# Requirements for a Rugby scoring app.

1. Should run on Android 4.0+ - theme should follow Google's "Material Design" - http://www.google.com/design/spec/material-design/introduction.html
2. Should be easy to use - hard to quantify this but
   1. the design, layout and iconography should be as self explanatory as possible
   2. common tasks should not require too many steps
   3. the app should handle the "back" button in a logical way
   4. the app should never "lose" information if the user makes a mistake
   5. the buttons etc should be fairly large as the user would be concentrating on a game
   6. the contrast of the elements on the screen should be quite high as typically the user would be outdoors
3. Performance should not be an issue - app should respond immediately to any button presses, network activity should be asynchronous and data fetched from the internet must be cached
4. App should "log" events etc captured and upload to the website asynchronously . This is because data connections might be intermittent. Optionally it should even be possible to disregard any log in or network connection and simply capture a game - to be logged in, connected to an OnlyRugby game and synchronised later however the user may have to input some information manually
5. Ideally the app should fetch match information from the OnlyRugby website/database via an api.
6. The user doing the scoring should log in to the OnlyRugby site and be presented with the upcoming games. Most likely the "next" game is the one that the user is preparing to score. This should be filtered to games the user has access to score, typically any game of the club/institution the user is an "admin" for. Note that every game will have two teams so this would give the user access whether they have access to team 1 OR team 2.
7. When/if a game to score has been selected the app should pull in the information about the two teams and the team selection, including jersey numbers (so the user can keep track of the players) and player profile pics.
8. The app should allow the user to select what elements of the game they would like to track before the game starts, but should be able to alter this at any time during the game. Ideally a veteran user would be able to track everything himself, however more than one user should be able to help out and thus multiple people will score the game, each keeping track of different elements.
9. Once a game is done the app should inform the user of the "synchronisation" status in order for the user to confirm that the game stats etc have been uploaded. This should also allow a view of any other users "captures" of the game. The final score/result should also be confirmed.
10. Ideally a user should be able to go back and edit/remove any event captured, at least for the current game and optionally for any previous game the user has access to. This includes making adjustments to the "time" captured for the event.