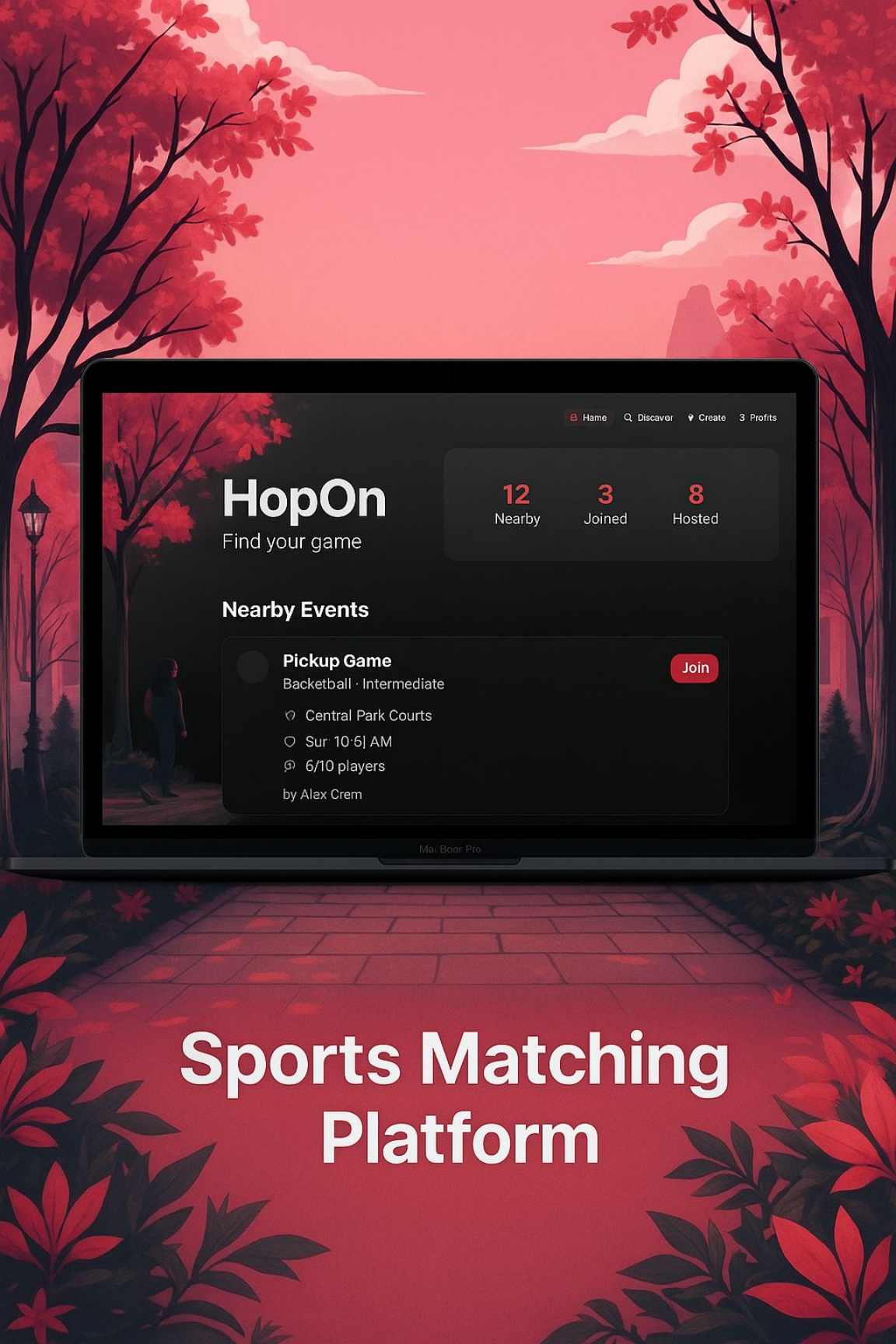# HopOn

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.

