

HCI - Assignment nº2

Design and prototyping of an application using a human-centered approach

Deliverable nº1: Requirement Analysis

Project Title: Basketball Betting Website

Group: Eduardo, Inês, Pedro Gil

Lab Class: P4

Introduction

Pick&Play

- Pick&Play is an online betting platform that allows users to bet on Basketball games, for a chance to earn money on the side. This is done by betting on one of two main modes: Multiplayer Mode or 1v1 Mode. Multiplayer mode allows users to bet on all matches throughout the day, the three users with the most amount of correct games earn cash prizes. 1v1 mode allows two players to each choose a team on a daily match and the user who selected the winner takes all of the money that was bet (95% after website share taxes).
- We arrived at this idea because two of our members grew up playing basketball. Therefore, launching a Basketball betting website taps slightly into our group's passion for the sport. With our first-hand experience, we wanted to create more than just your average basketball website. Therefore, we set our sights on an entrepreneurial path, allowing players to earn money based on how correctly they pick the winners of matches.
- Our main personal interest comes from the mix of our passion for the sport and the aspects that correlate to our degree in computers and informatics engineering. Allowing us to explore what we've learned across our course and turning it into something that other basketball enthusiasts can take part on.

Project Objectives

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- High-level goals:
 - Allow users to bet on Multiplayer Mode.
 - Allow users to bet on 1v1 Mode.
 - Check basketball game results.
 - Check basketball standings.
 - Check basketball statistics.
 - Allows users to put money in and take money out of the wallet.
- What are the expected outcomes?
 - A platform with a simple and easy to navigate user interface that aims to optimize the proposed user experience.
- What are the benefits?
 - A great place for basketball enthusiasts to bet on games.
 - Benefits true fans of the sport by allowing them to earn money on the side based on their basketball knowledge.



Persona #1

Pick&Play

- Ivo Simões
 - 30 years old
 - Physical therapist specialized in athlete rehabilitation
 - Ivo and his friends are NBA fans, who grew up playing basketball. Now he likes to watch NBA games and follows its everyday results.
 - To earn some extra money while watching the games, Ivo makes his predictions for the daily games, and tries to get the most amount of game winners correct, to maximize his profit.



