

GameTime Stats

1. List All the Features You Think Users Might Like
 - a. Add player page
 - i. Name
 - ii. Position
 - iii. Number
 - b. Live game clock with stop/start feature
 - i. Maybe consider clock reset??
 1. Need to make sure to figure out how to handle times if it is changing!!
 - c. Moving players onto field/off of bench
 - i. If players overlap, bench current field player.
 - ii. Ensure correct number on the field for accuracy
 - d. Have favorite stats be based on position (goalies get clears/saves)
 - e. Data/statistics based on recorded time
 - f. Other stats that can only be activated when the player is on the field
 - i. Draw controls
 - ii. Assists
 - iii. Caused turnovers
 - iv. Goals
 - v. Shots on goal
 - vi. (SHOT PERCENTAGE FROM ABOVE TWO)
 - vii. Saves
 - viii. Clears
 - ix. Free position attempts
 - x. Free position goals
 - xi. Turnovers
 - xii. Ground balls
 - g. Data presentation page
2. Determine Who Your Users Are
 - a. Lacrosse coaches – usually collegiate, sometimes high school (maybe really aggressive middle school clubs)
 - b. Most important to them – lacrosse stats
 - i. Easy to manage – fast paced game
 - ii. Not time consuming – a lot going on
3. Filter the Feature List Through the Audience Definition
 - a. The feature list was created with the specific audience in mind