

DXC EURO 2020

A Product of DTC Sofia

01

Objectives

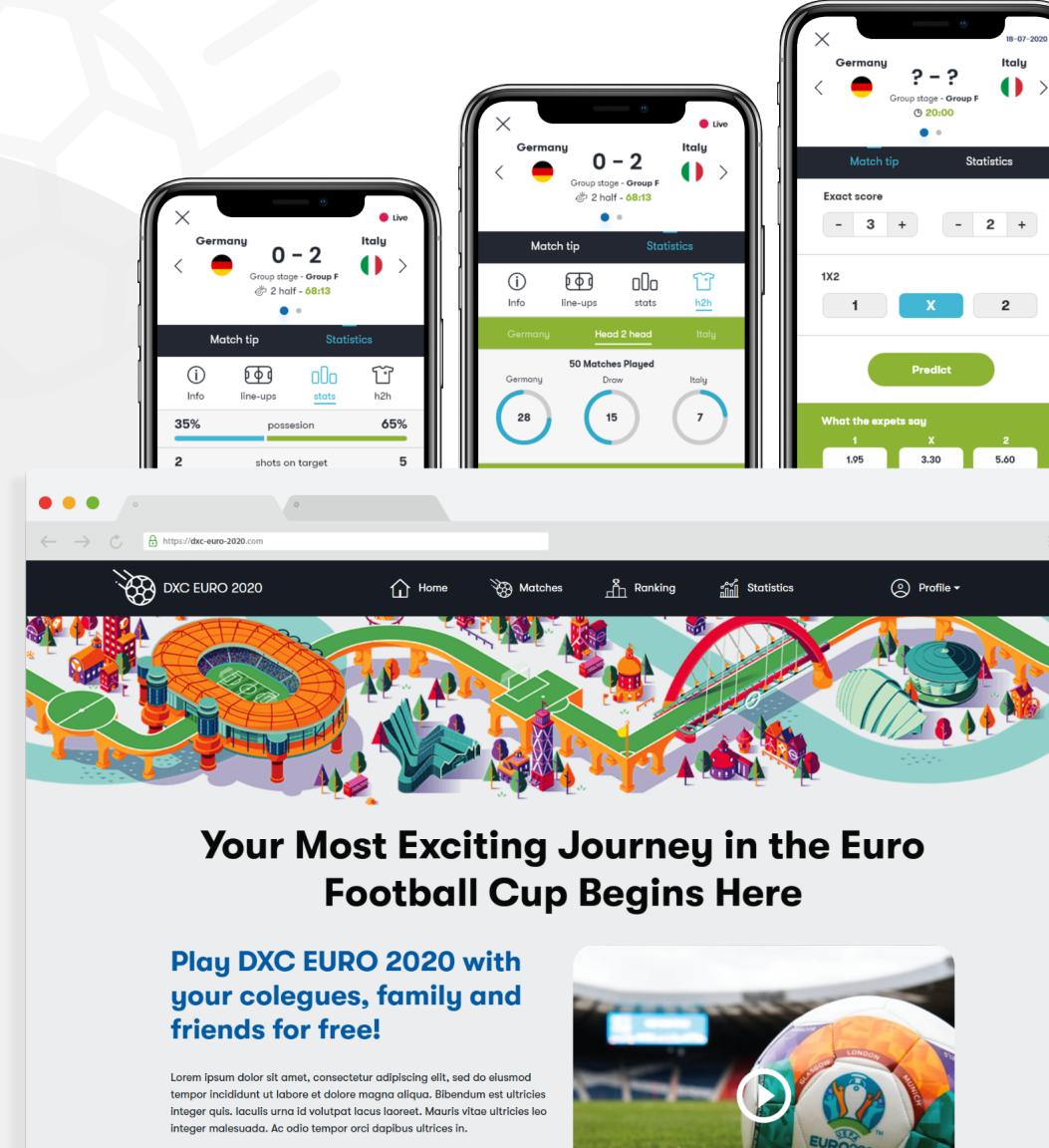
- Product vision;
- Product features and why this product is different from previous editions;
- Model of work;
- Team structure;
- What is implemented;
- How it is handed over;
- What needs to be done next year;

02

Product vision

The EURO 2020 WEB & Mobile APP is built to provide integrated gaming & entertainment experience for all DXC Employees, their friends and families based on the latest trends & technologies.

