



PLAY BY PLAY(ADMIN)

Team Members: Drew • Shristi • Jayden • Liam • Sinclair

Client: Matt Foss, Mike Foss, Abeed Visram

Iteration 2 Presentation | Dec 3, 2025



CLIENT & PROJECT INFORMATION

- Client is a small startup developing an interactive sports prediction platform.
- Our team is responsible to build the Admin side i.e Game Master and Ad Master interfaces used during live broadcasts.
- Purpose: allow Game Masters to create games, control predictions, and manage live rounds.
- Built with React, Typescript, and Firebase for real-time data sync between web admin and mobile app.
- Goal: make game management simple, fast, and reliable for live events.

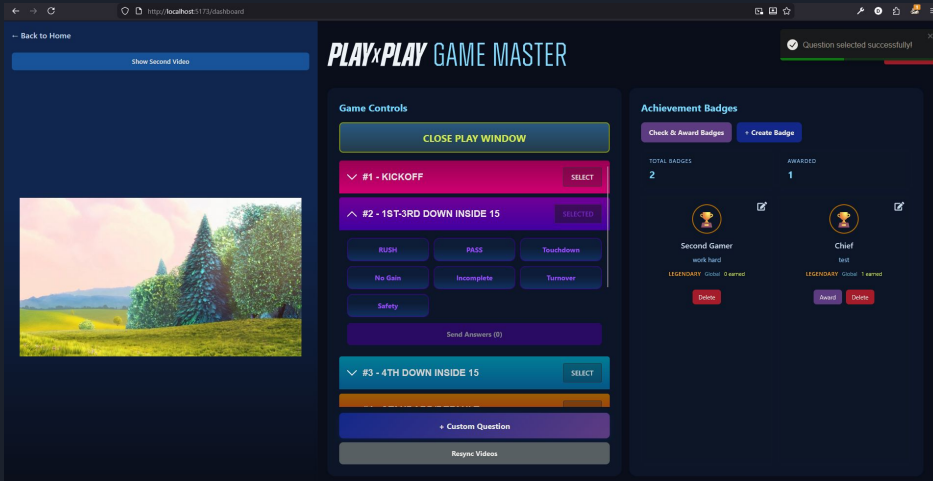


Client Feedback

- Client was satisfied with the second demo and found the admin panel functional.
- They suggested few features for Iteration 3.
- Did not request changes to implemented features
- Client brainstormed advanced ideas(probability models,prediction calculator,childrens learning scenarios)
- He emphasized that these are not required and told the team to choose what was feasible and meaningful
- Encouraged team to make decisions they feel are the best

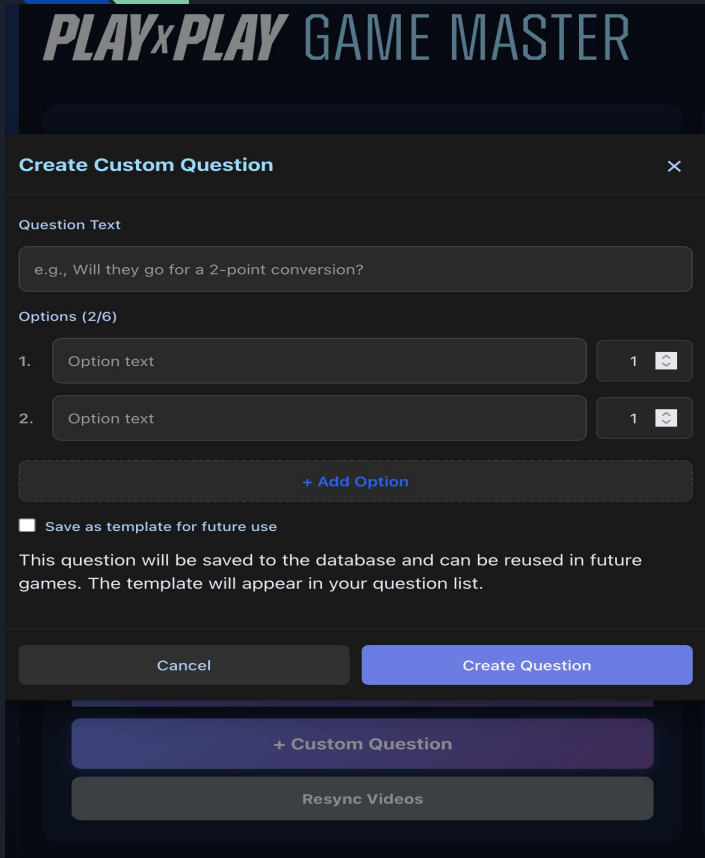
Iteration Feature: Hotkeys

- Added keyboard hotkeys to improve the usability, speed, and ease of use.
- The number keys 1-9 open and select corresponding templates
- Hitting the spacebar closes the play window for quicker navigation.
- Clicking enter on the keyboard sends the selected answers
- Implemented using the react-hotkeys-hook library
- Tested to make sure that keys do not trigger unintended UI interactions



After hitting 2 / \

Custom Question Creation



PLAYxPLAY GAME MASTER

Create Custom Question ×

Question Text

e.g., Will they go for a 2-point conversion?

Options (2/6)

1. Option text 1

2. Option text 1

+ Add Option

☐ Save as template for future use

This question will be saved to the database and can be reused in future games. The template will appear in your question list.

