

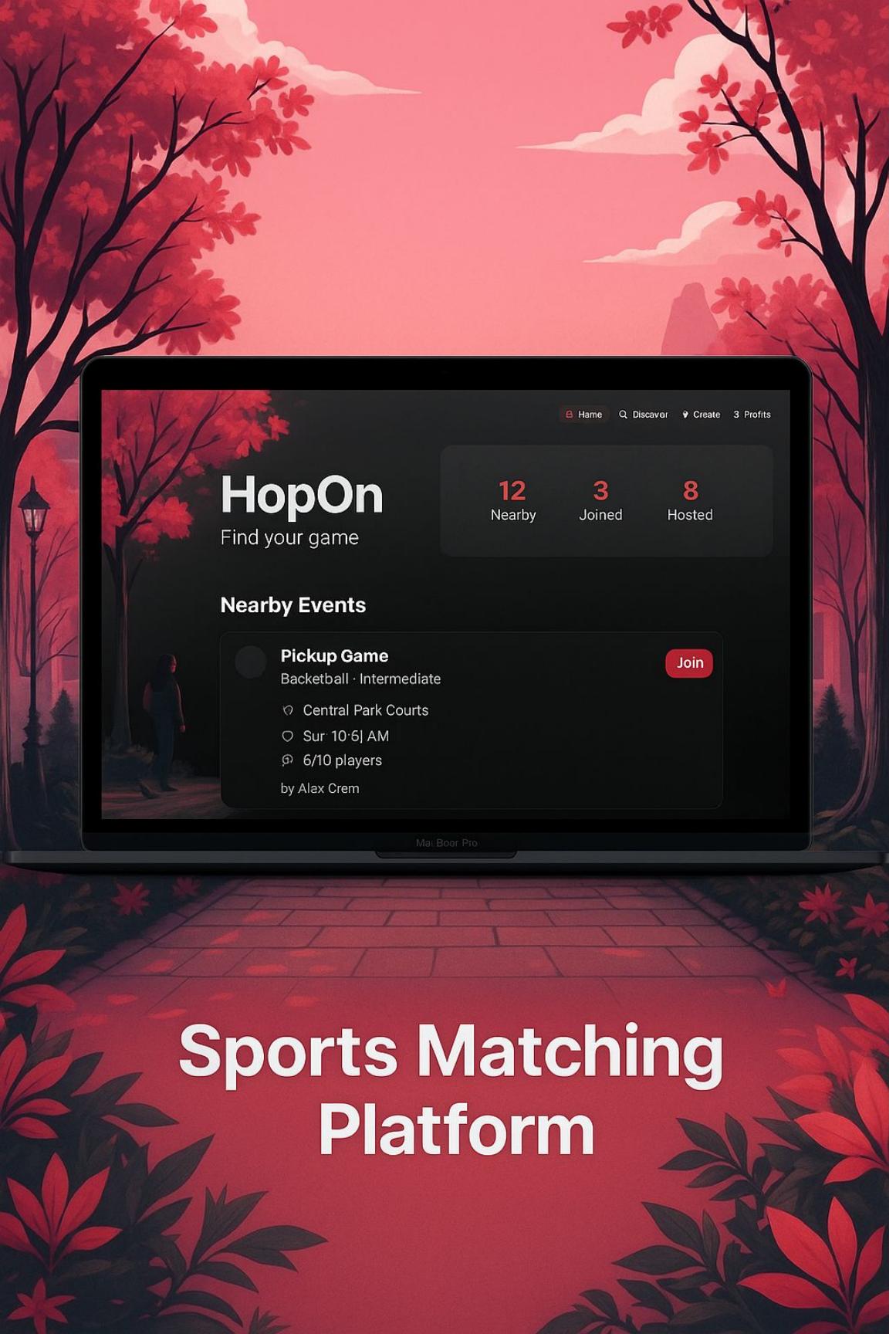
# HopOn

## Making Sports More Accessible

Team: Money & Minds

- Muneeb Farrukh, Peter Wang, Jacob Zhou, Faseeh Irfan, Daniel Vazquez





## Sports Matching Platform

# The Problem & Our Solution

## The Current Problem

- Students struggle to find reliable sports partners for spontaneous games.
- Existing coordination methods are fragmented across **WhatsApp, Facebook, and word-of-mouth**.
- There is no dedicated, sport-specific platform that meets these needs.
  - Newcomers and non-club athletes cannot easily find casual games.

