ICE ASSIGNMENT

Phase II

WELCOME

Prepared By:

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1. INTRODUCTION

The purpose of this assignment is to build a website for Australian Football League (AFL) which is a single page application paradigm. The website focuses on the latest sports updates, news, matches with a heavy emphasis on delivering an enhanced user experience on the client-side. This will allow a user to explore the performance and games of a given team with respect to other teams in the league. There are many user stories that have been created for different scenarios which depict future matches, the predictions, stats, fixtures, team details etc. The final application created is highly responsive, user-friendly, optimized with reliable and good design.

2. REFINEMENTS OF THE PREVIOUS WEBSITE

The wireframe is completely changed and the all the user stories are implemented according to the navigation in the menu.

3. DESIGN AND DEVELOPMENT PROCESS

The design of the website is created in such a way that web page is precise and the easily understandable by the user. Different layouts of the website enhance the readability of the website and hence give clarity on the content of the website. The primary function of the layout is to represent the information structure, visualize the content, and demonstrate the basic functionality. Layouts contain colors, logos, images and can give a general understanding of the future product. The elements are perfectly placed and unity is implemented in righteous manner which is visually appealing for the users

The following factors are considered during the design process which eases the accessibility of the users.

• Symmetry:

This website is perfect example of how symmetry contributes to the vertical flow of a website. The navigation between various pages is more attractive for the user to access information.

Regularity:

The regularity of the website is consistent as there is less amount of information being displayed in the website.

• Predictability:

Predictability is highly achieved in this website. The web page follows a uniform pattern throughout the website which makes user to fetch information quickly.

Unity:

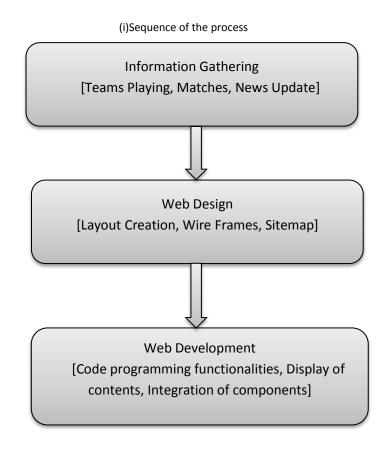
The positioning of the images and contents is neat and consistent and spacing is also established in right manner.

• Proximity/Groupings:

The structure of the web page is clear and the elements are grouped as news, stats and future games

3.1. DEVELOPMENT:

The entire website is built using the angular framework, bootstrap and jquery. The basic development process begins with design of the wireframes, contents of the website and component management. With the scope well-defined, we can start digging into the sitemap, defining how the content and features we defined in scope definition will interrelate. The development complies with the current web standards, maximizing functionality, as well as accessibility for as large an audience as possible.



4. ANALYSIS OF THE USER STORIES

User story 1:

Description:

"As a fan, I want to see the prediction that my team will win their next game"

Implementation:

The user selects their favorite team from the list of teams to view the game details such as their opponents, match date, round and prediction.

User story 2:

• Description:

"As a fan, I want to see the head-to-head games and if available, results between my team and my team's rival this season".

• Implementation:

The user selects my team and rival team from the list of teams for which the results is to be displayed. The selected team's and rival team's goals, venue, round, year and winner are displayed.

User story 3:

• Description:

"As a fan, I want to see opponent and games details for the next 5 matches my team will play"

• Implementation:

The user selects a team and date as inputs to view the next five matches that the selected team has to play from the given date. The selected team, their opponent team, venue, round and dates are displayed.

User story 4:

Description:

"As a fan, I want to see all the games and results so far this season for my team"

• Implementation:

A team is selected and the entire game details such as opponent team, venue, round, goals and results of the game can be viewed on the screen.

User story 5:

• Description:

"As a fan, I want to see the games that are playing at the closest stadium to my current location"

Implementation:

The input location is selected and the nearest neighbor is displayed.

