

Pick-Up Game

An iOS sports meet-up application

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Introduction:

Our app will bring sports players together. The app will let each user create and customize their own profile. Users can then create and post events for other users to see. On the home tab, users can filter out which events appear in their feed. They can filter events by type of sport and distance from them. They can click on an event for more information about it and where to meet up.

Executive Summary:

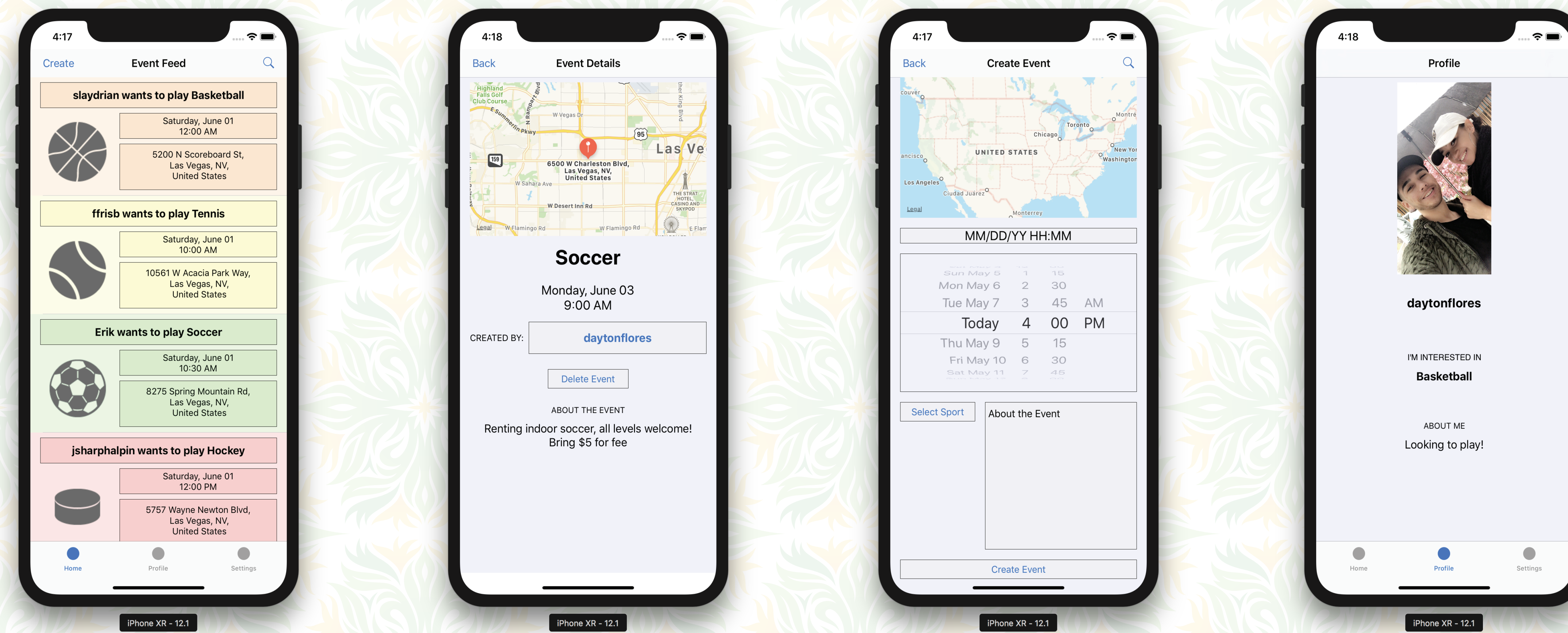
Pick-Up Game will bring sports players together. The app lets users create an account and set up their own profile. They can then create events for others to view in the home tab. A user can see more information about an event and choose to meet up with other users. Give our app a try and start playing!

Motivations/Problems:

- No one to play sports with
- There's no one at the park playing sports
- Your friends don't like playing the same sports as you
- Not enough friends playing sports
- According to a study conducted by Harvard T.H. Chan School of Public Health poll, "almost three in four adults played sports when they were younger (73%) [and] only one in four (25%) continue to play sports as adults" (Datz & Blair, 2015)

<https://www.hsph.harvard.edu/news/press-releases/poll-many-adults-played-sports-when-young-but-few-still-play/>

Application Layout



Future Improvements:

Given more time and starting from scratch, we would add messaging capabilities so that users could communicate. We would add RSVP capabilities so that users would know which events have people attending. We would add friends lists so that users could stay up to date with what events their friends are making. We thought about adding group events so that there is a known number of people going instead of hoping people show up. Another thing we would add is user reviews so that users can give positive or negative feedback on event creators. Lastly, we would add Android support so that people not using iPhones can still use the application.

Contributions:

- Dayton Flores: Edit Profile, Login, Setting
- Erik Chow: Profile Page, Firebase Management
- Frank Frisebee: Logo, Launch Screen, Keyboard Functionality
- Joseph Sharp Halpin: Create Event, Home Feed

Conclusion:

We learned about iOS application development and database/server management. If we were to create this application again, we would prioritize friends and messaging for a better user experience. Overall, app development definitely has a learning curve which we had to overcome.

