**PROJECT DOCUMENT**

**MAIN OBJECTIVE**

A Centralized platform for talented people to explore their talent as well as to become popular and those who are looking to hold some competition online. This platform will make it easier for both side of user.

**Possible categories**

* Dance
* Singing
* Musically
* Dubs mash
* Direction/Film Making
* Acting/Role Play
* Make a Dare

**Control Flow for User who have some talent**

* A user install app in phone then sign up.
* User can add list of categories to his list of talent he have
* At start user will be given 100 trophies as a start
* A user will click on start a competition button before selecting a category
* Lets suppose he choose singing category
* System will randomly choose a song and a competitor
* A time duration is given to both of challenger and opponent
* If no submission is made by one party other will be declared winner automatically
* After the ending of given time frame the videos from both user will be shown to random people they are give a chance to choose best of two.
* Winner will be awared trophies and looser will lose trophies based on some criteria

**A talent seeker control flow**

* A user who want to hold a competition will click on start competition button
* After he have to choose some option for competition like it will free or paid.
* Who can participate ,type of competition
* He can also nominate people who will get a chance to vote
* Time frame for which the competition will run etc.

**A user who is not from either categories**

* Someone who have no talent can simply go for dare category or any other category which do not require some talent.
* He can vote for his friend make him win the competition
* although the people will be chosen randomly but still by using coins one can nominate some of his friend some %age of them
* they can play game online in which they will be shown videos and will choose a winner if they make few right guess they will win some prize or gift cards.

**Judging Points**

* when a user vote for 10 or more competitors a day and after some fix time his votes will be compared with winners and based on %age he is making right selections

he will be given points

* these points will increase the influence of user when next time he vote for

**How can one earn Judging Point**

* judging point will increase when you selected someone and that person won. higher is the %age of right choices more you will get points.

**Trophies**

* a user’s trophies will increase or decrease based on the number of time he win or lose.
* Trophies will determine rank of person
* There will be levels in app and each level have a range of trophies let say someone surpass 500 trophies then he will be promoted to level 2 from 1

**Earning Trophies**

* Trophies can be earned by winning more and more challenges
* Number of trophies one win depends upon challenges kind of challenge difficulty level, level of game
* Loosing challenge will depreciate the trophies

**Selection of Opponent**

Though selection of opponent will be completely random but he will be from same level can possible have same number of trophies.

**Coins**

* Coins can be helpful for talented folks in nominate some of their friends to vote for them
* With coins they can participate in paid competition
* They can nominate the area some criteria that will used
* Coins are necessary to held a competition.
* All the negotiation will take place in coins

**Earning Coins**

* Coins can be earned by different methods
* By refereeing more and more friends to application
* By completing activities shown in app
* By playing game of choosing winner among two options
* By winning challenges

**Types of Users**

**Scenario 1(Talented User)**

* A user who have some talent to explore download add categories in his list of talent
* Start the game by clicking on ‘start competition’ button randomly a opponent is assigned result is declared after getting votes from different people
* Trophies will increase if win the challenge will deducted if lose
* In meantime can judge(Vote) other
* Complete daily activities
* Play games like guessing winner
* Can participate in different competition which are being held online

**Scenario 2(Talent seeker)**

* A user who is looking forward to promoting his brand/company can held some competition, start some challenge for example he can start a challenge in which contestant have to wear some dress and sing a song or dance
* To start competition, he have to click on start competition button set some properties he can even promote his competition by paying some money
* He can set prize money or other reward he is offering to winner

**Scenario 3(Casual User)**

* He have joined on his friends reference
* He can support his friend online
* He can play guessing game online
* He can look for various talented people online their work

**Strategies for promotion**

* A user will gain coins when he refers his friends to app and these coins will be helpful in further stages of application like to participate in some competition to challenge someone, to get some exemption etc
* To be famous one have to win more and more competition and for that he needs a lot of friends which can help him in different stages by voting for him

**Awarding Trophies**

* Number of trophies that will be awarded firstly depend on the league(level ) in which the user is playing competition
* Suggested range if we will have 6 leagues

|  |  |
| --- | --- |
| * League 1 | * 10 |
| * League 2 | * 15 |
| * League 3 | * 20 |
| * League 4 | * 22 |
| * League 5 | * 25 |
| * League 6 | * 27 |

* After we will check voting margin(the difference with some one won)

|  |  |
| --- | --- |
| 50%<=margin<70% | +1 |
| 70%<=margin<90% | +2 |
| Margin>90% | +3 |

* After we check the success rate (only applicable if difference in number of matches is less 50% )
* If the winner in challenge have lower success rate by 90% he will get +3
* If winner have lower success rate by 70% to 90% he will get +2
* If winner have lower success rate by 50% to 70% he will get +1

**Awarding coins**

* Coins on winning in each league

|  |  |
| --- | --- |
| * League 1 | * 8 |
| * League 2 | * 11 |
| * League 3 | * 13 |
| * League 4 | * 15 |
| * League 5 | * 17 |
| * League 6 | * 20 |

* conin on winning some contest will depend upon one who organized contest(he can set amount)
* can buy from market
* referring friend to application(4c)

**Coins can be used in:**

* participating contest as minimum entry fee
* buying vote share by 5%(in this scenario 5% of total votes will be asked from friends of challenger). It will b 20c at first and will keep on increasing by multiple of 2
* may be in future to unlock some feature
* to held a competition(500c)

**Awarding Judging XP**

* judging point can be earned from playing game of making right guess for every streak of 3 will be given 1xp
* similarly for other
* but it will get harder after may streak of 5 in later progress

