HI-FI PROTOTYPE VERSION 1

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MEET THE TEAM

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PROBLEM

Ultimate frisbee teams struggle with unbalanced playtime between veterans and rookies due to a lack of digitized performance and fitness data. Without clear metrics or tactical support, it's difficult to make fair and strategic player allocation decisions.
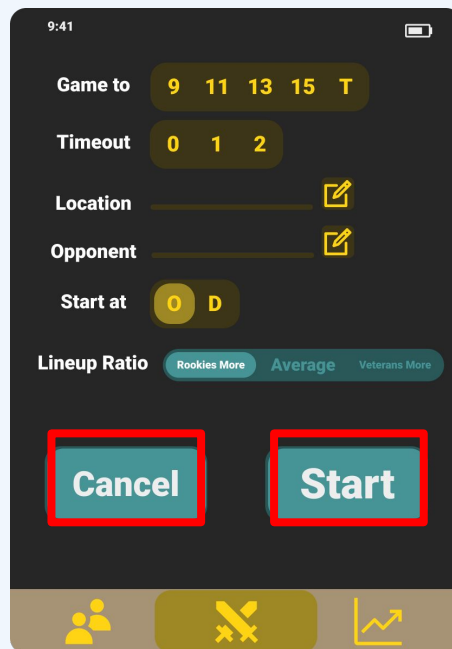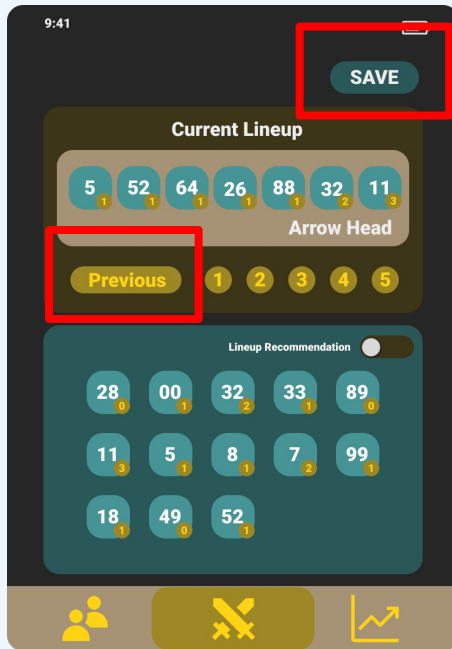
SOLUTION

A dual-interface app that helps coaches manage real-time lineups and helps players track their growth and performance.
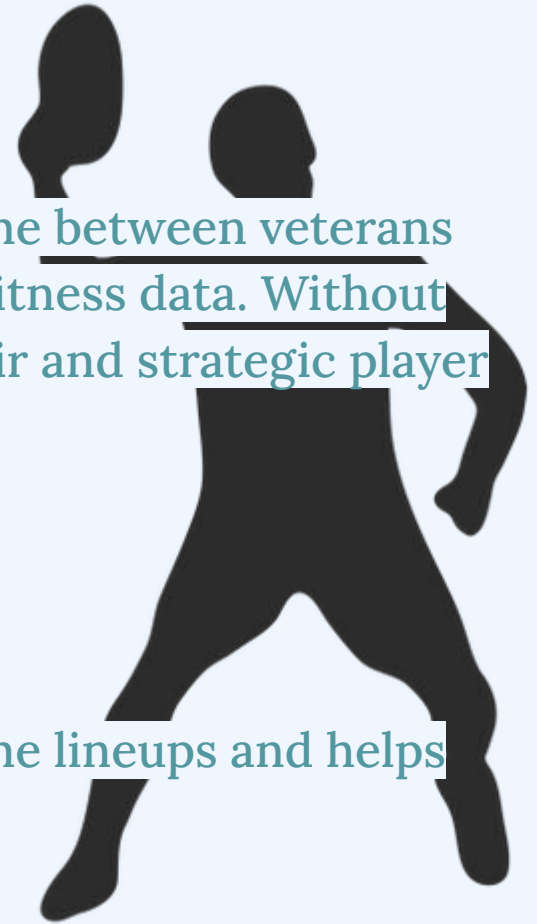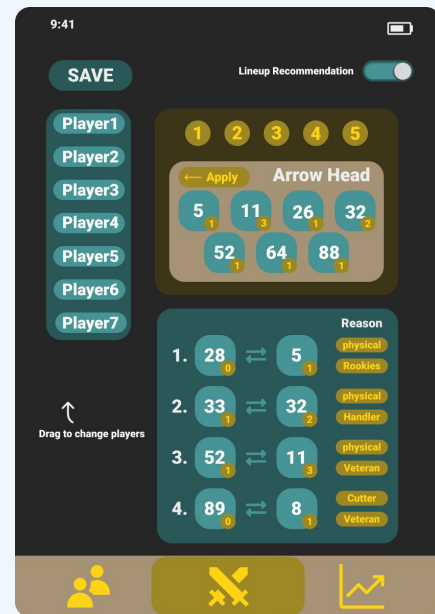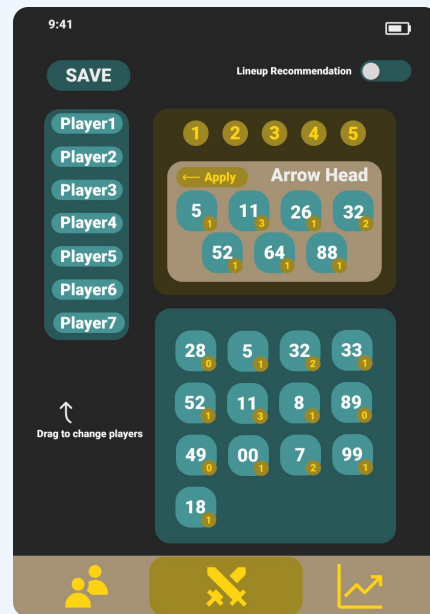
OVERVIEW OF REVISED DESIGN

