# Anaysis:

## Aim

The aim of my computing project is to create an Golf application which is able to record scores from matches following various golf match types, i.e Stableford, matchplay and strokeplay. The golf application should be for casual players who just want to have fun, record their matches and must have the capability to see which clubs their friends are playing at.

## Identification of project

Currently at school match level the teams record the scores on score cards which are pieces of cards. These can be a problem because they are easily lost damaged, and can’t cope with rain. Personally, I believe that an online version will be much better as a lot more data can be stored. This is the same belief as Mr. H, who is a professional golf coach at Stowe. He is acting as a client for this soon to be developed software. In addition, as a casual player it’s very hard to see where certain people might be playing. This problem shall also be incorporated into the new application so that you can have “Friends” and if they are currently in a match you can see which club they are playing at as long as they are part of the new application. Another aspect of the old card based system is the score calculation. A lot of the golf match types can be confusing and involve a lot of confusing math which can lead to mistakes, with an online computer based system this means that the computer will accurately calculate the score for each hole without failure, therefore speeding up the game allowing more people to play per day. Finally a way in which the new system shall help golfers is that there can be easy access to the clubs with a hyper link to their websites, you can see how many holes there are, how long each hole is, a rating into how good other fellow golfers think the golf course is and a short description on the golf course. These are all possible amounts of data to add as long with tons of other items.

## What’s currently out there?

Within my research I have gone on to the app store, downloaded and tested multiple apps to see what ideas they have and what makes a strong application as a user perspective. Personally, I am not a golfer meaning this is a hard product to create.

### Golf application 1:

“Distance Calculator” creator, “Qi Chen”

Although this isn’t the golfing application as previously mentioned it proposes a very interesting design idea. It works by taking a photo of the golf flag you then crop the photo so that it’s the height of the bottom of the flag to the top and uses the size of the flag to calculate the distance till the hole. This application requires a calibration to set up the correct distance and im unsure of the accuracy of application, but it is still a very interesting idea and one to take into consideration when thinking of what to add to really make the product stand out.

### Golf application 2:

“Golf Game Book” creator, “GameBook Oy”

This is more like the design of progret as I originally started with and contains much of what I initially thought up of. It contains a strong social media section where you can post photos videos, golf tips and much more. This is much more advanced than what I thought up of but it might be really interesting to add a few 5 minute golfing videos for people to improve their game. Personally, I feel that the capability to add photos and videos personally might be unnecessary for my application but I can speak my client and see what he thinks. This application also includes an ability to see which friends are on a course practicing or playing a match/tournament this a very beneficial concept to the application and is one of the most valuable credits. The scoring section of the game is very in depth with thousands of clubs and courses on its database each with various amounts of data. Upon selecting a course, you then have a choice of which type of match play you are playing out of the extensive list you then add your players including members and temporary players who don’t have an account. Finally, you add the scores for each player at each hole and when you finish it shows the winner. The only problem is the lack of data in match and on the club. This is something that I shall aim to improve when creating my version of a similar application.

(More applications to be added when Ive finished studying apps)

User Needs

* To create a profile as a golfer.
* To be able to add more data to the system.
* To be able to create a match, and send invites to offer golfers to join the match.
* To be able to add a score for each hole in the match.
* The system must be able to work out the winner of the tournament.
* To be able to add a “friend”.
* To be able to send a “friend” a message.