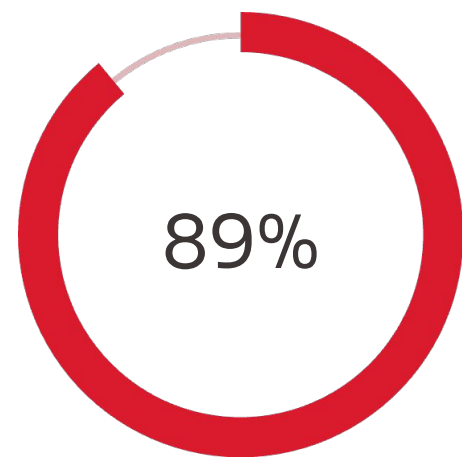- Newcomers and non-club athletes cannot easily find casual games.

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 UWaterloo students and young professionals. The results below showcase a high degree of intent to use the platform.

Key Validation Metrics

89%

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.

78.6%

Play Sports Weekly or More

82%

Aged 18-24 (Target Demographic)

Must-Have Features (Top 3)

1 Location-Based Search

Critical for finding nearby games instantly (78.6%)

2 Skill Level Matching
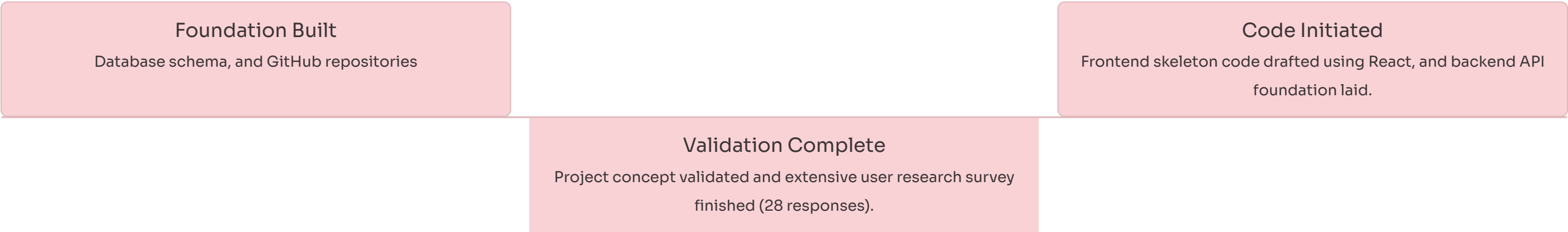
Ensuring competitive and balanced gameplay (78.6%)

3 Integrated Scheduling Tools

Simplifying the process of organizing games (75.0%)

Survey conducted October 7-11, 2025, with 28 participants on UWaterloo 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