The App is taking the best from gaming/prediction sports platforms, social communication channels and sports info feeds to make the usage of other EURO Championship apps unnecessary.



03

Our Model of Work



- **Working Agile**
using the best agile practices and testing different solutions.
- **Working on sprints**
We worked on sprints with 2 weeks duration.
- **Following the agile events**
daily stand-ups, planning and retrospective meetings.
- **Following DTC Agile Practices**
using Jira and Confluence as project tools.
- **Took part in a workshop**
all team's ideas, visions, concerns and priorities were collected.
- **Backlog development**
Based on achievements in the previous World Cup 2018 app we had a good starting point for backlog development

04

Why this product is different from previous editions

Previous editions

- Voluntary work
- Working out in the spare time of the team
- Products couldn't cover the end-to-end Digital football experience
- Manual work for match results

EURO 2020

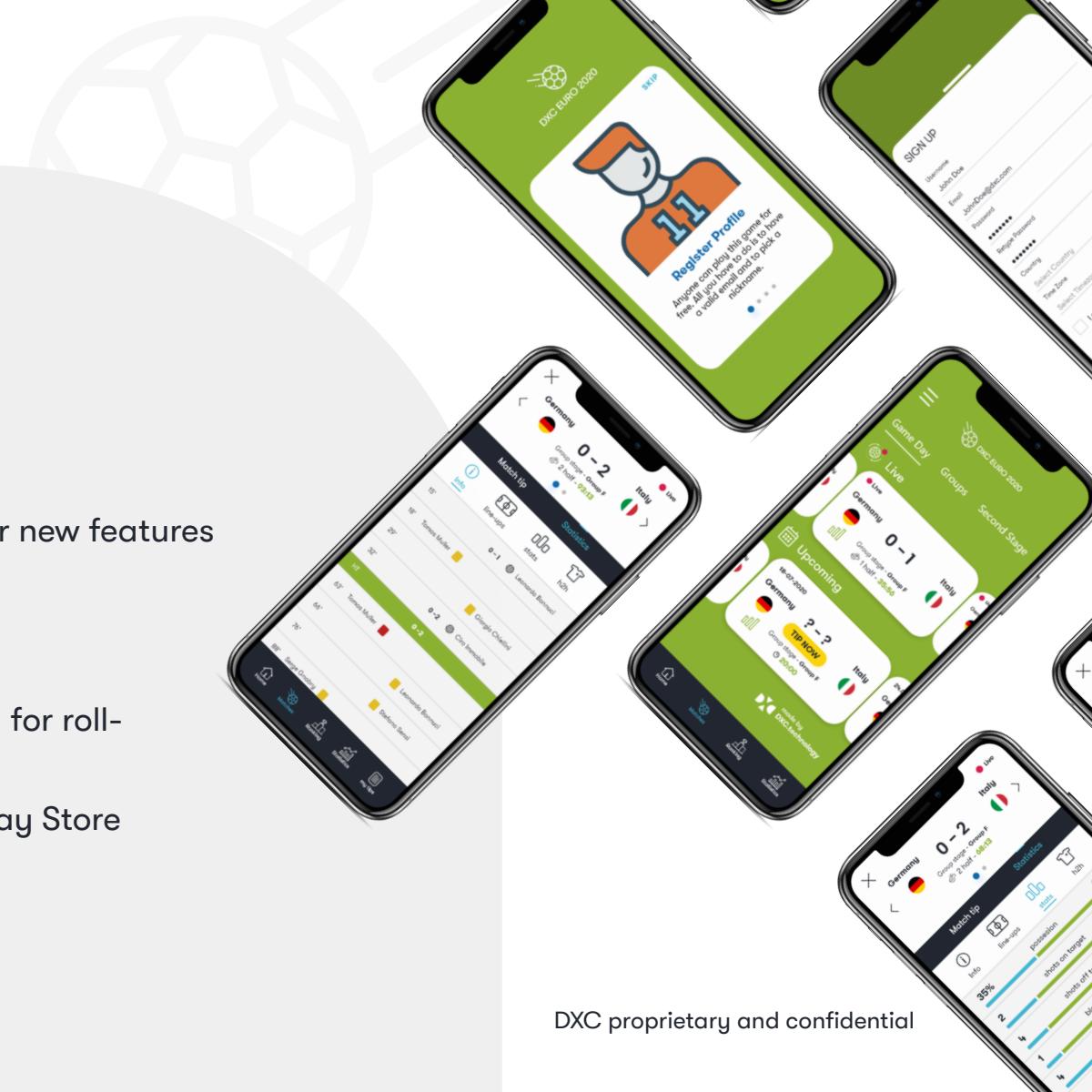
- Numerous opportunities for predictions
From exact results on matches, to the rudest players in the tournament. All in one;
- All information in one place
Match Fixtures, Euro2020 Standings, Livescores, Expert Predictions, Team Head2Heads
- Social Media Sharing
Our App allows everyone to experience & share their success during the EURO championship through all popular social media channels;
- Beyond the DXC borders
Our App is not only for DXC employees - it will attract many non-company users through the extensive social media user sharing capabilities;
- Working Agile