5. ADDITIONAL USER STORIES

User story 6:

Description:

"As a fan, I want to predict the ladder from various resources."

• Implementation:

The user selects a source from a list of sources and its predicted ladder is displayed

User story 7:

• Description:

"As a fan, I want to view the real-time match standings."

• Implementation:

Displays a table of teams along with its season results based on the rank.

User story 8:

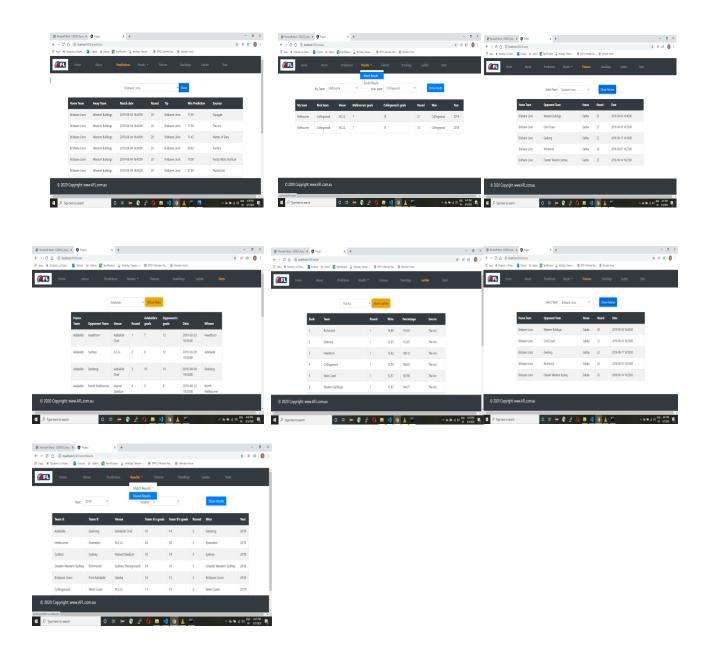
• Description:

"As a fan, I want to see game results based on the round and year"

• Implementation:

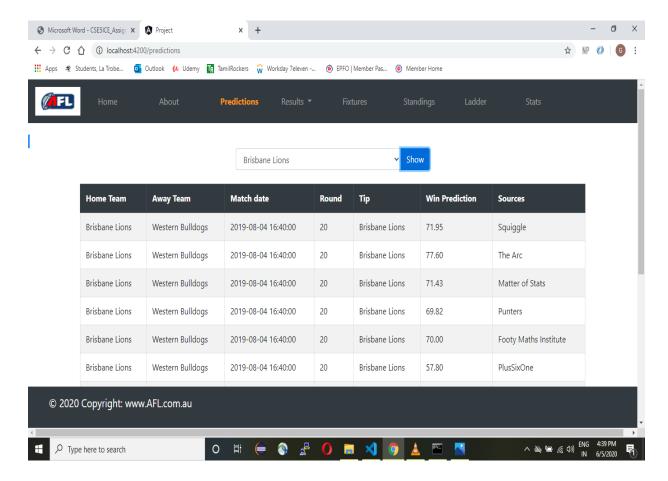
The user selects the round and year and based on the selection, the game results are displayed.

6. FINAL UI WIREFRAMES:



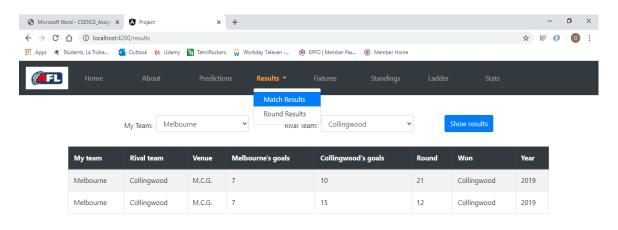
User Story 1:

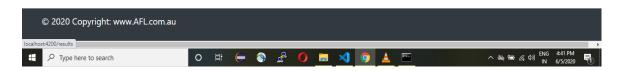
"As a fan, I want to see the prediction that my team will win their next game"