Ivo Simões

Scenarios

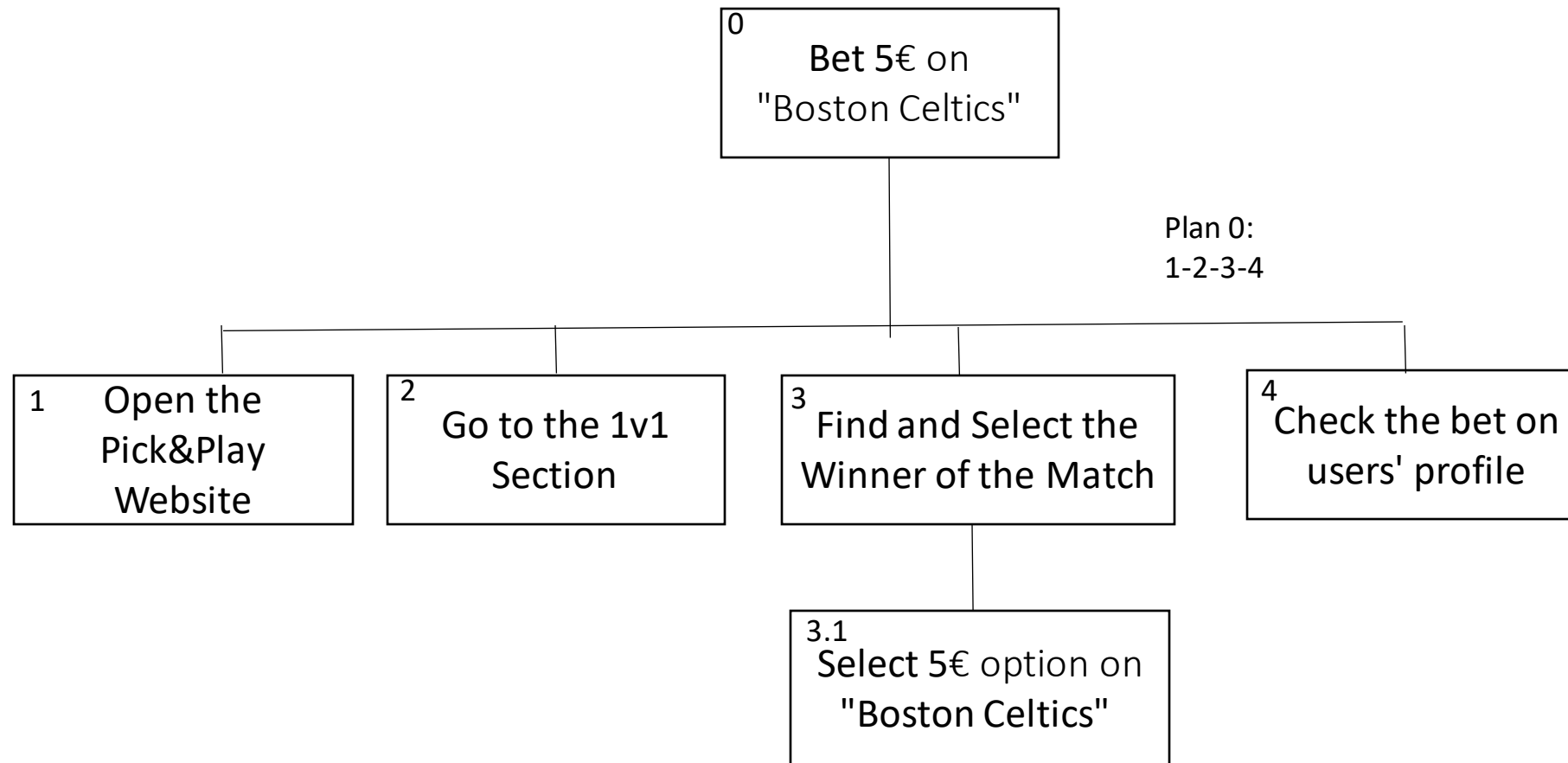
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Scenario #1:

- Ivo is very excited because his favorite team "Boston Celtics" is playing today, so, he wants to predict that his team is going to win the match.
- To do this, he will need to go the 1v1 section, and select "Boston Celtics" has the winner of the match and select the amount of money he wants to bet. Once it's done, he needs to wait for another user to join the bet and then wait until the match is finished to see the final results of the match and see if he guessed correctly.
- If he guessed correctly, he gets 95% of the total amount of money bet by both players. If he didn't, he loses all the money he bet, and his opponent gets all the money bet on the game.

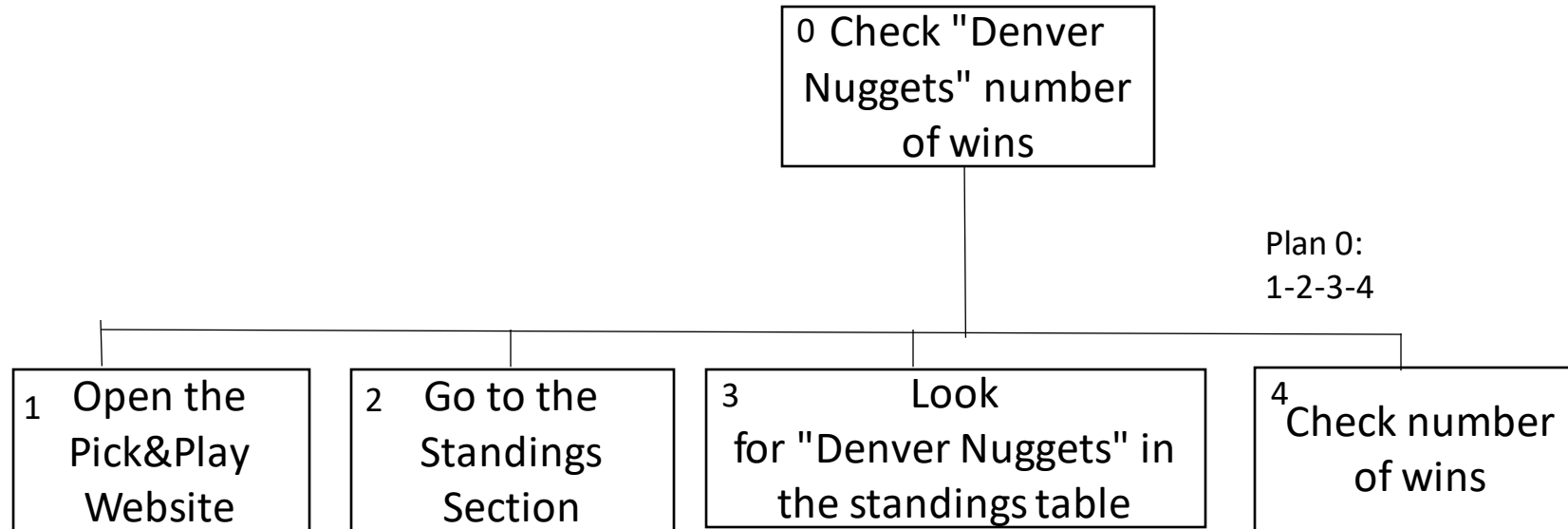
Tasks #1: Bet 5€ on "Boston Celtics" has the Winner of the daily Match

