



PLAY BY PLAY(ADMIN)

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

Client: Matt Foss, Mike Foss, Abeed Visram

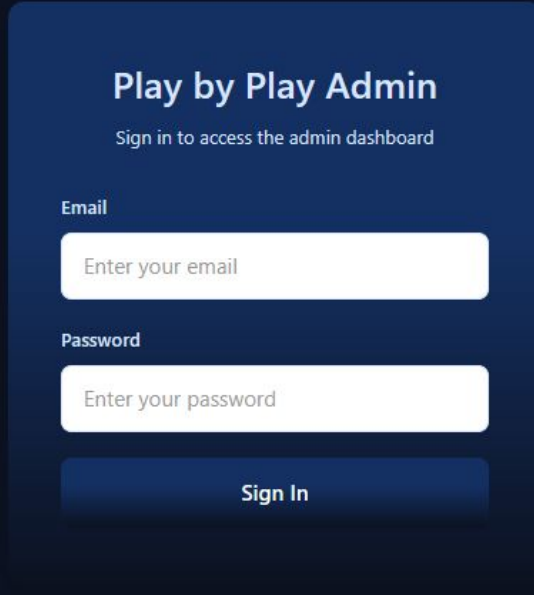
Iteration 1 Presentation | October 30, 2025



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.

Login Screen



The screenshot shows a login interface for 'Play by Play Admin'. It features a dark blue background with a central white card. The card has the title 'Play by Play Admin' and a subtitle 'Sign in to access the admin dashboard'. Below the subtitle are two input fields: 'Email' and 'Password', each with a placeholder text 'Enter your email' and 'Enter your password' respectively. A 'Sign In' button is located at the bottom of the card.

Play by Play Admin
Sign in to access the admin dashboard

Email
Enter your email

Password
Enter your password

Sign In

- Created functional login screen for Game Masters using Firebase
- Email and password login with real-time verification
- Only allows users marked as Admin in Firebase to login
- Redirects to home page after successful login

Create Game

Create Game

Start by creating a game to unlock the dashboard controls.

Game Name

e.g., Week 1 - Home vs Away

Game URL

YouTube, Vimeo, HLS (.m3u8), or direct video URL

Second Game URL (Optional)

YouTube, Vimeo, HLS (.m3u8), or direct video URL

Cancel

Create Game

- Simple form to create new games with name and video URL
- Supports multiple video formats (YouTube, HLS streams, Vimeo, direct videos)
- Optional second video URL for dual-feed broadcasting
- Only one active game allowed per Game Master at a time

PLAYxPLAY GAME MASTER

GAME CONTROLS

PLAY WINDOW CLOSED

Set Answer(s):

Recovered Outside
Kick

Failed Outside Kick

Touchback

Kick Returned
Past 25

Kick Returned
Before 25

Send Answers

#1 - Kickoff

SELECTED

#2 - 1st-3rd Down inside 15

#3 - 4th Down inside 15

#4 - STANDARD/DEFAULT

#5 - Possible Punt

#6 - Possible Field Goal

Game Controls

- Real-time question selection using pre-defined templates
- Allows the Game Master to open and close prediction windows during a live game.
- Set correct answers and automatically calculate points
- End game functionality with confirmation prompt

End Game

MESSAGE CONTROLS

TOP 5 PLAYERS HAVE RECEIVED A REWARD

View Rewards to redeem.



TOP 10 PLAYERS HAVE RECEIVED A REWARD

View Rewards to redeem.



TOP 15 PLAYERS HAVE RECEIVED A REWARD

View Rewards to redeem.



THE NO. 1 PLAYER HAS RECEIVED A REWARD

View Rewards to redeem.



THE TOP SCORER HAS RECEIVED A REWARD

View Rewards to redeem.



THE FASTEST PLAYER HAS RECEIVED A REWARD

View Rewards to redeem.



THE MOST ACCURATE PLAYER HAS RECEIVED A REWARD

View Rewards to redeem.



Message Controls:

- Created the UI of the message controls.
- It currently shows 7 different clickable options that a game master can select.
- When a reward is selected you have the option to send it.
- As of right now since the actual rewards don't exist, when a reward is sent it simulates it in a dry run.
- Since college football is quickly going and sponsorships for rewards won't likely happen this season. We are discussing exchanging the rewards to an achievement based system such as you would see with a videogame.
- The rewards would need to be designed but that's something we're considering for future iterations.



Client Feedback and Immediate Update

- Client was satisfied with the first demo and found the admin panel functional.
- They suggested several future features for Iteration 2 (hotkeys, leaderboards, etc.).
- One important feature was adding a second URL for the broadcast view.
- Even though our app worked without it, the client said it was very useful for studio setup.
- Right after the meeting we implemented this change so the Game Master can test and switch between URLs.



Planned Iteration 2 Features

- On-the-Fly Question Creation
- Hotkeys for Game Controls
- Player Screen
- Achievement Badges (Reward System)
- Test HLS Link Before Game Activation
- UI Fixes and Figma Alignment

RETROSPECTION

Team Reflection:

This first iteration helped us figure out how to work together and actually get something up and running. We focused on getting the main features to work before worrying about how perfect things looked. It was a good reminder that progress is better than perfection in the early stages.

What Each of Us Took Away:

- Shruti: This iteration taught me that communication is just as important as the code itself. Explaining ideas clearly and coordinating with the team makes a big difference.
- Liam: This iteration taught me a lot more about React and then quite a bit about Firebase. Despite never using it before, React felt fairly familiar once I got further into it. Firebase was an entirely new concept for me, and I'm excited to learn more about it as we continue working with it.
- Drew: This iteration taught me a lot about React. Before this project, I hadn't really worked with it before, so it was fun learning how it all works and getting to build something from it.
- Sinclair: This iteration taught me how united and responsive our team is; everyone played a part in ensuring that the first iteration is completed and ready. So it was fun and exciting working with everyone.
- Jayden: This iteration made me realize how quickly due dates with approach. It feels like we just began but we are already finished with Iteration 1! It also helped me get a better grasp of React which is a framework I've never worked with.

Looking Ahead:

We know our app works, but it's still pretty plain. For the next iteration, we'll focus more on adding new features the client asked for and make everything smoother to use.

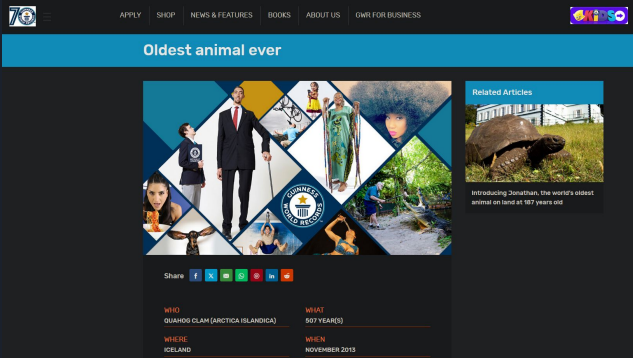
Interesting Fact:

The oldest recorded non-colonial animal discovered was a quahog clam named Ming (in reference to the Ming Dynasty in which the clam was born).

To discover its age the scientists in 2006 had to kill Ming, and upon finding it's age realized they both found and killed the oldest known and recorded animal on the planet.

Ming had lived 507 years!

RIP MING: 1499 - 2006





Q/A

Thanks for your time.