**FIBA Player Statistics Mockup Application: Engineering Method**

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Basketball is a worldwide known game, and it has a rich history of player, rules, and events. And even though the essence of the game itself has remained untouched, several rules and traditions have been added, modified, or removed from the game altogether. This evolutionary trend of the game has made necessary a broader reach in the data it produces, including more and more details into them, which is why a close follow-up of this data is a real necessity by institutions and organisms that regulate and promote the sport. Under this premise, we have been tasked with the development of a desktop app that is able to showcase the storage, management, and retrieval of this data, by the International Basketball Federation Association, or FIBA for short. Next up, an engineering approach to solve the problem using the Engineering Method.

## Context of the Problem

FIBA requires a desktop application that can handle worldwide basketball players’ statistics, including management, retrieval, and adding of said statistics and players. The search and storage of data must be fast and efficient.

## Development of the Solution

Based on the description of the engineering method given in the book Introduction to Engineering by Paul Wright, the following flowchart was drawn, and will be followed according to the steps shown in it during the development of the solution.



Figure 1. Flowchart representing The Engineering Method proposed by Paul Wright.

With this in mind, the steps shown in figure 1 are elaborated in great detail following up.

## Identifying the Problem