
TEAM BRACKETED

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TEAM MEMBERS

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PURPOSE

- Bracketed is a centralized website for sports and Esports pick'em games. Our goal is to create a platform that allows users to make predictions, track progress, and engage with multiple leagues in one location while competing with friends in leaderboards.

GOALS

- Combine traditional sports and Esports into a single competitive pick'em interface
- Create a clean, intuitive UI focused on engagement and usability
- Implement leaderboards and user accounts to foster community competition
- Build a scalable backend with database integration for real-time results and scoring

ABSTRACT

Bracketed is a web-based platform that unifies pick'em competitions across both sports and Esports. The platform aims to simplify user participation by offering a central hub where fans can make weekly predictions, track leaderboards, and compare results with others. The project emphasizes intuitive design, seamless database integration, and responsive web functionality. Our backend will handle user authentication, match data retrieval, and scoring automation. Bracketed's long-term goal is to provide a scalable, community-oriented environment for competitive sports and Esports prediction enthusiasts.

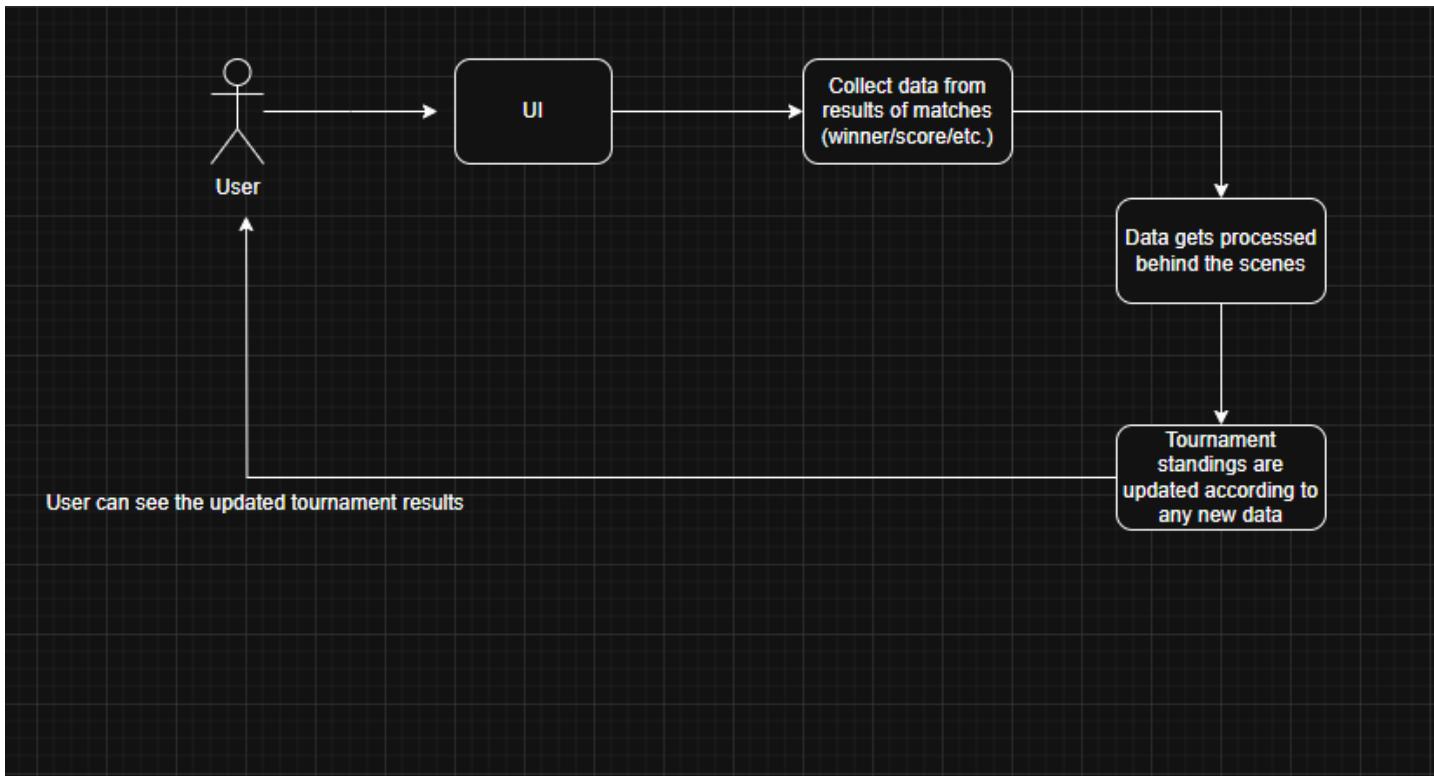
USER STORIES

- As a sports fan, I want to make weekly pick'em predictions across multiple leagues so that I can compete with my friends and track my performance.
- As an Esports follower, I want to view leaderboards for different competitions so that I can see how my predictions compare to others in the community.
- As a casual user, I want to access both sports and Esports pick'ems on the same platform so that I don't have to use multiple apps or websites.
- As a competitive user, I want to see the results of my past picks so I can analyze my performance and improve over time.
- As a new user, I want a simple and intuitive interface so I can start making picks right away without the need of complex instructions.