Cancel Create Question

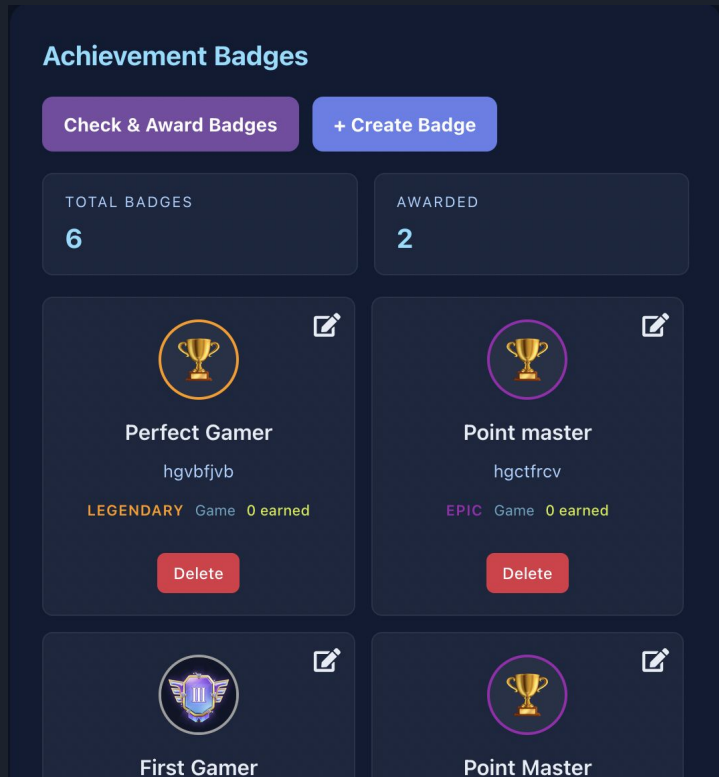
+ Custom Question

Resync Videos

- On-the-fly customization: Create unique questions during live games with custom text and multiple options
- Flexible scoring: Assign 1–100 points per option for strategic, weighted predictions
- Save as template: Option to save questions for reuse in future games or use once
- Instant deployment: Questions go live immediately to all connected players in real time

Achievement Badges

- Create Unique Badges: Customize badges with distinct names, engaging descriptions, appealing icons, and varying levels of rarity
- Automatic Awarding: Badges are automatically awarded when players meet criteria.
- Manual Awarding: Game masters can manually award badges to specific players.
- Game-Specific & Global: Badges can be scoped to a single game or available globally.
- Multiple Criteria Types: Support for points, accuracy, participation, perfect games, and more.
- Badge Tracking: Track which players have earned which badges



Potential Iteration 3 Features:

- **Sync Status Indicator**

- Shows how many players are behind in the stream (e.g., “8% ~2.3 seconds”).
- Suggests when resync might be needed.

- **Custom Question Image Support**

- GMs can upload optional images when creating a custom question.
- Images are stored in Firebase Storage and shown to players.

- **Template Builder Page**

- A page where GMs create, edit, and manage template sets (e.g., Football Set, basketball).

Game Template Selection

- GMs can choose a template set when creating a game.
- Automatically loads the selected set's questions.

RETROSPECTION

Team Reflection:

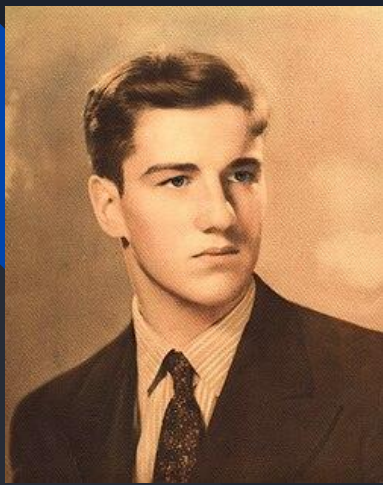
This iteration allowed us to deepen our technical understanding of the system and strengthen the foundation of our application. The focus shifted from initial setup work to implementing real, functional features. Working through real bugs and decision-making around new features helped us see how the different parts of the project fit together and what improvements are still needed.

What Each of Us Took Away:

- Shristi: The main thing I learned this iteration was testing. I got hands-on experience writing and running tests, checking coverage, fixing failures, and understanding how the Firebase emulator fits into the process.
- Liam: This iteration taught me a lot more about React and TypeScript. I'm not feeling as lost as I felt in Iteration 1!
- Drew: This iteration taught me the importance of balancing client communication with steady development progress. Learning how to just try our best on features and run it by them after was a big learning point, and going forward I want to be more proactive with the development.
- Sinclair: This iteration taught me not to wait for client feedback, and just implement a feature, how you understand it.
- Jayden: I was able to look into front end testing for react components during this iteration, so I have a better grasp of that now.

Looking Ahead:

Now that the core functionality is stable, our focus for Iteration 3 will be adding the next set of meaningful features requested by the client. We will also expand the flexibility of the platform make the system smoother, more intuitive, and better aligned with the client's long-term vision.



Interesting Fact:

The inventor of the pringles can, Fredric Baur was buried in a pringles can.

Fredric John Baur Jr. (July 1918 -> May 2008) was an organic chemist and food storage scientist.

Baur died on May 4 at the age of 89 to Alzheimer's disease and some of his ashes were buried in a Pringles can per his request and fulfilled by his children.

His flavor of choice to be buried in (or his childrens?)... An original flavor Pringles container.





Q/A

Thanks for your time.