**Play Boiler**

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**Problem Statement:**

In the world today, it’s difficult to find an effective way to meet up with peers. Some scenarios would be a pickup game of basketball or a round of disc golf. What differentiates this app from similar systems is its specialization of sports-related events.

**Background Information**

We have all had issues trying to find pickup games of our favorite sports and getting enough people to join in to play. The domain of the application is Purdue University. The targeted users would be interested sports enthusiasts who want to find other students from Purdue to play pickup games. Through searching we have found other products that pair people up for pickup games but none that are specifically targeted at benefitting Purdue students. The limitation of other solutions is that they don’t have very good branding and targeting and since they are so general they don’t have a lot of users using the application. So by making it just at Purdue we are very specific in our targeting and can generate the required pool of users.

**Requirements**

Functional Requirements:

As a user, I would like to alert users of a pickup game I’m hosting including where it is and what sport is being played and be able to determine the interval at which the game is created. For example, every Wednesday at 12:30 I would like to create a pickup soccer game on the Rec fields.

As an event creator, I would like to be able to view my created pickup game and who all is coming to it.

As a user, I would like to be able to join a pickup game that’s being hosted.

As a skilled sports player, I would like to be able to play with other people of my skill level.

As a user, I would like to be able to leave a pickup game that I had joined.

As a user, I would like to have my own personal profile with a list of sports I play, a picture, who I follow and other features if time allows.

As a user, I would like to be able to create a bracketed tournament of teams for tournament style play if time allows.

As a user, I would like to be able to host other kind of events, such as parties etc. if time allows.

As a user, I would like to be able to set preferences on when I get alerted by the application.

As a user, I would like to be able to see how many people are in the current pickup game and make sure that it doesn’t go over the allotted amount.

As a user, I would like to be able to invite people to play in pickup games with me if time allows.

As a user, I would like to be able to search and browse for games based on time, skill-level, sport, and location, etc.

As a user, I would like to be able to undo any action I have done in the app, such as remove followers, games, etc.

As a user, I would like to be able to avoid specific players based on sportsmanship levels if time allows.

As a moderator, I would like to be able to remove specific events and user names based on their level of appropriateness.

As a user, I would like to be able to see my past games if time allows.

As a user, I would like to be able to see my win loss record for certain sports if time allows.

Non-Functional Requirements:

*Performance:*

If the app fails, all previously created events and user profiles should be restored upon reloading the app.

*Response Time:*

The app doesn’t need to operate at break-neck speeds as long as it operates smoothly and flows well.

*Scalability:*

The application should be able to be adapted to other locations and campuses smoothly and can be rebranded for specific campuses.

*Usability:*

The application should be functional and users should be able to create events, view events, and join them without the application closing. It should also be very intuitively created so that new users can join the application and immediately be able to understand how the application functions.

*Security:*

People shouldn’t be able to access user profiles without using the user’s phone.

*Platform Requirements:*

Android 4.1-4.4, API 16-19

*Process Requirements:*

We will be using the scrum method to complete the problem. The application will be done in Android SDK, C for the server, and SQL for the database.