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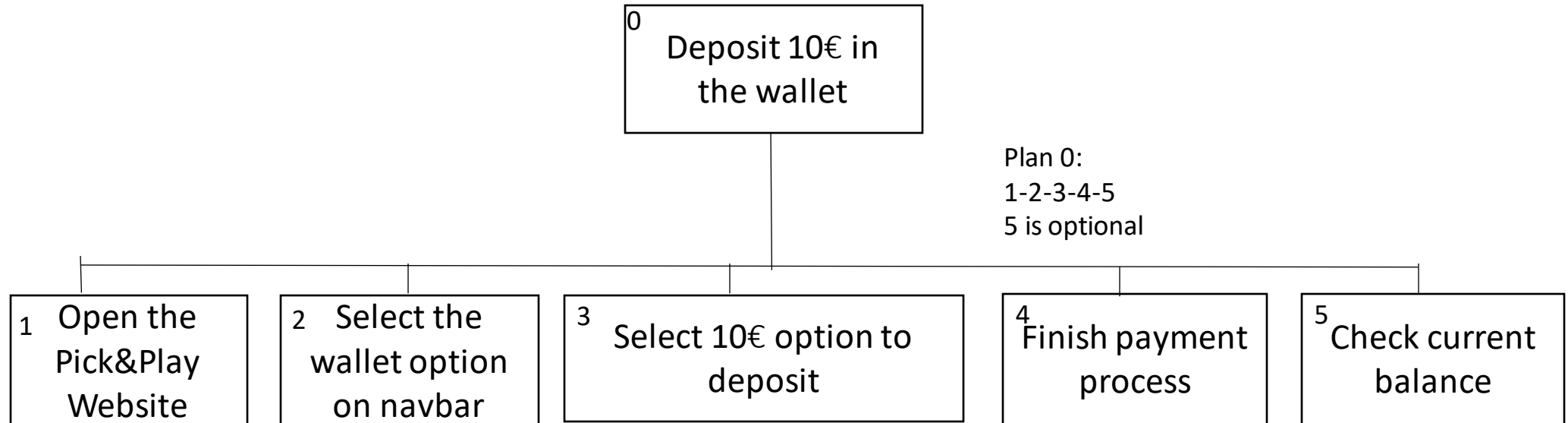
Tasks #2: Check "Denver Nugget's" number of current wins

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Tasks #3: Deposit 10€ in the wallet

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Requirements

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- **Non-functional requirements** – The website must always keep users informed of what's going on, through appropriate feedback; it must be easy and intuitive to navigate; guarantee the privacy and security of users, support ways to avoid errors and to help users recover from them (in case they happen). It should also maintain a minimalist design, so it doesn't contain an unnecessary overload of information.
- **Functional Requirements** - Allow users to pick the result of current daily matches, see the last Results, Standings and Statistics and allow user to deposit and withdraw funds to and from their wallet.



Next steps

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- We are considering making a paper prototype.
- We will be testing the prototype by: firstly, telling users about our system and what it is designed to do, then by watching them perform the tasks we propose while using the paper prototype, and then by asking them a few questions about their experience with the user interface.