05

What is implemented

Technical

- WorldCup 2016 deep analysis and ideas for new features
- Environment & Domain Set-up
- Overall Architectural Design
- Technical Agility Practices, including model for roll-out & live support
- App registration in Apple Store & Google Play Store

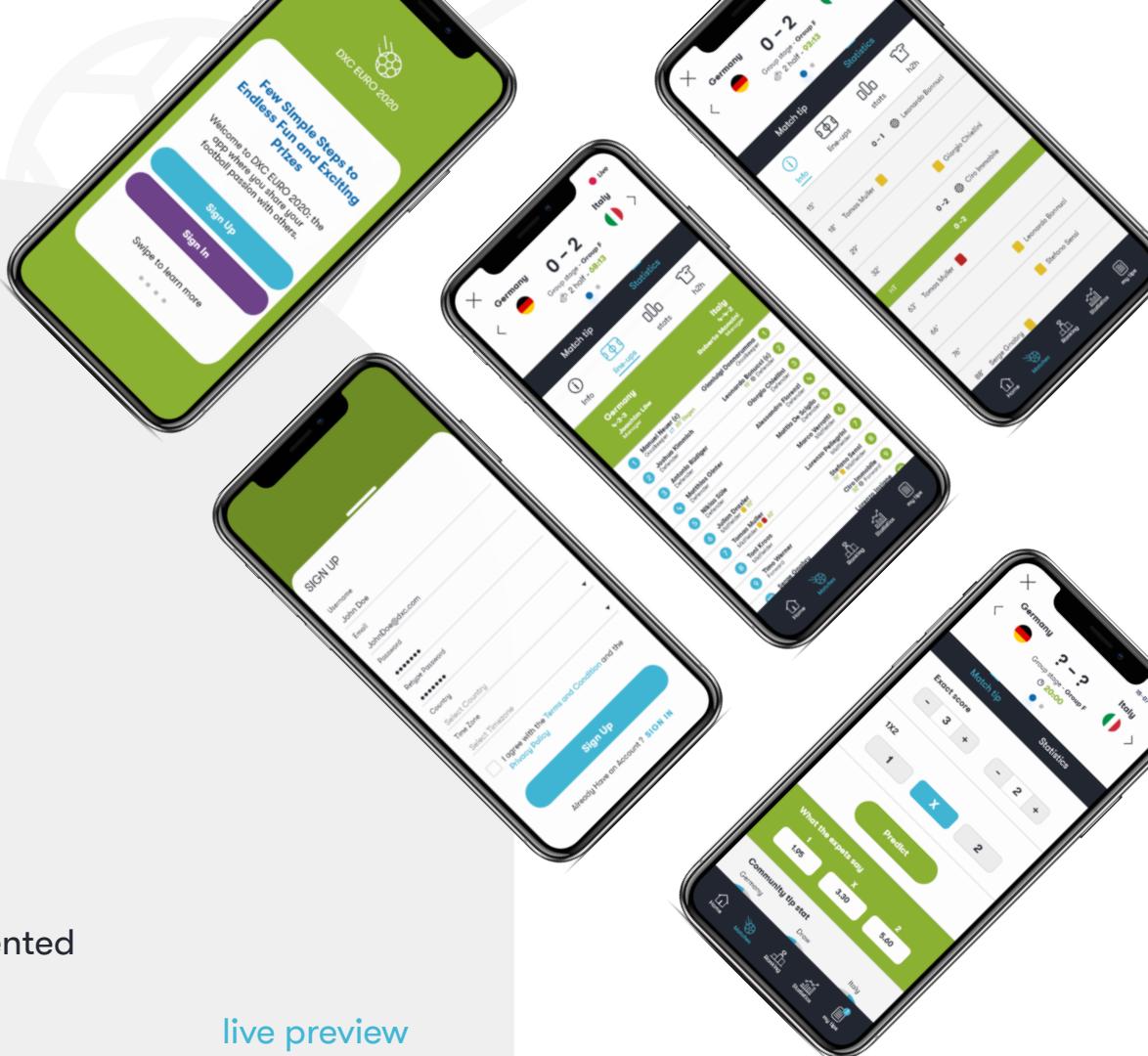


05.1

What is implemented

Features

- User Registration Modules
- User Settings Modules
- User Onboarding process
- View Live & Upcoming Matches including 3rd party API integration
- Predict on Match Winner
- Win Points for Match Winner
- User Friendly experience for all fully implemented Features + many more



live preview

06

What needs to be done next year?



- Social Features (Group Creation, Administration, Social Media, etc);
- Analytics Features (statistics, real-time user data, standings, etc);
- Finalization of Gaming Features;
- Finalization of EURO2021 Features;
- Finalization of Administrative features
- Search and Filtering features

07

Our Team



ANDREY
proxy product owner



MARIYA
scrum master



STELYANA
digital marketing



DIMITAR
UX/IU designer



VERONIKA
UX/IU designer



ALEXANDER
front-end developer



ISKRA
front-end developer



DIMITAR
mobile developer



VELINA
back-end developer



LACHEZAR
back-end developer

08

How it is handed over

- Handover presentation describing Euro2020 project in high level
- High-Level Backlog
- Project architecture design
- Source Code Repository in DXC GitHub with created code for Mobile, Front-end, Back-end
- Source Code Documentation, including Style

live link





THANK YOU

Our High-Level Agile Product Backlog

