

PocketSports: A Digital Coaching App

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Date(s) of Meeting(s) with the Client for developing this Plan: **8/27/2024 1:00pm**

Date(s) of Meeting(s) with the Advisor for developing this Plan: **8/28/2024 11:00am**

Goal and motivation:

- Up-and-coming sports need bigger platforms
- Many apps only focus on one end of coaching (practice plans/drills, goal setting, etc...)
 - Increases the need for multiple apps per team
- Reduce the need for multiple apps
- Fitting multiple sports on a single app
- Making it affordable for smaller teams/ communities
- Increasing limited competition for expansion/ market share

Approach (key features of the system):

Coaches

- Set and Track Goals Effortlessly
 - Create and manage goals for individuals and teams with ease, enabling clear, actionable objectives and tracking progress through engaging interactive visuals. Monitor achievements over time to make informed decisions and drive performance.
- Design Your Practice Plan
 - Plan your practices with precision using animated field and court views. Create detailed drills and plays that are easy to visualize and understand. Our drag-and-drop feature allows you to build and organize your practice sessions seamlessly. Share your comprehensive practice plans with your team to ensure everyone is on the same page and ready to excel.
- Execute and Analyze Practice Plans
 - Implement practice plans confidently and monitor progress in real time. Record player statistics and track time spent on each drill to gain valuable insights into individual and team performance. Use this data to assess progress toward goals, identify areas for improvement, and refine strategies for better results.

Players

- Create Goals and Monitor Progress
 - Elevate performance seamlessly, blending goal-setting and progress tracking. Set ambitious targets and monitor achievements with a sleek, interactive dashboard. Enjoy real-time updates and dynamic visuals that keep motivation high and provide sharp insights for continuous improvement. Reach new heights and stay ahead of the game!
- Be Ready to Practice
 - Stay organized with a calendar view that lets players see their daily practice schedule at a glance. Easily track practice times, locations, and focus areas to ensure you're always prepared and on top of your game.
- Review Practice Results
 - Get instant access to detailed results and stats right after practice. See performance metrics and coach feedback to understand your strengths and areas for improvement.

Novel features/functionalities

- Practice Plan creation, execution, and goal setting/Performance monitoring all in one location is new. Many apps only focus on one end of coaching. This allows teams to reduce the number of apps needed and puts everything in one place.

Technical Challenges

- We plan to have the ability to view player's current performance, but we need to ensure updates to a database when possible for offline modes.
- We plan to have the ability to create and track goals for both individuals and teams, but we need graphically pleasing charts.
- We plan to have the ability to create a practice plan. Still, we need custom play/practice plan creation from different users simultaneously and to save previous plays to continue working on it at a later time.
- We plan to have the ability to execute a practice plan, but we need to be able to keep track of time and save and update the database when coming back online.

Milestone 1 (Sep 30)

- Have a valid, working login with a simple user interface
- Create a roadmap for web socket creation
- Create a database to store login information using MongoDB
- Have the requirements document completed

Milestone 2 (Oct 28)

- Create field outline and feature for drills
- Create, replace, update, and destroy practice plan feature

Milestone 3 (Nov 25)

- Implement, test, and demo all of the features
- Have an idea of how to train an AI model

Task matrix for Milestone 1

Task	Garrett	Tyler	Parker	Taylor
working login with a simple user interface	10%	10%	40%	40%
Roadmap for web socket creation	10%	50%	20%	20%
Create a database to store login information	40%	40%	10%	10%
Requirement Document finished	65%	10%	15%	10%