**how will they affect:**

* if a person let say have 50xp then whenever he will vote his voting share will be 1.50
* it will get double when he have 100xp

**Classes/DB and Flow:**

**Database (Basic):**

**EGT\_USER**

Maintains User data

user\_id pk

name Not Null

user\_email Not Null

user\_ph\_no Not Null

..

primary\_category\_id fk (CATEGORY\_REF)

max\_loss Nullable

user\_coins default (100)

user\_judging\_points

user\_level

**USER\_UPLOADS**

This will keep record of uploads done by users

upload\_id pk

user\_id fk(EGT\_USER)

category\_id

content\_path

start\_date

end\_date

like\_percentage

audience\_count

**USER\_TROPHIES**

Will maintain user trophies (also records when it increased /decreased and by how much)

user\_id

current\_value

previous\_value

change\_type check(0:positive,1:negative)

change\_value

battle\_id fk(EGT\_BATTLES)

start\_date

end\_date

**EGT\_USER\_FOLLOW**

follower\_id fk(EGT\_USER) Not Null

following\_id fk(EGT\_USER) Not Null

start\_date Not Null

end\_date Nullable

**CATEGORY\_REF**

To configure categories.

category\_id pk

category\_name Not Null

parent\_category to maintain sub-categories(will be null for parent level category) Nullable

start\_date date category is added/activated Not Null

end\_date date category is removed Nullable

primary\_category\_count people who added this category as primary

**EGT\_BATTLES**

Keeps records of battles between users

battle\_id

first\_participant\_id fk(EGT\_USER) Not Null

second\_participant\_id fk(EGT\_USER) Not Null

category\_id fk(CATEGORY\_REF) Not Null

battle\_mode check: ('Challenge', 'Normal') Not null

start\_date

end\_date

winner\_id fk(EGT\_USER)

winning\_percentage

audience\_count

content\_id fk(USER\_UPLOADS)

few example scenarios:

* Number of wins of a user uptil today:

select count(\*) from egt\_battles where first\_participant\_id=user\_id or second\_participant\_id=user\_id and winner\_id=user\_id ;

* find followers of a user:

select \* from egt\_user\_follow where following\_id=user\_id;

* Categories will be maintained in DB only... No separate JAVA classes for each category... categories will be configurable
* Number of trrophies of a user:

select current\_value from user\_trophies where user\_id =? and end\_date is null.

Classes:

Each DB Table/entity will represent one java class. (all given above)

Each will have its CRUD operations.

One example flow(Rough description):

User opens his own profile

1. Displays followers /following (getFollowers(user\_id),getFollowing(user\_id) API)
2. Displays number of wins(getWins(user\_id) API,Query given above)
3. Previous Battles(getPreviousBattles(user\_id).. use egt\_battles table
4. Category wise his uploads:… use user\_uploads table

Setup bitbucket and sourcetree

1. <https://www.sourcetreeapp.com/> ->

also available for windows

1. Install sourcetreesetup.exe
2. Two options appear-click right-> bitbucket server
3. Browser opens … login with your bit bucket account
4. Git /mercurial appears-> click next
5. Your name and email id appears->next
6. Sourctree app opens
7. File-> clone/new
8. Enter this URL
9. <https://egt_2018@bitbucket.org/egt_2018/egt_core.git>
10. Then your local folder where you want to keep stuff
11. If a pop up opens .. asking login of egt .. enter password Egt@12345
12. Click clone- will take 2 mins

(Akhil, it will not work from Amdocs full VPN)

**Categories**

There can be three types of challenges:

* Quick Match
* Challenge Mode
* Contest

**Quick Match:**

A user will choose one of the categories here and tap on the “Quick Match” option. A random online person will receive the match invitation.

**Note:** Majority of Regional languages will be decided as per the initial selection of the preferred languages. E.g. If a person chooses English, Hindi, Punjabi, Marathi then he will see only Punjabi and Marathi genres in the regional singing genres.

* **Categories:**

**1.Cinematic Talent**

* **Singing**

**Indian**

**Bollywood**

**Classical**

**Regional**

**Western**

**English**

**Classical**

**Rapping**

**Beat Boxing**

* **Dancing**

**Indian**

**Bollywood**

**Classical**

**Western**

**Hip Hop**

**Ballet Dancing**

**Break Dancing**

**Crumping**

**Tap Dancing**

**Freestyle**

* **Acting**
* **Lip Syncing**

**2. Instrument Playing (Here inter instrument competitions will be there i.e. flute player can compete against guitar player).**

**3. Drawing/Painting: It will be a challenge to ensure that the person have made the painting himself/herself.**

**4. Magic Shows**

**5. Photography**

**Challenge mode:**

If a person opts for challenge mode inside singing category, he will be given a random song/genre to sing and will be judged against a random person who falls in same criteria.

e.g. A person who have chosen Hindi, Punjabi and English Language will be thrown a challenge like “Sing any song of Babbu Man or Sing “Qismat song by Ammy Virk”.

Categories here will be same as that of Quick Match.

**Competition:**

The organizer of the competition will act as an admin of the competition and also he can nominate more persons who can be admins with him/her.

The competitors can search for the competitions with the name or the unique competition code. When he will click on “Join Competition” option, admins will see a notification. They can either accept or deny the joining request.

Inside the competition group, the admin can hold multiple competitions like one singing competition, one dancing competition etc.

We can charge the competition organizer on the basis of number of maximum competitors allowed and also the number of competitions he want to hold.

Categories here will be same as that of Quick Match.

The admins can set the competition judging criteria like they want to judge all the competitors by number of likes or they want to review all competitors themselves.

Competition organizer or Competitors can pay for the competitions through the app (in case of paid competitions).