User Registration

In-App Registration;
Facebook Registration;
Google Registration;

Social Features

Update User Personal Data;
User E-mail Privacy;
Mobile Phone Push Notifications;
E-mail Notifications;
Delete/Forget User;
Profile Avatar/Default Image;

Social Features

Invite Friends with E-mail;
Create Private & Public User Groups;
Administer User Groups;
Compete within Group;
Compete with other Groups;
User Group Chat;
Share in Social Media - Ranking & Cups;
Choose Favorite Groups;

Gaming Features

Win points for predicting the winner of a match;
Win Points for precising Exact Match Result;
Win Points for tournament winner & Runner-up;
Win points for goal difference;
Win points for friends registered;
Win points for social media shares;
Win points for chat activity;
Win points for goal scorers;
Win points for the rudest player;
Win Virtual cups for points earned;
Win Points for prediction success rate;
Play even if match has started, earn less points;

Social Features

Privacy Policy;
Game Rules;
Terms and Conditions;
In App User Tips;
In App Notifications;
Time Zone;
Multi-Language Support;
My Personal Predictions;

Analytics

Group Rankings (points earned);
App User Bets in Real Time;
Group Ranking (successful Guesses);
Group Ranking Movements indicators;
Group Ranking per Country;
Easiest to guess Matches;
Hardest to guess matches;

Tournament features

Automatic Updates for Match results;
Match Stats/Statistics;
Match Live-Score;
Group/Eliminations standings;
Expert Predictions;
Head2Head/Match/Team history;

Search/Filter

User Stats;
Group Stats;
Match Search;



live link