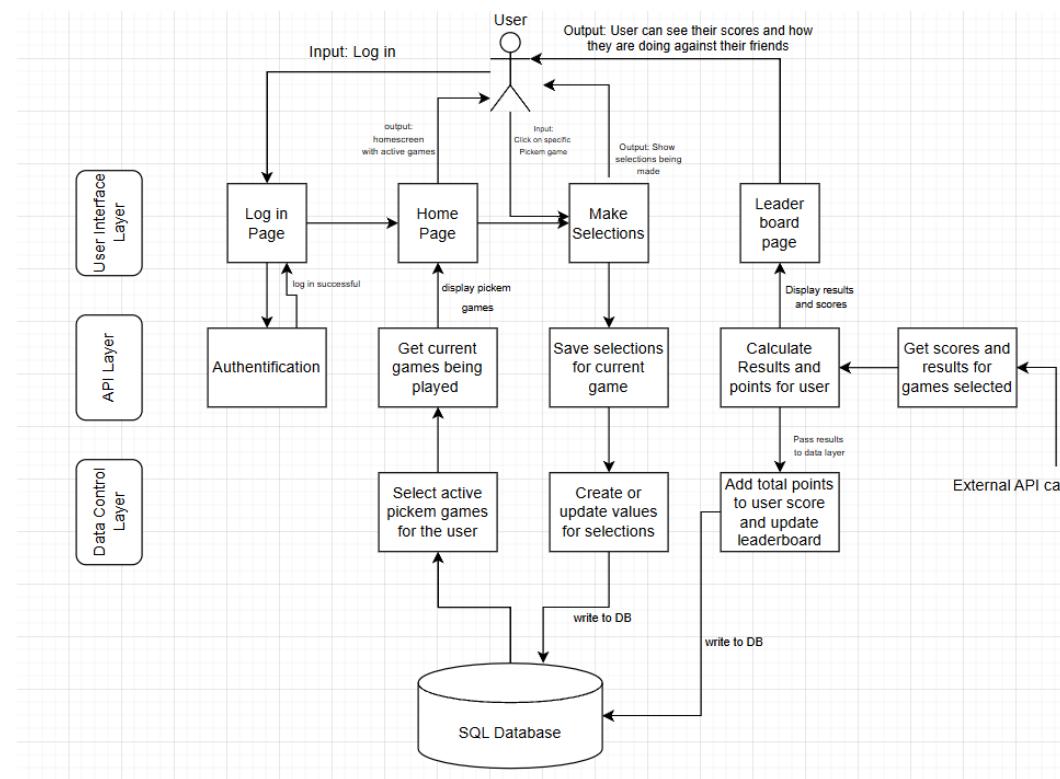
DESIGN DIAGRAM 0



DESIGN DIAGRAM I



DESIGN DIAGRAM 2



CONSTRAINTS

Economic

- Free or low-cost APIs minimize expenses
- Minor power costs for hosting and testing

Legal

- Restricted use of league logos / names
- Only use publicly available data via approved APIs
- Future expansion would require licensing or data agreements

Security

- Login system introduces data privacy risks
- Store minimal user info
- Encourage strong passwords
- Apply standard database protections

Ethical

- Few immediate concerns
- Must monitor for harassment or toxic behavior
- Avoid promoting gambling or exploitative practices

PROGRESS

- Completed initial user research and wireframes
- Defined key user stories and finalized core features
- Selected tech stack
- Ongoing work on database structure, UI structure, and backend

EXPECTED ACCOMPLISHMENTS

- A minimum viable product that demonstrates the full data flow – from API to user interface
- Complete basic user authentication, prediction entry, and leaderboard display
- Finalize and populate core database tables with live or sample data
- Establish communication between frontend, backend, and database
- Conduct initial usability and functionality testing

DIVISION OF WORK - FRONTEND

Sam Winkelmann – Frontend Developer

- Conduct user interviews for UI insights
- Create wireframes and interface mockups
- Implemented finalized front-end design
- Develop initial site framework for backend integration

Luke Myers – Frontend and Backend Integration

- Research third-party services
- Optimize data handling between APIs and local storage
- Establish development environment for front/back-end
- Evaluate frameworks for best application performance

DIVISION OF WORK - BACKEND

Michael Rhode – Database Design and Management

- Research and select database solution
- Design and implement data tables
- Connect database to external APIs

William Braun – Backend Developer

- Design and implement API endpoints
- Integrate external sports/esports APIs
- Develop scoring and leaderboard logic
- Implement authentication and ensure front/back-end communication

EXPECTED DEMO

- Walkthrough of a user logging in, making predictions, and viewing results
- Real-time leaderboard updates with API-driven game data
- Showcase of UI navigation and cross-league functionality