EVALUATION UI CHANGE

- Make user experience more fluent in logic

- "SAVE", "Start" move to the right; "Previous", "Cancel" move to the left.

REAL-TIME LINE ALLOCATION:BEFORE

- Not intuitive layout of lineup adjustment pages (during game)
- No clear visual cues for on/off court player
- Unclear guidance to guide users draging players.

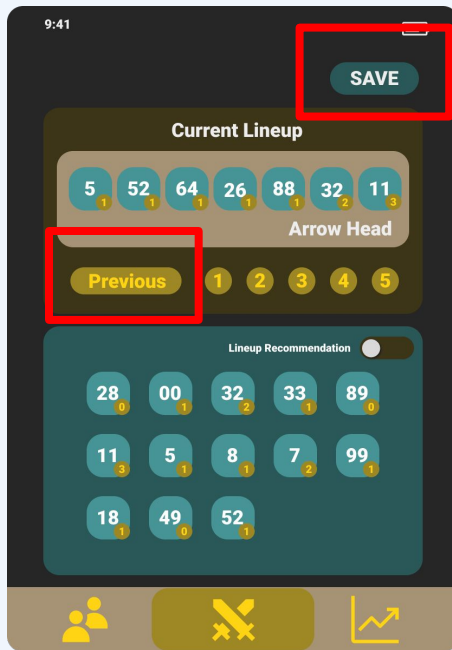# REAL-TIME LINE ALLOCATION:AFTER

- directly using lineup frame.

- Cancel "set play" frame.

- Add "Previous" button

- Boost visual cue(decrease size of off court player, frame the whole recommendation button) and change layout
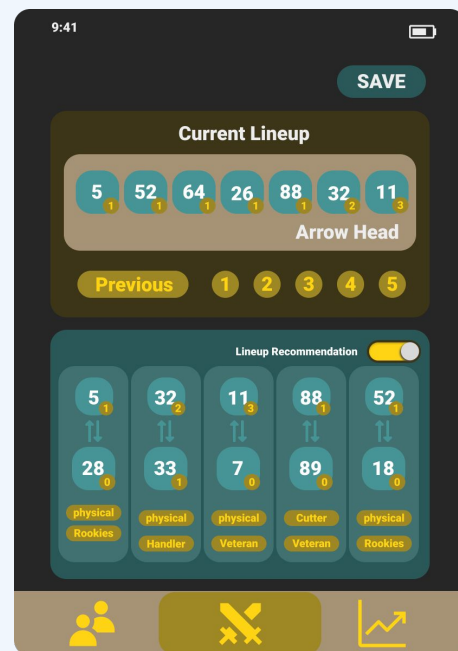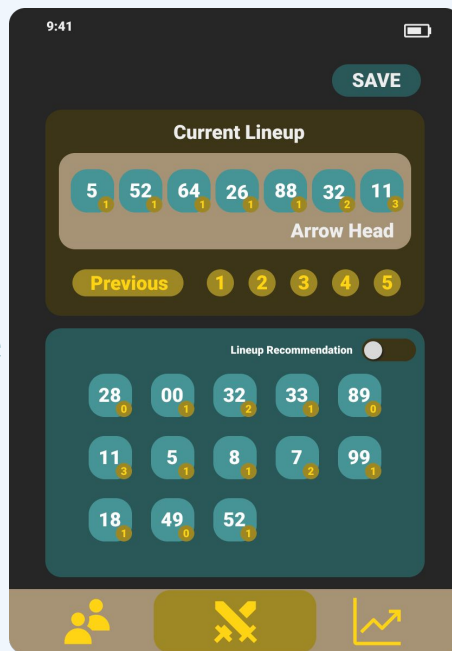
BUTTON LAYOUT REAARANGEMENT

