Team Sync (CS62 Final)

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Made by athletes, for athletes

Project Overview

- Problem: Conflicts between athletics and academics not easily handled by scheduling programs
- Coaches often unaware of athlete's schedules leading to potential conflict
 - This program would ease communication b/w coaches and athletes
 - Coaches know when to expect athletes to not be at practice or to be late
- Solution: Integrate athletics schedule into scheduling program and make class schedule visible to coaches
- Interactive app (potentially), not just analysis



Why This Problem?

- We're student-athletes with frequent conflicts
- Teammates & coaches face coordination issues
- Tools like Hyperscheduler don't support athletics very well



Data Format

- User-inputted schedules and data from hyperschedule github
- Events have start/end time, title, type (academic/athletic)
- Potentially use AI to generate more scheduling data



4 Features

- Role-based access: athlete vs. coach
 - Coaches can view all their athletes' schedules
 - Athletes can only view their schedules
- Conflict detection
 - Flag overlapping events in a person's schedule
- Adding a new event
 - Allow users to input and save a new event with title, date, time, and type (academic or athletic)
- Only view classes that fit in practice schedule



Data Structures

- Hashmaps to store different schedules
- Arraylist of event object to represent a single schedule
- Event manager data structure to add, remove, and edit events, as well as identify conflicts in a set of events
 - Does this count as a custom data structure?



Questions & Advice

- Suggestions for data structures that would work well for us?
- Are our 4 features valid / somewhat doable to implement in the time we have?
- Suggestions for PDF parsing (if we do syllabus)?
- How to get started with visual / graphics / interactivity / front end
- Connecting coach and athlete side (coach adds an event and it will show up on the athletes schedule, coach can view athlete's schedule)?