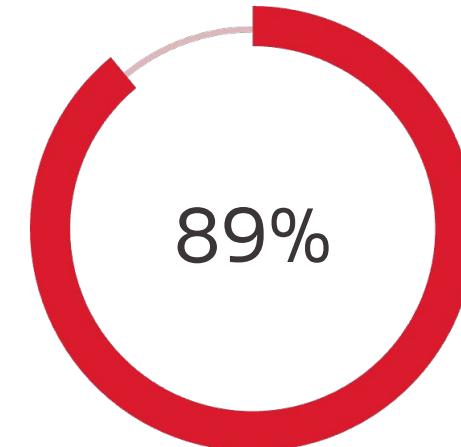
## The HopOn Solution

- HopOn: A specialized mobile app for local sports coordination and matching.
  - Focus on specific sports: Basketball, Badminton, Tennis, and Soccer.
- Features include **location-based player matching** and skill level filtering.
- Streamlined tools for creating and scheduling pickup games.

# Market Validation: Strong User Interest

Our initial research validated the core need for HopOn among the target audience of Waterloo students and young professionals. The results below showcase a high degree of intent to use the platform.

## Key Validation Metrics



Expressed Positive Interest in Using HopOn

**Breakdown:** 64.3% said "YES" they would use HopOn, and 25.0% said "MAYBE." Only 10.7% expressed no interest.



Play Sports Weekly or More



Aged 18-24 (Target Demographic)

## Must-Have Features (Top 3)



### Location-Based Search

Critical for finding nearby games instantly (78.6%)



### Skill Level Matching

Ensuring competitive and balanced gameplay (78.6%)



### Integrated Scheduling Tools

Simplifying the process of organizing games (75.0%)



Survey conducted October 7-11, 2025, with 28 participants on Waterloo campus.



## Progress since MP1

# MP2 Progress: What We've Accomplished

## Foundation Built

Database schema, and GitHub repositories

## Code Initiated

Frontend skeleton code drafted using React, and backend API foundation laid.

## Validation Complete

Project concept validated and extensive user research survey finished (28 responses).