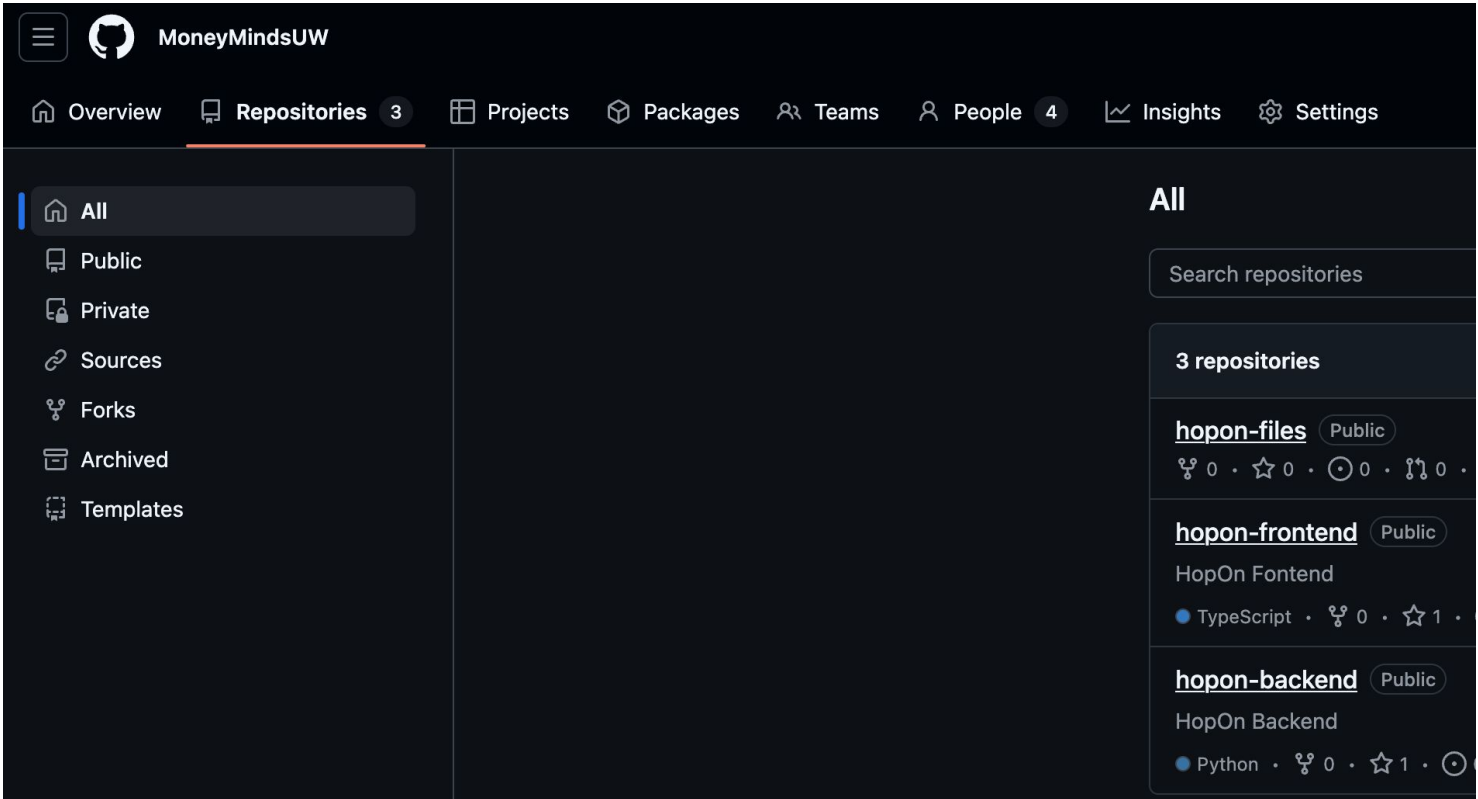Project concept validated and extensive user research survey finished (28 responses).

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.
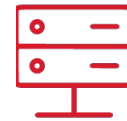
Technical Overview: A Robust & Scalable Stack

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

Tools & Management

Linear (Tasks)

GitHub (Code)

