

by Men at work

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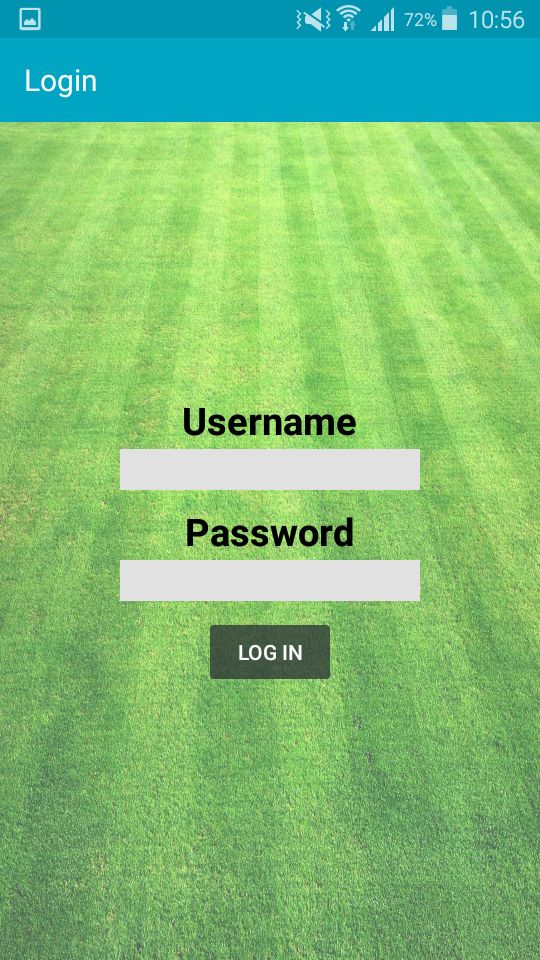
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Project Objective and Value

The objective of the project was to create an android app that will be able to track statistical data from a rugby game, store and give live feedback to a server of what is happening in the game. The app must track data like score(drop goals, penalty kicks, tries and conversions), scrums, line outs, turn over's and disciplines. The games that will be used to log the data is mostly school and clubs games that usually don't have their statistics tracked.This will provide users with the ability to see what is going on in a game maybe like their child playing but they can't attend they would still like to know more or less what is happening and who is winning. This also enables other bigger clubs that want to recruit new players they can see statistics of their games.



Project novelty (wow factor)

The app has an events list that allows and user to see a list of the events that happened during the game as they recorded it and the time line. They can use this list to maybe alter an incorretly recorded event. Delete an event that was maybe over turned or reversed and add an event later with the time if the user missed it.

Current limitations

The server currently only supports one concurrent user per game to read and store the scoring.

Technical challengers and how it was resolved

Getting client to server data persistence working. We had in the field usability test which we realized that our substitutions case was really counter intuitive and the user can not concentrate on the game and the players being swapped out as the game is not paused for substitutions but being done as the game is played.

How the project can be taken further

The app has fixed buttons for logging data it can be extended to allow the user to customize the layout and extra options the user can track and choose what he wants to track . Extend the app to not just be a match logger but more of a rugby social platform which you can search for players, look at their profile and past games etc.