Acknowledgements:

- Dr. Andreas Stefik
- CS 472 class
- People who tried our application and provided feedback
- YouTube tutorials

Recruitment:

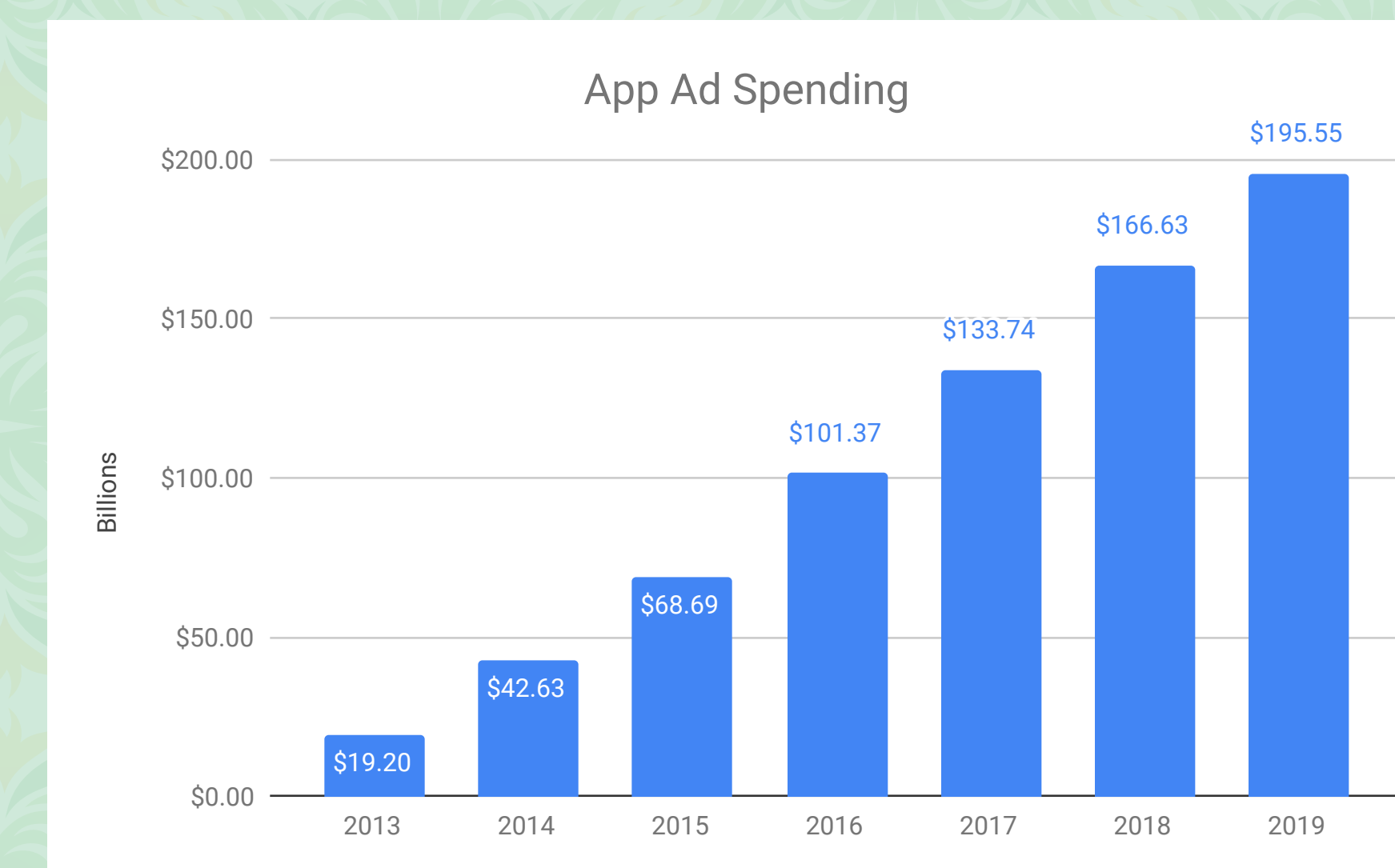
- Flyers at recreation centers
- Going to parks and actively recruiting
- Posts on social media
- Word of mouth
- Asking friends to test it

Non-Functional Requirments:

- Operating System: The application is designed on macOS 10.13.6/10.14.3 and will be written to run on iOS 12.1.4
- Programming Language: The application is written in Swift Version 4.2.3
- Developmental Tools: The project is designed, written, and tested using Xcode Version 10.1/10.2
- Database: Firebase SDK Version 5.20.1

Monetization:

- Mobile in-app advertising
- Now a \$200 billion industry



(Business of Apps, 2018)

<http://www.businessofapps.com/ads/research/mobile-app-advertising-cpm-rates/>