

Project Subsoccer - Tournament Scoring Platform V1.3

Mobile & Web app that allows players to arrange tournaments to pick the winners.

Tech Stack

1. Backend server powering the mobile and web app (Terraform)
2. Mobile app for both Android and iOS (Typescript, react native)
3. Web app

Mobile/Web app user types

1. A user creating a tournament
2. A user browsing tournaments nearby
3. A user browsing tournaments and games he/she has participated in with stats
4. A table owner browsing which tournaments are planned to be held on his/her table
5. A tournament organizer browsing tournaments he/she has created and upcoming tournaments
6. A Subsoccer company representative browsing all registered tables with locations

User Journeys

1. Login/Signup journey
2. Creating a tournament journey
3. Browsing tournaments journey
4. Browsing created tournaments journey
5. Browsing tournaments held on my own table journey
6. Browsing official tournaments already held or upcoming tournaments journey
7. Browsing all registered tables with locations journey

Technical Implementatoin

1. Login/Signup journey

A login or signup journey will be prompted before using the app for all users and required to select either free or paid membership. Paid membership costs 2€/month. On mobile, request permission to send push messages at the end of succesful login/sigunup journey to notify tournaments nearby in the future.

2. Creating a tournament journey

A journey where a customer can reate new tournaments to be held within the next 3 months.

3. Browsing tournaments journey

A user browses registered upcoming tournaments created by paid users. (Tournament organizers)
Tournaments created by free-users will not be visible on list view and can be joined only via invitation link.

4. Browsing created tournaments journey

A user browsing tournaments he/she has created with participants, scores and locations.

5. Browsing tournaments held on my own table journey.

A user browsing tournaments he/she has created with participants, scores and locations.

6. Browsing official tournaments already held or upcoming tournaments journey

A user (Tournament organizer) browsing official tournaments already held or upcoming publicly listed tournaments. Tournaments created by free users will not be listed.

7. Browsing all registered tables with locations journey

A user (Subsoccer representative) browsing all registered tables with locations, already held and upcoming tournaments with participants, scores and prizes.

Mobile app UX break down

- I. User aiming to create a tournament
- II. User updating scores of the tournament
- III. User aiming to join tournament nearby
- IV. User browsing created tournaments history
- V. User browsing tournaments held using his/her table
- VI. User browsing official tournaments
- VII. User browsing all held tournaments with stats and locations

I. User aiming to create a tournament

Login/Signup journey with form for basic information and selection for user type: Player/Official player.

1. First require login/signup.

Form fields:

Email (Required)

Password (Required)

2. After login/Signup journey, land on home view.

Buttons:

Create tournament

My tournaments

Profile

Search field

Find tournament

3. After clicking create tournament button.

New tournament

Form fields:

Tournament name

Date & Time (date picker, today preselected and date browsing allowed for up to 3 months from today)

Place (Address, City, Country)

Additional

Prompt location on browser and pick place from organizers city or city of the table if location not

allowed.

Classic rules:

- Winner of the game is a player who wins to sets
- Each set is played to three points
- Starting player is decided with Rock/Paper/Scissors

My tournaments

List upcoming, ongoing, finished, drafts

After selecting tournament from list

Add new guest player field

Participants listed below

Share tournament on the bottom.

Find tournament field

Search for tournament with tournament code.

Before tournament organizer or participant of the official tournament is able to join, prompt updating profile.

Profile

Nickname (Optional, firtname will be used on ranking if nickname is not available)

First name & Surname (Required)

Date of birth (Required)

Nationality (Optional)

Profile picture (Optional)

Verified player flag (When player indentified)

Premium member flag (When player profile upgraded by admin)

Star player flag (Celebrity status when player profile upgraded by admin)

Official organizer flag (When player profile upgraded by admin)

II. User updating scores of the tournament

As a user I want to maintain the stats of my tournaments. I want a smooth user flow, which moves me forward after every game played as soon as I have saved the scores. After round one scores have been saved, then display round 2 automatically etc. Only the creator of the tournament can edit scores.

