# Project Description:

Purpose: The purpose of this project is an application which allows users to search for active neighborhood sport activities. (Basketball, soccer, volleyball, tennis, etc…).

The application will be based on google-Maps info along side with an app Database that will allow the user to connect to the app and find the activity he desires.

# Fusibility Study: The application is destined for any Android and IOS users connected to the Internet.

Stakeholders: Any person interested in taking part in a group sport activity.

Functional requirements:

Login options:

* Registration:
  + A user will have to register to the app in order to connect.  
     The registration process will be with a 4-digit passcode sent to the user cellphone. After the first sign in the user will be automatically redirected to the app main page.
  + The initial registration process will create a database row for that user.
* Login as a registered user:
  + Once the registration process is completed the user will reach the app’s main page (Map page).
  + Using the app database, the user will log in and get all the data he saved before.

Applications Pages & Features:

* Home page:
  + The home page will be a map based on the user location.
  + The map will include a mapping of courts available for you to create and let others join you, or live sport activities that you can join others.
  + The map will include all active events (created by users).   
    a click on an active event will allow access to relevant information.

(free players spots, Time of start/ending,etc).   
Joining for an open event will be in a click of a button(single click).

* + **Home page buttons:**
    - refresh button for map information.
    - “go back to center” button.
    - Help button that will provide several tools for the user:
      * A malfunction reports. (will help the development team analyze and improve the app).
      * User manual for app usage.
      * Common questions and answers.
      * Contact information.
    - “Open event” button:
      * Publishing the current user location in order to attract other app participants.   
        The event creator will have to add to following information:
        + Type of sport.
        + Maximum players capacity.
        + Minimum level of players in order to join (not mandatory).
        + Time of start/ending.
    - This information will be public to any app user.
* “My event” page includes the following:
  + - The sport event created by the user.
    - The participants who approved arriving to the event.
    - participants already in the event spot (playing with the event creator).
    - Remining time of event.
    - A chat for participants of events.
    - “Terminate event” button:
      * Will delete the event from the map so other users won’t be able to see it or join it.
* Advanced search option:
  + A user will be able to filter the map by specific interests such as:
  + Specific location (unlike normal map that is based on current user location).
  + Type of sport.
  + Approximate ranges for Time of events.
* History of events:
  + Includes the information of events that was formerly created by the user.
* Milestones:
  + Trophies indicating the user reputation and app progress.
* Menu:
  + Hamburger button:
    - Navigation between the app screens.
* Notifications:
  + The event creator will receive a notification for any user who joined the event.
  + An event that will remind the user to use our app and go outside for sportive exercise with app mates.

Non-functional requirements:

* + **Application Efficiency:**
    - Loading of the app will take no more than 7 seconds.

(depends on data provided from google maps, app servers and network speed).

* + **Application performances:**
    - Fast and reliable.
    - User friendly.
  + **Application Usage:**
    - The application’s main language will be Hebrew with an option for English or Russian.
  + **Knowledge:**
    - The code will be written in Java.
  + **Time for development:**
    - Maximum 6 months.
  + **Hardware requirements:**
    - No more than 100 MB will be taken on the users phone.
    - Regular usage of RAM for this kind of apps.