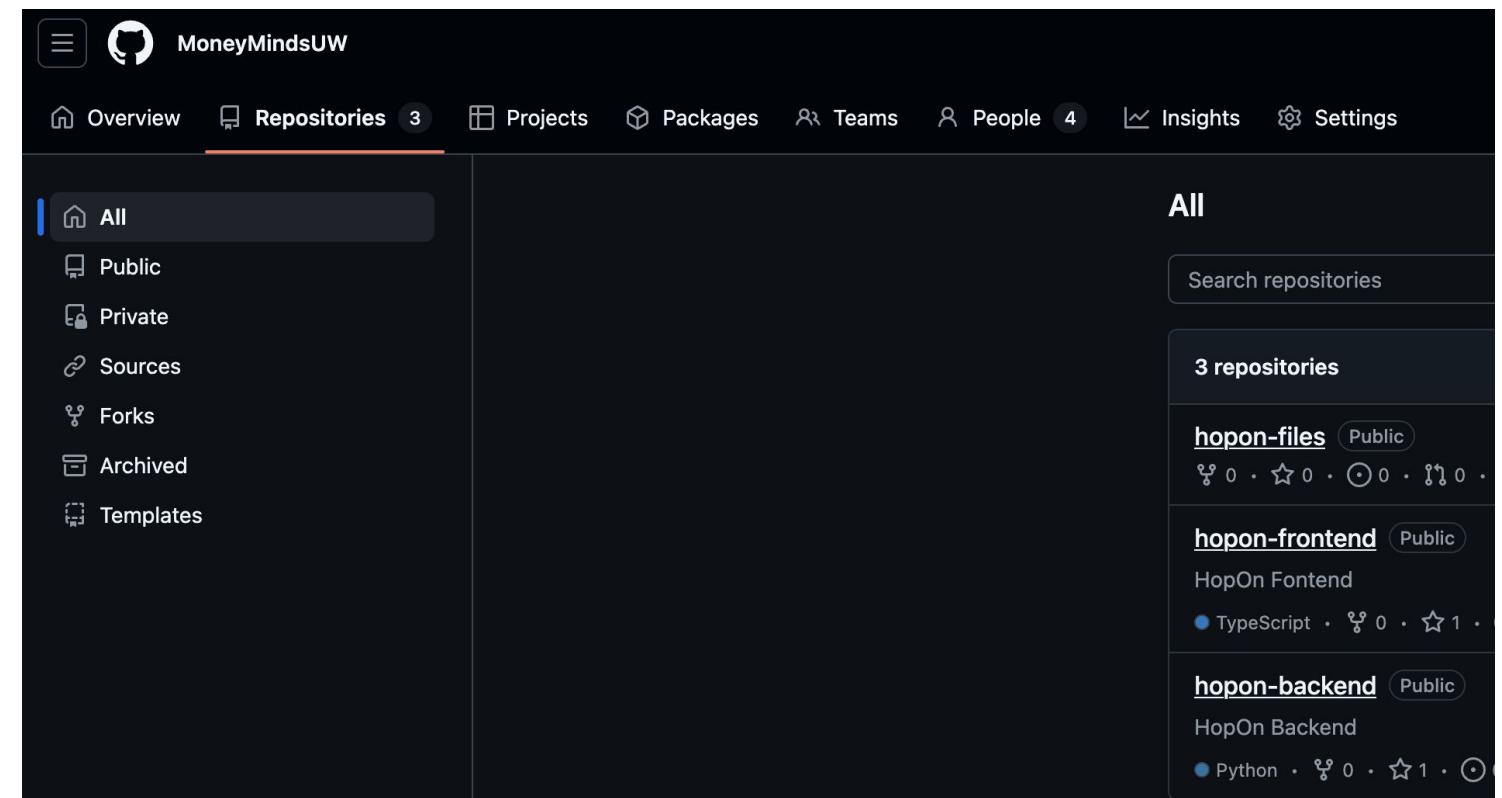
## Completed Milestones

- Project concept and market research validated.
- Technical architecture and database schema finalized.
- Initial code scaffolding for frontend and backend.

## In Progress Tasks

- Implementation of the user authentication system (OAuth/JWT).
- Core feature development: Game creation and listing.
- Integration of location-based search APIs.

Current Status: We estimate completion of **~25% of the full MVP project** requirements.



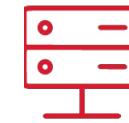
# Technical Overview: A Robust & Scalable Stack

HopOn is built on modern, proven technologies optimized for cross-platform performance, real-time updates, and future scalability.



## Frontend: NextJS, React, Typescript

One codebase for our webapp, accessible across devices.



## Backend: Flask

High-performance RESTful API architecture. Secure access via JWT authentication.



## Data & Storage

PostgreSQL for relational data integrity (games, users). Redis for caching and rapid session management.



## Infrastructure

Deployed on AWS/Google Cloud via Docker containerization, ensuring rapid scaling and reliability.

- Real-time matching and game updates are facilitated by WebSockets, providing an immediate and responsive user experience.

# Development Process & Team structure

## Communication

Discord

Weekly Meetings

The screenshot shows a project management interface with a sidebar on the left containing navigation links like 'Inbox', 'My issues', 'Projects', 'Views', 'More', 'Your teams', and 'Cycles'. The main area displays a backlog of tasks organized into three columns: 'Todo' (4 items), 'In Progress' (3 items), and 'Done' (19 items). Each task card includes a title, a progress indicator, and a due date. A footer at the bottom indicates a GitHub Copilot agent is assigned to the project.

