CHECKPOINT 1

1. Team Name: SportMates
2. Team Members:
   1. Name: Eric Kossovsky

Student ID: 2330295

Email: [2330295@champlaincollege.qc.ca](mailto:2330295@champlaincollege.qc.ca)

* 1. Name: Tamim Afghanyar

Student ID: 2330990

Email: [2330990@champlaincollege.qc.ca](mailto:2330990@champlaincollege.qc.ca)

1. GitHub Repository: <https://github.com/ericoder06/SportMates>
   1. eric branch
   2. tamim branch
2. Project Description
   1. Application Name: SportMates – Team & Game Organiser
   2. Description: SportMates is a mobile app that helps sports teams and friends that play sports organize casual games and manage their team activities. It allows users to schedule matches, create team rosters, and check game details like time, location, and player availability (If they’re going to be present, if they’re injured, etc.). This app is the place where people will find out when their games are going to be played, the location, etc. This is a platform that athlete will use to facilitate their life while trying to find all the information on their game, or roaster.
   3. Targeted User:
      1. Sports Teams organising games/practices.
      2. Friends that would like to set casual matches with their groups (For most sports such as soccer, basketball, hockey, etc.)
      3. Local Sports Clubs
      4. Athletes,
      5. Coaches
      6. Parents that would like to have more information on their son’s game
3. Plan
   1. Week 1
      1. Create the GitHub repository, brainstorm for idea’s and try to define a scope for the project, as well as to give as many ideas as possible in order to create a perfect solution for the application.
   2. Week 2
      1. Design the wireframes for the UI, as well as for the systems (Database, UML Diagrams, etc.). Create the blueprints for your project.
   3. Week 3
      1. Begin working on the UI aspect of the application, mostly coding the design using Kotlin with some frameworks.
   4. Week 4
      1. Implement the user authentication algorithm for both login and sign in, make sure that it works and everything is good.
   5. Week 5
      1. Develop the game schedule features (CRUD operations in order to create/deleting/updating/editing the games)
   6. Week 6
      1. Implement a team roaster management, create the logic behind it
   7. Week 7
      1. Test the app and confirm that everything works well.
   8. Week 8 (Checkpoint 2)
      1. Demonstrate the application to the teacher, more specifically show to the teacher the working match schedule system with the UI and show how everything goes well. Also demonstrate the team roaster feature, which will still be in development.