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CS 402 iOS App Dev

Homework #2

### **Baseball App**

1. The vision for this is an app that manages progress and training for baseball/softball teams. This app would allow coaches to give players on their team individual training plans based off the players own goals, strengths, and weaknesses. Admins would be able to input both quantitative data (bat speed, exit velocities, attack/launch angles, velocities, running speeds, fielding percentage, etc) and qualitative measurements (struggles to hit off speed pitches, great at fielding to their left, etc.) in order to set up training routines optimized to each player. Each of these training routines will have videos associated with them to help players complete each task.

2. **Features:**

- a. Login (with admins)
  - i. Technology used: internet access, databases
  - ii. Time estimate: 5 hours

- b. Player data input/storage
  - i. Technology used: internet access, databases
  - ii. Time estimate: 5 hours

**What about the web server component that will handle all of these features?**

- c. Customized player routines w/video
  - i. Technology used: databases, internet, table views
  - ii. Time estimate: 10 hours

**Maybe adding video as well as video playback, since you'll probably need some more mobile specific features for this idea.**

3. See Wireframe

4. Competitors apps:

- a. Hustle at Home Sports Training
  - i. Ways to improve: many drills are listed but there is no customization based off of player data
- b. Practice Planner-Baseball
  - i. Ways to improve: skill evaluations are done, but customized routines for each player is not possible.
- c. OnBaseU

- i. Ways to improve: access is only available to those who have taken the course which costs \$700. Inputs for players are limited to their parameters instead of any parameters.
- 5. The intended audience for this app is anyone involved in baseball/softball or the baseball training industry. This could include coaches, parents, or private facility owners.
- 6. This app would be free to download but would include premium features that would be associated with the training suggestions.

### **Gentlemen's Bet App**

- 1. The vision for this app would be a wager tracking app. Users would input what they would like to wager on, the amount they would like to wager, and the odds agreed upon. The app would track these wagers among users and function as a way for payments to be made. Users would be able to track the amount of money won/lost, payments and timeframe taken to make these payments. **This idea just seems like data input and display, so it'll need to have a lot more mobile specific features to make a proper final.**
- 2. **Features:**
  - a. Login
    - i. Technology used: internet access, databases
    - ii. Time estimate: 5 hours
  - b. Payment options (a la Venmo)
    - i. Technology used: card reader, databases
    - ii. Time estimate: 5 hours
  - c. Wager monitoring
    - i. Technology used: internet access, table views, databases
    - ii. Time estimate: 5 hours
  - d. Social networking
    - i. Technology used: internet access
    - ii. Time estimate: 5 hours
- 3. See Wireframe
- 4. Competitors apps:
  - a. Punga
    - i. Ways to improve-payment in made with purchasing their currency instead of using actual money. **There are a lot of laws around gambling, so that might be why they did it that way.**
  - b. Vassi

**You'll need more details around these features. How will the payments work? Is there an API for Venmo that'll let a user log into their account and request or make payments that way?**

**Is this for find people, or sharing results? Needs more details around what this feature is trying to do.**

- i. Ways to improve-only football can be bet on. Money is completely virtual instead of using actual money. Difficult to find and add friend.
- c. Vigless
  - i. Ways to improve-Login screen was unusable and I could not log in. Venmo account was needed.
- 5. The intended audience for this app will be those who would like to place bets among their friends without going to betting sites which may or may not be legal based on the state lived in.
- 6. The app would be free to download, but if actual money is exchanged, there would be a fee (less than a vig) per transaction. In addition, ads could be sold.

### **Where's the Field?**

1. The vision for this app would be a map type app for athletic fields. Many times, things like Google Maps or Apple Maps do not have the location of fields because they do not have a physical address or registered name associated with them. Users would tag the location of fields and when a certain amount of people also tag the same location then it becomes a "certified location". This would make it much easier for parents to find the location of games.

### **2. Features**

- a. Login
  - i. Technology used: internet, databases
  - ii. Time estimate: 5 hours
- b. Mapping
  - i. Technology used: GPS, maps, databases
  - ii. Time estimate: 7 hours
- c. Comment page
  - i. Technology used: databases
  - ii. Time estimate: 3 hours

**What's the log in for? Many people will close the app if asked to create an account. So only require one if needed and it's obvious.**

**I like this idea and it's probably needed. Maybe add the data via GPS locations, names, etc to a JSON file to download. That would add to a better final project.**

### **3. See Wireframe**

### **4. Competitors apps**

- a. Soccer Field Finder
  - i. Ways to improve-This only finds soccer fields. I would attempt to find all types of fields based off field preferences
- b. Local Hoops
  - i. Ways to improve-This only finds basketball courts. I would attempt to find all types of fields based off field preferences.

- c. Courts of the world
  - i. Ways to improve-This only finds basketball courts. I would attempt to find all types of fields based off field preferences.
- 5. The intended audience for this app would be any parents and amateur athletes who played at unfamiliar fields. This could apply to sports like soccer, baseball, softball, football, basketball, lacrosse, and many others.
- 6. The cost for this app would be free and money would be made by playing ads when searches were done. **Competition seems interesting and limited to a particular sport. Definitely an opportunity to add to this segment of the market.**

### Cookie Decorator

- 1. The vision for this app is that assists those who decorate cookies. Many times, cookie decorating is done through trial and error which can waste many resources and leads to frustration when failures happen. This app would allow users to decorate realistic cookies (as opposed to animations) to figure out if the designs are feasible.
- 2. Features
  - a. Login
    - i. Technology needed: internet, databases
    - ii. Timeframe: 5 hours
  - b. Save Designs
    - i. Technology needed: databases
    - ii. Timeframe: 5 hours
  - c. Interactive cookie decorator
    - i. Technology needed: accelerometer (wiping away designs), touch screen, painting **Accelerometer is only for the motion of the device. You would use gestures or just the touchDown and touchUp events.**
    - ii. Timeframe: 7 hours
  - d. Tutorials
    - i. Technology needed: databases **Would the tutorials be videos?**
    - ii. Timeframe: 3 hours **What about adding photos of previous designs that the baker created or found for inspiration? This will need a bit more for a decent final, so maybe thing about another mobile specific feature to add if you want to do this as a final project.**
- 3. See Wireframe
- 4. Competitors apps
- 5. The intended audience for this app would be amateur bakers. The people who would like to learn how to decorate cookies or those who have experience but want to use the app as a playground instead of testing on cookies themselves.
- 6. The cost for this app would be free with in-app purchases for tutorials, premium cookie templates and premium decorations. **Could this be for cupcakes and cake too or would that be scope creep?**