Team Roles

Muneeb & Peter

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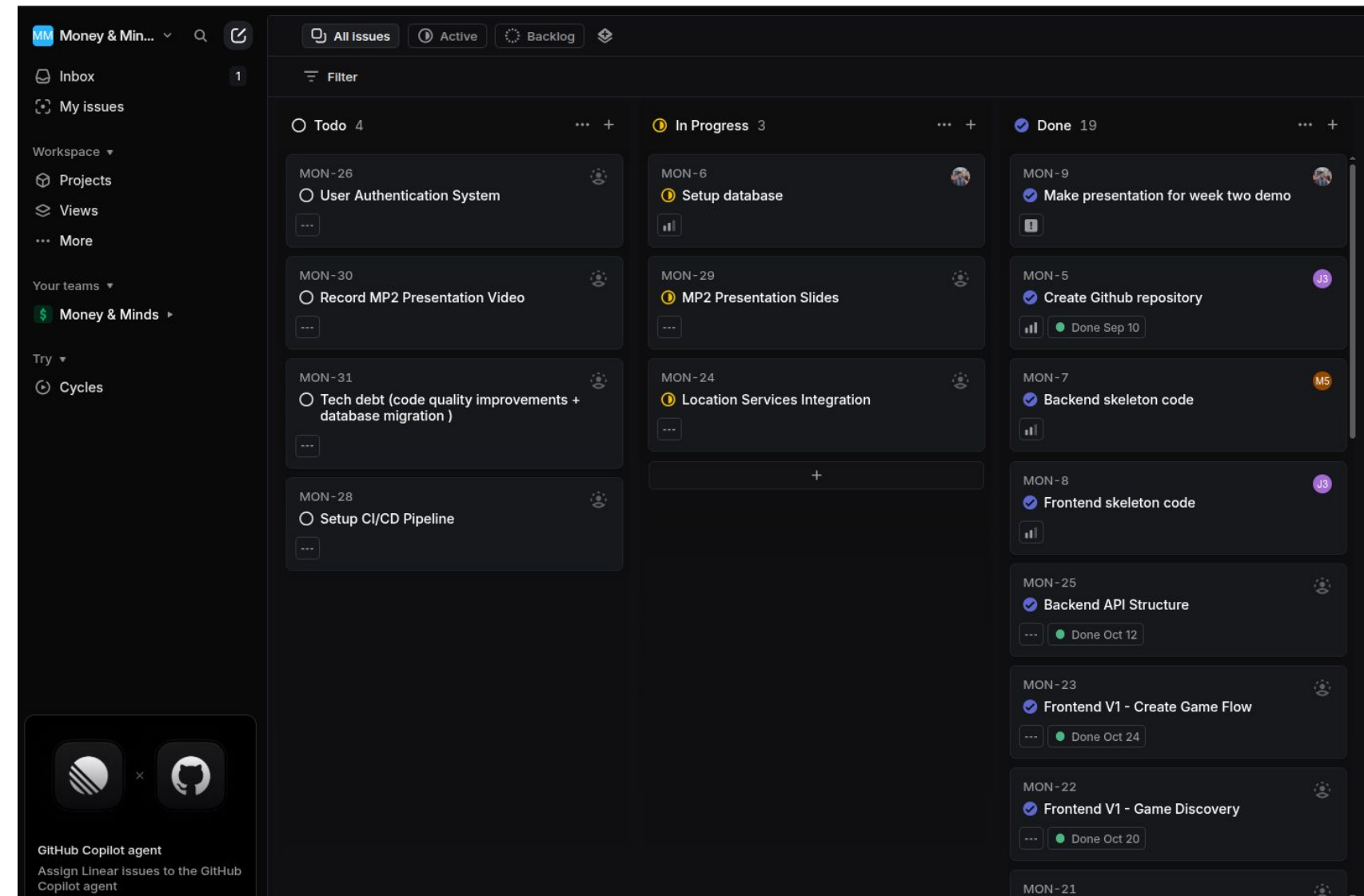
Jacob & Faseeh

