School of Computing  
CA326 Year 3 Project Proposal Form

**SECTION A**

**Project Title** LiveStatistics

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Project Description:

Our project is about analysing statistics that are input during a GAA game and then live streaming it to management on their own personal device. This will help management in tactical decision making with a simple visual interface to analyse the team’s performance all over the pitch. Someone will keep track of the statistic input, it will then be analysed and sorted into graphs and other easy to read information so a decision can be made quickly. This data is then uploaded to the cloud, so the other staff and background team can see the information in real time. There will be two main parts to the android app, the first will be the input part, where the statistic input is taken and used in the calculations. The second part will be the visual part of the app, where you can view the graphs/diagrams/heat maps etc. generated by the statistics. This part will be used as the decision-making part of the app and the part the selector/manager will use. Graphs, diagrams and other forms of visual data will be created by the input statistics and the app. This will make it easy to analyse the data at a glance and not have rows and rows of complicated data that the management can not understand. The main goal of the app is for fast, effective and efficient decision making based on moments that matter during the match. A manager will want to make changes in his tactics based on where his team is losing the ball, where the other team is losing the ball among other things. The app is aimed at picking up these incidents and reporting a back to users as quick as possible.

Programming Language:

Python, Java

Programming tools:

Cloud server/database, Android studio

Learning Challenges:

Android studio, Live updates with cloud server, android app development, data and statistics analytics

Hardware software platform:

Android, Windows, Linux