- Make user experience more fluent in logic

- "SAVE", "Start" move to the right; "Previous", "Cancel" move to the left.
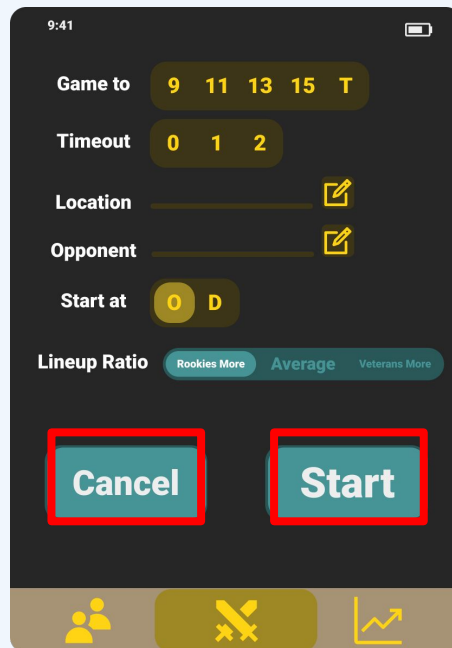
PROTOTYPE IMPLEMENTATION STATUS

AI AND DEV TOOLS USED

PROGRAM EDITOR: VSCODE, FIGMA (DEV MODE)

FRAME: REACT NATIVE

APP PREVIEW: EXPO GO

VERSION MANAGEMENT: GITHUB

FUCTION SUGGESTIONS AND DEBUG: CHATGPT (AUTO), REACT NATIVE DOCUMENTATION, GITHUB COPILOT

IMPLEMENT FEATURES

- UI transplant from Figma to react native
- Pressable buttons / toggles / slider bar
- Workable flows from "Home" to "progress"
- Player switch in line build-up pages.
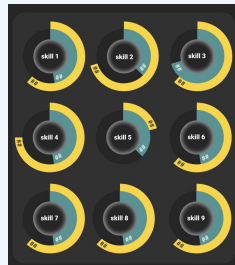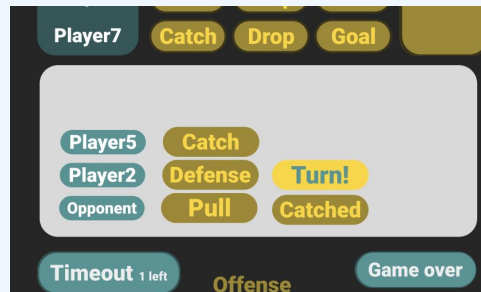- Strategies buildup and court view.
- Some text input.

UMIMPLEMENT FEATURES & PLAN

- Task 1(player self-evaluation) and

  Task 3(Game record flows) havn't finished.

- Some textinput space havn't appended.
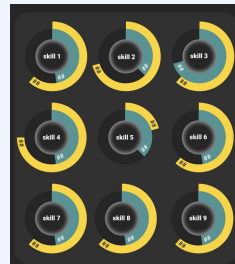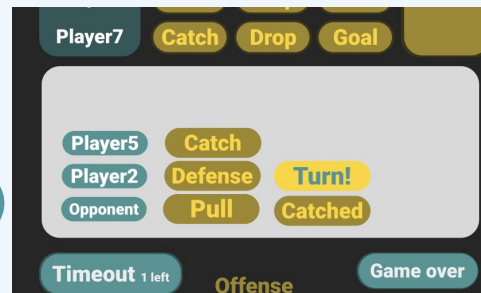
WIZARD OF OZ:

- Earlier actions display → using map() or Flatlist in the future

UMIMPLEMENT FEATURES & PLAN

HARD-CODED DATA:

- Analysis of button-record stats.
- Player data and stats buildup.
- Drag and drop UI implementation(progressing)
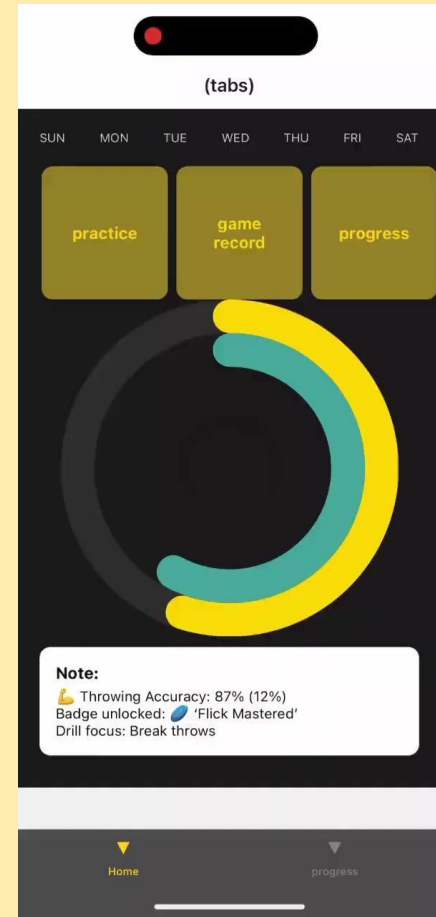- Circle progress log (hard to recompile)

ISSUES

- Iphone(for players)/ Ipad(for managers) size difference → make 2 Applicaitons? Any methods to adjust the layout?

DEMO VIDEO:

TASK2(MANAGER TEAM SETUP)

TASK1(PLAYER EVALUATION)

THANK YOU!