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.
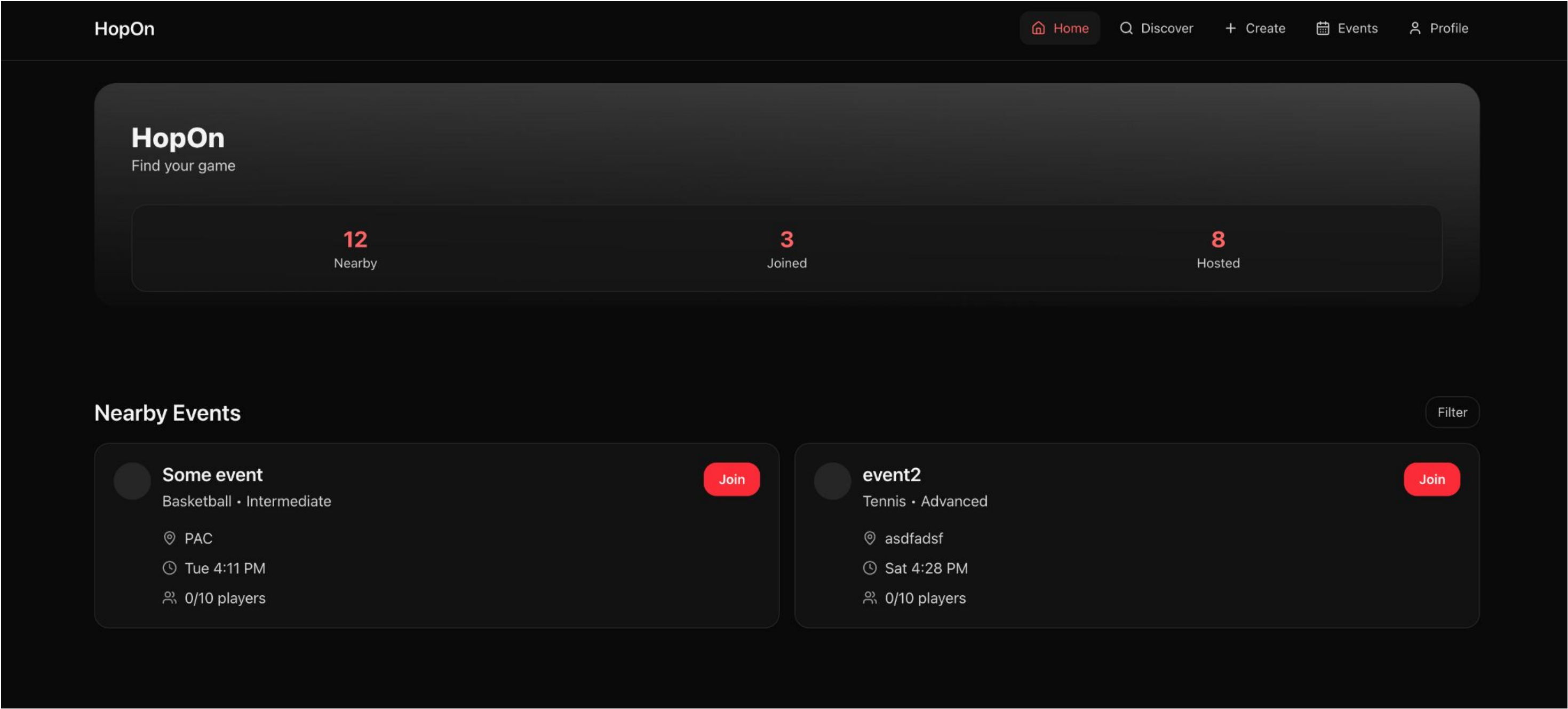
Profile: Stats

