

CS102	Spring 2021/22		
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~ TEAMDER ~

THE GROUP

Criteria	TA/Grader	Instructor
Presentation		
Overall		

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Requirements Report

(Final)

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1. Introduction

People are having difficulty finding teammates while doing team sports in daily life. In order to overcome this challenge, we will develop a sophisticated desktop application that brings together many related people for certain team sports. Obviously, our target users will be people looking for a team in these sports. Our program also targets people who go to places where they are foreign. Our ultimate purpose is to encourage people to join team sports and socialize with people.

2. Details

2.1 Create an Account

Users can create an account by establishing a user name and password. Then they can specify their favorite sports and add introductory explanations of themselves on their profiles. After creating an account, they can add other users as their friends and see a list of them in their own profiles.

2.2 Start a Match

Users can create match rooms that they can customize for themselves. We have four sports: Football (6v6), basketball (5v5), volleyball (4v4), and tennis (2v2). Users create a match by establishing the sport, place, and time of the match, and they can choose a position to play in the team. For example, a user can create a football match with an established time and place, then make themselves the team's goalkeeper and wait for other users to join.

2.3 Join a Match

Users can also join a match created by others. There are some filters that will make it easier for users to find a match based on their preferences. For instance, they can choose the city they currently live in to find a match nearby, choose a specific sport they want to play, and also they can pick an appropriate date. While joining a match, they will be able to see available positions for each team and select both the team and the position they want.

2.4 Chat With Other Players

Each player in a particular match will automatically join the chat room when they join the match. Players can use the chat room to get to know each other and kill time while waiting for other players to join the game. Once all of the players of the game are determined, they can also discuss the details of the match. The chat feature will enable players to make friends and have fun also beyond the match.

2.5 Rate Other Players

Once the match is over, players can rate their teammates according to their performances during the match. Players will be able to see their average rate. These rates will be displayed on users' profiles. Players also will be able to see other players' rates in the match room they join.

2.6 Comparison to Similar Applications

A similar application to Teamder is HeyBuddy. It is a social interaction application where users can find other users who have interests in the same sports as them. By this way, it helps them to find "sports buddies" and to socialize while doing sports [1].

HeyBuddy has certain similar features to Teamder. In both applications, users can create events (in HeyBuddy) or matches (in Teamder) that other users can join, and there are chat applications, but with a difference. Also, users can add other users as their friends in both

Teamder and HeyBuddy. However, there are certain differences between these two applications [1].

Our application focuses on helping users to find other users to form a team to do team sports, while HeyBuddy mostly has a focus on helping their users to find friends who share similar sports interests. Because of this difference in the main goals of these applications, Teamder has team sports in it, but HeyBuddy has a variety of sports, not just team sports. In both applications, there are events and matches, but while joining them, in Teamder, users can filter the matches on the application according to their preferences such as sport, date, place and can choose positions on the team while joining a match room whereas there is no filter and no choice of position in HeyBuddy while joining an event. This filtering feature helps users in Teamder to find the best suitable matches for them without searching through all matches on the application. After the event or match, in Teamder, users can rate other users who were their teammates on that match according to their performances but in HeyBuddy, there is no rating system. Also, in Teamder, users can chat with other users who joined the same match room as them in a group chat but in HeyBuddy, chat is only available for two users [1].

3. Summary & Conclusions

The purpose of our application is to make joining sports entertaining and easy for people. By using filters and giving users a choice of position, this sophisticated application makes it easy to gather a group of strangers, organize teams according to positions, and do sports. Although there are similarities with other applications like HeyBuddy, our application's main goal, which is encouraging people to do team sports, distinguishes itself from others. Because of the features mentioned above, as the developers of Teamder, we sincerely believe that Teamder will be a remedy for people having difficulty doing team sports.

REFERENCES

1. *Home*. HeyBuddy. (2021, December 2). Retrieved March 4, 2022, from <https://www.heybuddy.com/>