ScoutPlay

Application Requirements

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Overview

Innovative digital platform designed to discover sports talents and connect them with clubs and coaches using artificial intelligence (AI) and data analytics. It also functions as a social hub, allowing players to share videos like TikTok, schedule matches, and invite others to participate, making talent discovery more interactive and engaging.

Problem

- Many talented athletes struggle to get noticed due to a lack of connections or professional scouting opportunities.
- Clubs and scouts face difficulties in identifying and evaluating talents based on reliable and structured data.
- Traditional scouting methods are time-consuming, subjective, and often biased, leading to missed opportunities.
- Players lack a dedicated platform to showcase their skills, organize local matches, and engage with the football community.

Objectives

ScoutPlay provides a comprehensive digital ecosystem for talent discovery by:

- 1. Al-powered video analysis to assess player skills and performance with high accuracy.
- 2. **Short-form video sharing** (like **TikTok**) where players can post highlights, training clips, and interact with others.
- 3. **Match scheduling & participation** where players can create game events and invite others to ioin.
- 4. **Player ranking system** based on real performance, helping clubs identify the best candidates efficiently.
- 5. **User-friendly interface** that allows players to upload videos and clubs to browse talent profiles easily.

Constraints

Roadblocks, realities, and dependencies that limit how ambitious you can be with this project.

- 1. **Limited time** to complete minimum viable product.
- 2. Al-features could be limited by the number of features.
- 3. Lack of real world data that will reduce application interactivities.

Use Cases

Platform user interactions.

Player registration: Athletes create a profile and add his personal information.

Path selection: Users will choose either to use the application as a casual player or talented player.

Video upload: Players upload performance videos based on predefined criteria.

Al analysis: Al evaluates skills, extracts performance data, and ranks players.

Social Sharing: Players can post short videos, get likes and comments, and build their reputation.

Match Scheduling: Users can create or join matches, increasing real-world scouting opportunities.

Clubs & Scouts Access Database: Users can create or join matches, increasing real-world scouting opportunities.

Direct Contact & Contracts: Clubs can reach out to players directly and initiate recruitment discussions.

Players accessing boot camps and tests: Players can preview any scheduled bootcamp from clubs and assign themself to participate.

Practice: Players can preview a range of in app tests to enhance and determine player skills.

Features In

These features will be provided by platform sorted as priority.

- Registration
- Upload a video to be analyzed
- Socialize.
- Preview boot camps.
- Create and participate in matches.
- Practice packages.

Features Out

Theses features will not be covered by our platform (At least at this time)

- No live streaming of matches.
- No full-length match uploads (only short highlights).
- No player-agent management (connections happen externally).
- No general social media features (messaging, stories, reactions).
- No multi-sport support (football only at launch).
- No pay-to-win ranking system (pure merit-based).
- No preview of all skills.

Design

None yet!.

[∃ Figma]

Technical Considerations

None yet!.

Success Metrics

- 1. Technical Implementation (30%)
 - Ensure Al-analysis is well-executed.
 - Build a scalable backend for smooth performance.
- 2. Idea Solution Fit (20%)
 - Clearly define how this platform fills a gap in football scouting.
 - Ensure the platform **solves a real problem** for players, scouts, and clubs.
- 3. Evaluation & Accuracy (20%)
 - Al must accurately assess player skills from video uploads.
 - o Ensure fair and data-driven evaluation models.
- 4. User Experience (UX) (15%)
 - The platform should be **easy to use** for players and scouts.
 - A smooth video upload and AI analysis process is key.
- 5. Presentation & Documentation (10%)
 - Pitch deck and demo must clearly explain the concept.
 - o Provide will-documented insights on **how AI works** in the system.
- 6. Ethics & Responsible AI + Teamwork & Collaboration (5%)
 - Ensure AI does not unfairly favor certain players.
 - Build a fair ranking and recommendation system.
 - Maintain team collaboration and transparency.

Open Issues

None yet!

Q&A

What are common questions about the product along with the answers you've decided? This is a good place to note key decisions.

Asked by	Question	Answer