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.
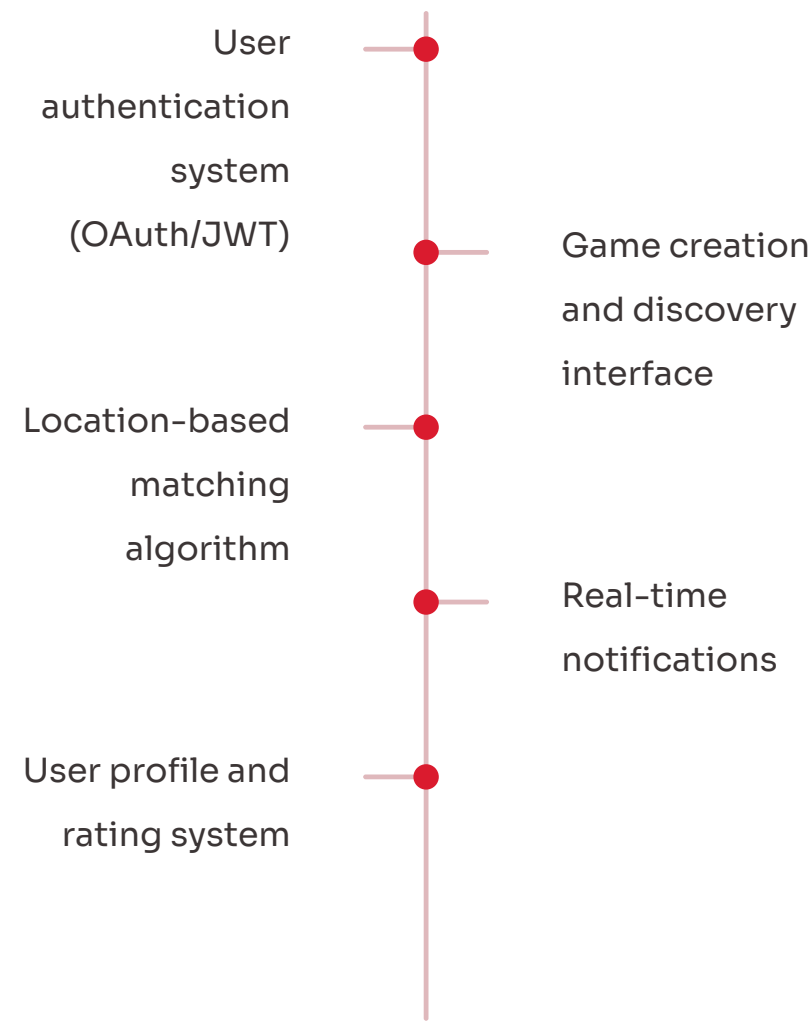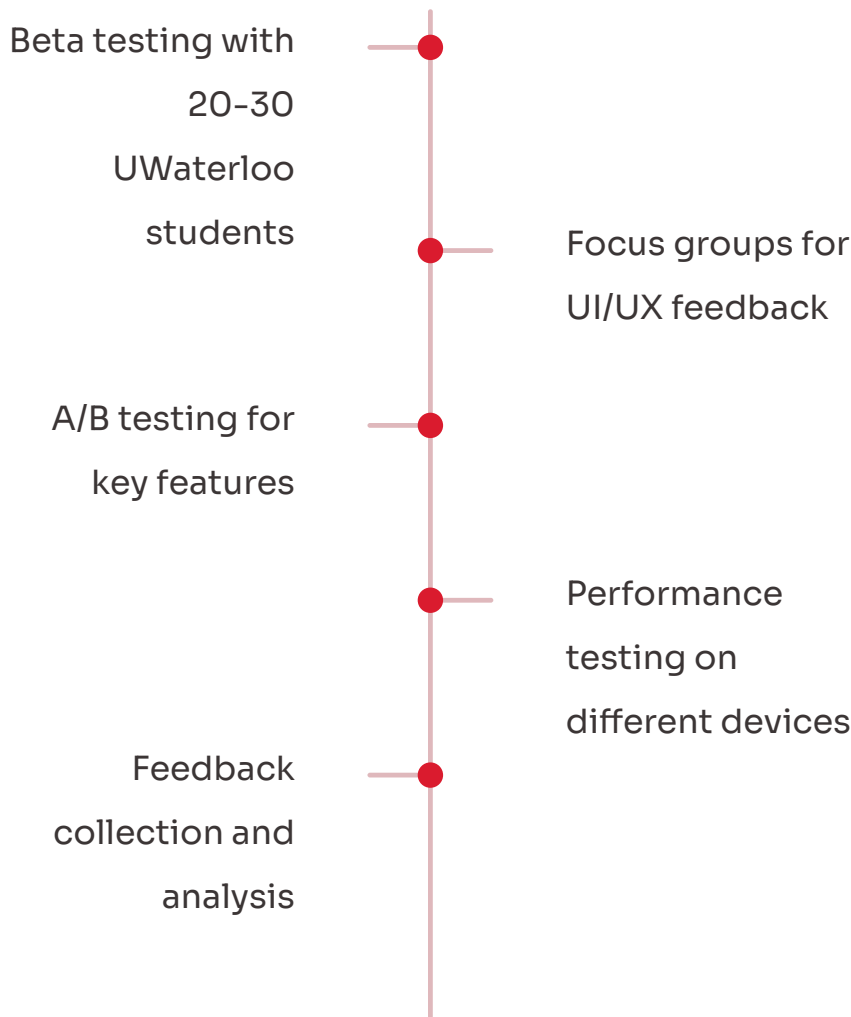
User Interface Preview

Next Steps/MP3 Plans

✅ Features to Complete

Key functionalities planned for development:

- User authentication system (OAuth/JWT)
- Game creation and discovery interface
- Location-based matching algorithm
- Real-time notifications
- User profile and rating system

🧪 User Testing Plans

Strategy for gathering user feedback and improving the product:

- Beta testing with 20-30 UWaterloo students
- Focus groups for UI/UX feedback
- A/B testing for key features
- Performance testing on different devices
- Feedback collection and analysis

🎯 Iteration Goals

Objectives for product development and quality assurance:

- Complete core MVP by end of Winter 2026
- Achieve 90% feature completion rate
- Maintain code quality standards
- Implement user feedback from testing
- Prepare for public launch