III. User aiming to join tournament nearby

As a user I want to be able to browse tournaments that are upcoming near me within the next 3 months. This will require a list view where only official organizers tournaments will be visible for users and then must be able to sort the data so that only tournaments nearby are visible. Only premium members can create tournaments that are visible for the public, other tournaments are visible only with the tournament ID. (Nearby filtering is disabled in the beginning to avoid displaying empty results) Only creator of the tournament can pick the participants for the tournament and edit scores.

When entering the code for official tournament, after “Apply for Tournament” -> Start login/register journey

Form fields:

Email (Required)

Password (Required)

2. After login/Signup journey, land on profile and prompt to fill rest of the info.

Nickname (Optional, firtname will be used on ranking if nickname is not available)

First name & Surname (Required)

Date of birth (Required) Calculate automatically and display age on super admin stats

City (automatically fetch country to match the city)

Profile picture (Optional)

3. After login/Signup journey, display popup message on top of the home view:

“Congratulations! You have succesfully applied for Tournament XXXXX.”

Buttons:

Create tournament

My tournaments

Profile

Find Tournament

IV. User browsing created tournaments history

As a user I want to be able to see all the tournaments I have participated and all the games I have played. Including other stats of my games.

V. User browsing tournaments held using his/her table

As a table owner I want to be able to see which tournaments have been arranged in my table and what tournaments has been marked as upcoming.

VI. User browsing official tournaments

As a tournament organizer I want to see a list of tournaments I have created, upcoming tournaments (apply period closed, start time not yet), ongoing, open for applying, drafts and closed.

VII. User browsing all held tournaments with stats and locations

As a subsoccer company representative I want to see all tables registered. So that first person to scan QR code (printed in table) opens up table registration page where owner of the table and location is registered and possible other info like if table is in public space. Prompt location on browser and pick place from organizers city if location not allowed. Data in database for tournaments:

- Table or tables where tournament is played
- Start time
- Place
- Players, games they played and result of these games
- If players are registered members their id's matched
- Each game has unique ID to identify games

Data for players:

Nickname

Firstname & Lastname

Date of birth

Nationality

Verified player flag

Premium member flag

Star player flag (public figure)

Official organizer flag

email

profile picture

Admin

admin lvl: moderator / admin / superadmin

Done already:

- Responsive web app and mobile MVP on expo go
- User can signup
- User can create a tournament
- Guest users can be added to tournaments
- Tournament generates a code and can be found using search feature
- Tournament rules are rules of Subsoccer and chart explains the winner of tournament

To be fixed:

- User should be able to join tournament as logged in user
- Mistakenly added goals can not be deleted on mobile
- Web and mobile UI should have same layout
- Tournament chart should include selection for auto refresh when it's displayed on external display
- Social media sharing works only on http, should work on https
- Change "Share" button text to "Show code"

To do:

- Remove “play again” button after played tournament and show only “New tournament”
- Add a page for Terms of Use and add terms on it (Lorem ipsum as a placeholder)
- Publish mobile apps for iOS and Android platforms
- Add automatic backups for user data and possibility to restore backup or at least instructions how to
- Create init-script for installation of the software on cloud environment, now done manually
- Create admin user interface to manage users, tables, groups and tournaments. Should allow delete/hide all the above.
- Add user categories: player, star player, celebrity, tournament creator, official tournament creator, moderator, admin
- Add a possibility to include and list prizes for tournaments
- Add a possibility to register games (tables) with unique ID, so that the location of each table is in the database
- Identifying occurrence. Each gaming event will get a unique ID to combine time, location, tournament, table and player1 vs. Player2
- Add a possibility to browse gaming history. From the collected data mentioned above will start forming history for tables and for players. Player should be able to browse when, where and with whom he/she has played before.

Admins should be able to browse who has played using specific table and which tournaments has been played with the table.

- Add a possibility to create a local tournament as public (Official) tournaments or hidden (invitation only)