Column	Task ID	Description	Status	Due Date
Todo	MON-26	User Authentication System	Pending	
	MON-30	Record MP2 Presentation Video	Pending	
	MON-31	Tech debt (code quality improvements + database migration)	Pending	
	MON-28	Setup CI/CD Pipeline	Pending	
In Progress	MON-6	Setup database	In Progress	
	MON-29	MP2 Presentation Slides	In Progress	
	MON-24	Location Services Integration	In Progress	
Done	MON-9	Make presentation for week two demo	Completed	
	MON-5	Create Github repository	Completed	Sep 10
	MON-7	Backend skeleton code	Completed	
	MON-8	Frontend skeleton code	Completed	
	MON-25	Backend API Structure	Completed	Oct 12
	MON-23	Frontend V1 - Create Game Flow	Completed	Oct 24
	MON-22	Frontend V1 - Game Discovery	Completed	Oct 20
	MON-21			
	MON-20			
	MON-19			

## Tools & Management

Linear (Tasks)

GitHub (Code)

## Team Roles



### Muneeb & Peter

Development Leads, specializing in Backend Architecture (Muneeb) and Frontend UI/UX (Peter).



### Jacob & Faseeh

Full-Stack Developers covering QA, Core Features, and crucial Location Services integration.



### Daniel

Driving Project Management, Business Development, and strategic alignment with market needs.

# User Interface Preview



## Home: Browse Games

Quickly discover and browse available games near you, with personalized recommendations.



## Details: Join/RSVP

View comprehensive game details, player info, and easily join or RSVP to events.



## Create: Quick Setup

Effortlessly set up new games with intuitive and fast configuration options.



## Profile: Stats

Track your personal game statistics, achievements, and manage your public profile.



## Search: Advanced Filters

Find specific games using advanced filtering capabilities for sport, skill level, and location.

# User Interface Preview

The image shows a dark-themed user interface for a mobile application called HopOn. At the top, there is a navigation bar with the following items: "HopOn" (with a profile icon), "Home" (selected), "Discover", "Create", "Events", and "Profile".

The main content area features a large central box with the "HopOn" logo and the tagline "Find your game". Below this are three summary statistics:

- Nearby:** 12
- Joined:** 3
- Hosted:** 8

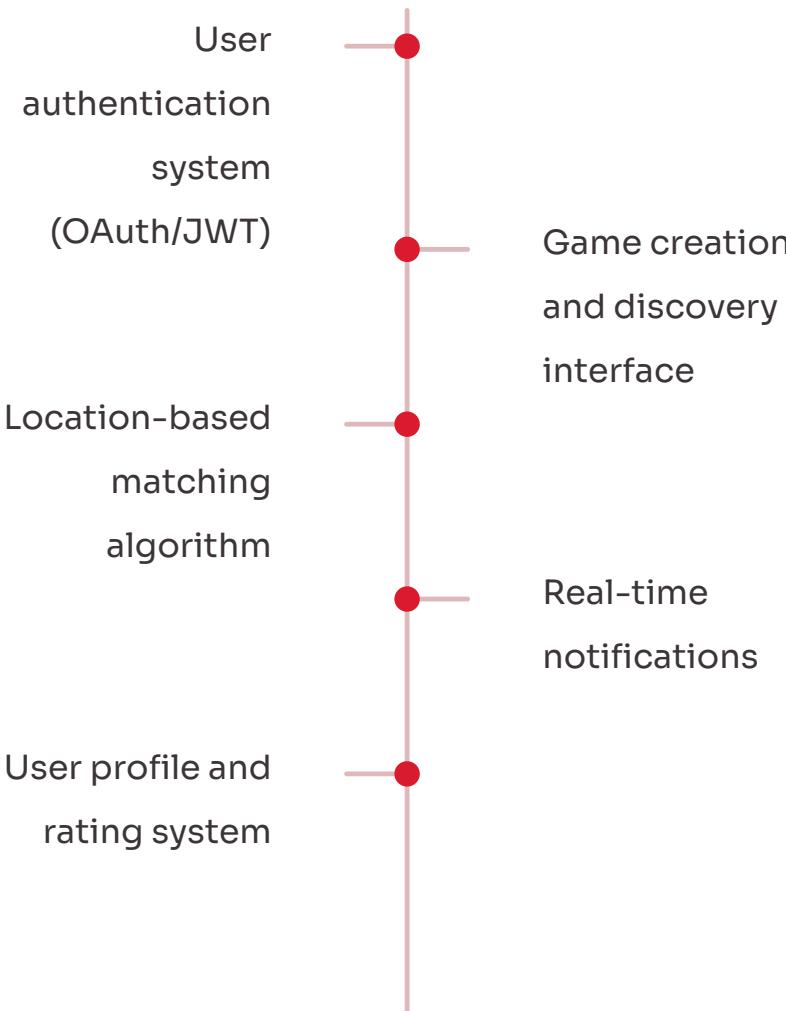
Below these statistics is a section titled "Nearby Events" with a "Filter" button. It displays two event cards:

