in their area. 2.Sports watchers may struggle to find nearby venues that broadcast games. 3.Pubs and venues could benefit from offering real-time seating availability and match schedules to attract customers.
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Desired Project Outcomes/ Requirements*	<p><i>Define how this project shall address a business need, e.g. the business problem or opportunity described above; describe what the beneficiary must be able to do / receive from the solution</i></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%;"> 1.Access to Local Sports Events 2.Social Connectivity through Sports 3.Real-Time Information 4.Venue Promotion for Businesses </td><td style="width: 50%;"> 1.Our app enables users to quickly find local matches or venues streaming live sports, addressing the need for easier access to local sports activities. 2.Our app helps users connect with others for matches or watch parties, fostering community engagement around shared sports interests. 3.Users receive real-time updates on matches, venues, and seat availability, offering convenience and reducing planning uncertainty. 4.The app provides a platform for venues to promote their sports events, helping businesses attract sports fans and increase foot traffic. </td></tr> </table>		1.Access to Local Sports Events 2.Social Connectivity through Sports 3.Real-Time Information 4.Venue Promotion for Businesses	1.Our app enables users to quickly find local matches or venues streaming live sports, addressing the need for easier access to local sports activities. 2.Our app helps users connect with others for matches or watch parties, fostering community engagement around shared sports interests. 3.Users receive real-time updates on matches, venues, and seat availability, offering convenience and reducing planning uncertainty. 4.The app provides a platform for venues to promote their sports events, helping businesses attract sports fans and increase foot traffic.
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Key Deliverables to be produced by students*	<i>Define the boundaries of work that you expect to receive from the students effort (vs. internal effort)</i>	
	1.Functional Prototype 2.User Interface Design 3.Documentation and Testing	1.A working version of the app that allows users to find matches and streaming venues, including real-time updates and basic chat functionality. 2.A visually appealing, user-friendly interface for both Player and Watcher systems, ensuring smooth navigation and a positive user experience. 3.Comprehensive documentation covering the app's functionality and features, along with thorough testing reports to ensure stability and usability.
Desired Start Date	09/18/2024	
Desired End Date	03/30/2025	