User Story 2:

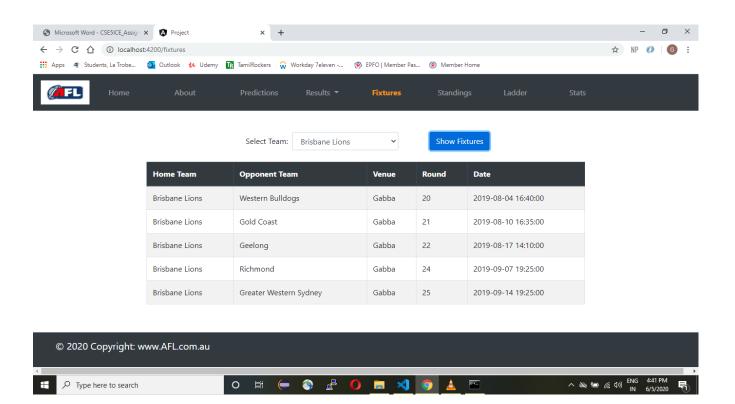
"As a fan, I want to see the head-to-head games and if available, results between my team and my team's rival this season".





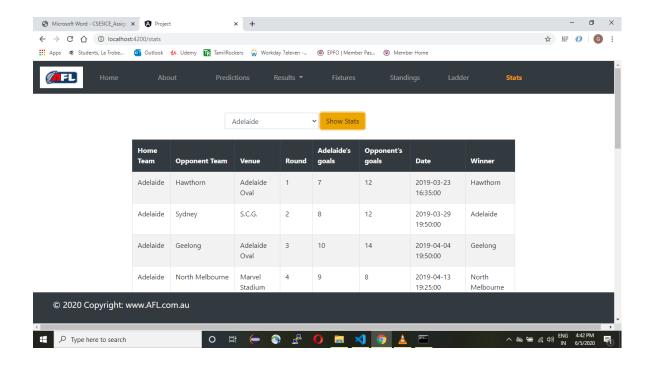
User story 3:

"As a fan, I want to see opponent and games details for the next 5 matches my team will play"



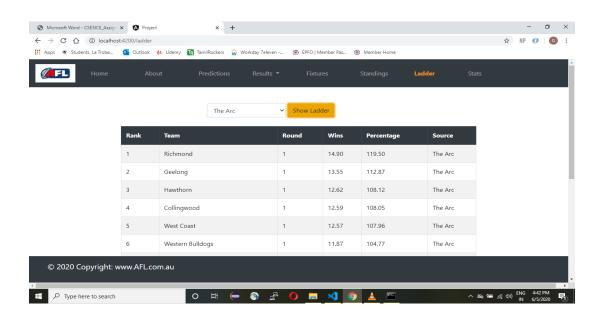
User story 4:

"As a fan, I want to see all the games and results so far this season for my team"



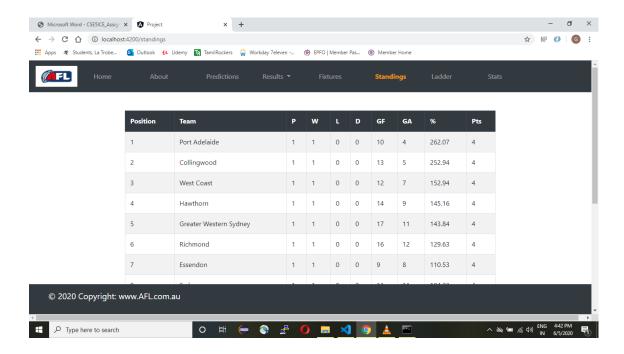
User Story 6:

"As a fan, I want to predict the ladder from various resources."



User Story 7:

"As a fan, I want to view the real-time match standings."



User story 8:

"As a fan, I want to see game results based on the round and year"