- Some event:** Basketball • Intermediate. Participants: PAC. Date: Tue 4:11 PM. Status: 0/10 players. Action: Join.
- event2:** Tennis • Advanced. Participants: asdfadsf. Date: Sat 4:28 PM. Status: 0/10 players. Action: Join.

# Next Steps/MP3 Plans

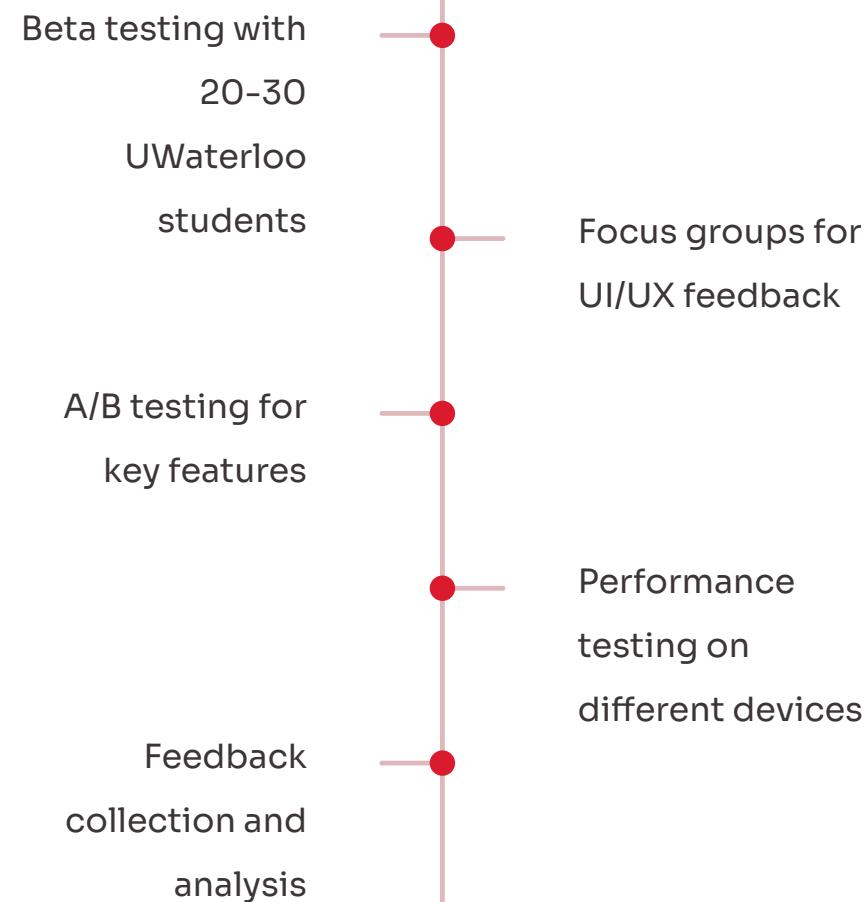
## ✓ Features to Complete

Key functionalities planned for development:



## >User Testing Plans

Strategy for gathering user feedback and improving the product:



## 🎯 Iteration Goals

Objectives for product development and quality assurance:

