

## **Phase 2**

### **Group 2**

**Date: Monday October 26<sup>th</sup>**

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## **System Concept Statement**

QPlay is an Android application that gives a brand new way for students at Queen's University to organize athletics and activities with their friends and the broader Queen's student population. QPlay gives users the ability to connect with other users also interested in participating in an activity such as pick-up sports game or even just a running partner.

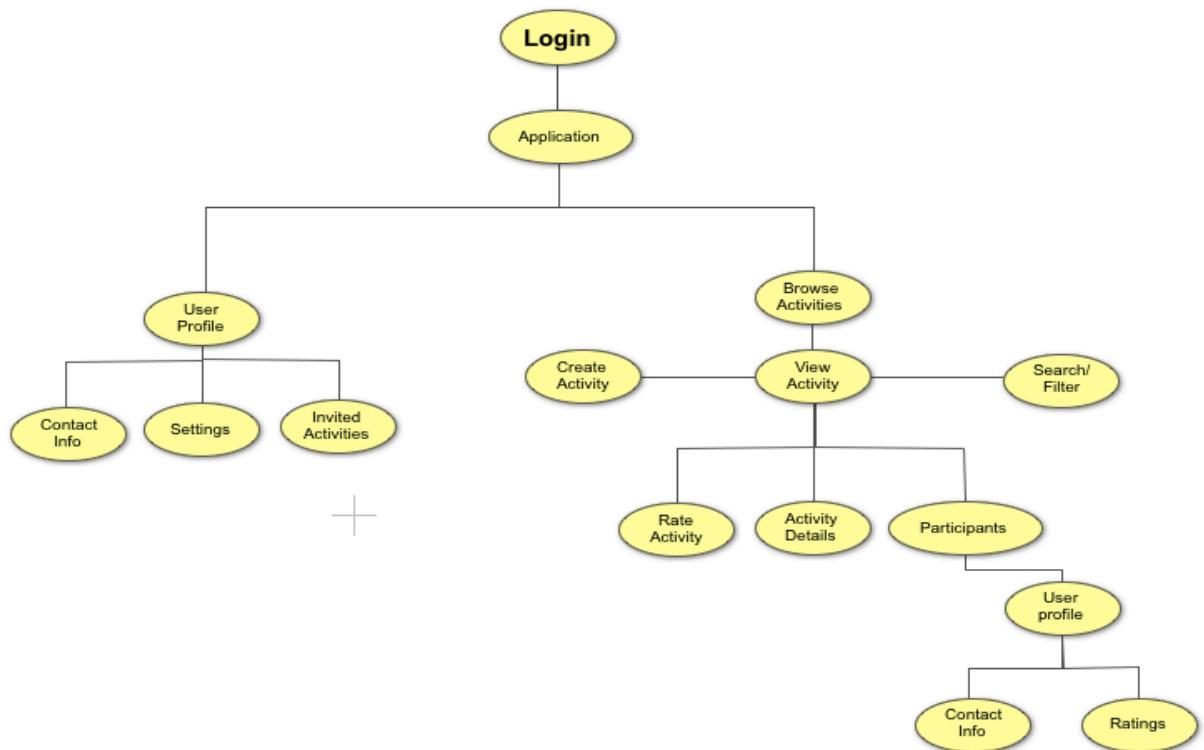
QPlay works by using the location of the user that posts an activity to let other nearby users know. Users can then find an event nearby that interests them and join this event updating the number of users that will be attending. Events are displayed as a location, time, and activity type, for example a user may be interested in playing "Soccer at 5:00pm at Tindall".

This gives users the ability to play the sports they love that are often too difficult to organize and find enough participants as well as the opportunity to meet new people in their area.

## **Primary Persona**

Jessie is 18 years old and a freshman at Queens University. Because of her Dad's work she moved around a lot growing up. Most of her friends were from the same sports teams she played on throughout school. She used to hang out with her friends from the soccer team after school before practice and with her swimming team on the weekends. These two sports took up a large portion of her time and she ended up not doing as well in school as she should have. Now that she is attending Queens for Engineering she wants to focus more on her education to become a civil engineer. Her schedule is so packed that she can't sign up for any sports. She considered signing up for the dorm teams but her lab every other week conflicts with the game times. This leaves her with a dilemma as her packed schedule does not leave her much time to destress, and she wants a way to play pickup games in her spare time. But with so much schoolwork she can't keep track of people and organize it, so she needs some way to make it easy for her.

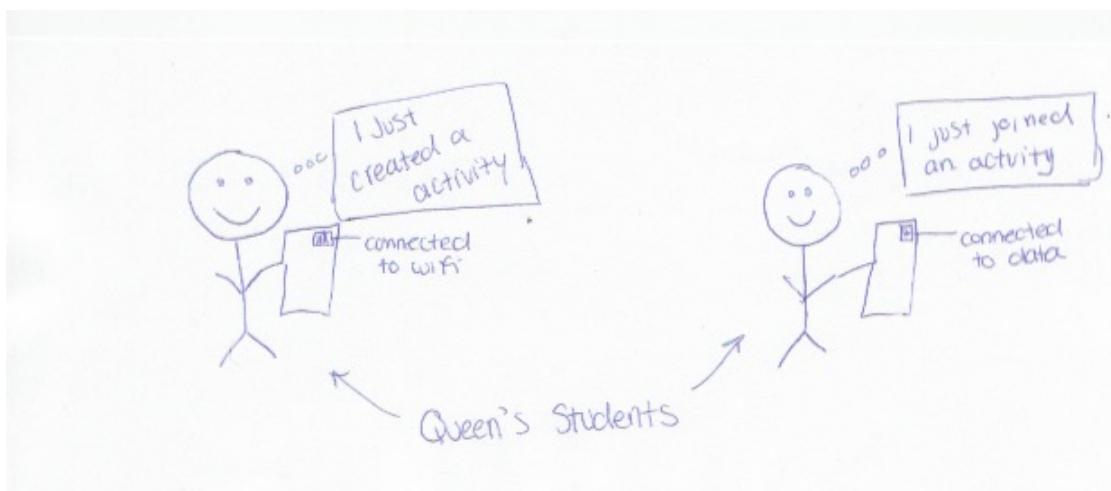
# HIT



## Conceptual Design

### Ecological Perspective:

QPlay is an application that has a dependent ecology. The application will be run on the android platform therefore users will need an android device such as a tablet or cellphone to use it. Users are able to download QPlay from the play store however to login and use the app they must have a valid Queen's University email address. Once downloaded the user will need to have Internet access to run the application. This can be done using wireless connections or cellular data. QPlay will also be affected by the Queen's Community subsystem. The application will need to be used by Queen's students in order to be effective. For example Queen's students will need to be posting activities and joining activities regularly.



### Interaction Perspective:

QPlay will have a smooth and simple design to interact with its users. The application will have a small set of gestures the user will use to interact with the system. Many of the gestures the user will need to do to interact with the device will be familiar to them from other applications they have used on their tablet or device previously. Users will use gestures such as tapping, typing and swiping to navigate throughout QPlay. The user will be tapping on different tabs to get open a different page of the application such as user profile or activities. If the user wishes to view different sections of the current page they are on they will swipe up or down on the screen with their finger. Lastly the users will be using the keyboard on their device to type into required text fields in the application.



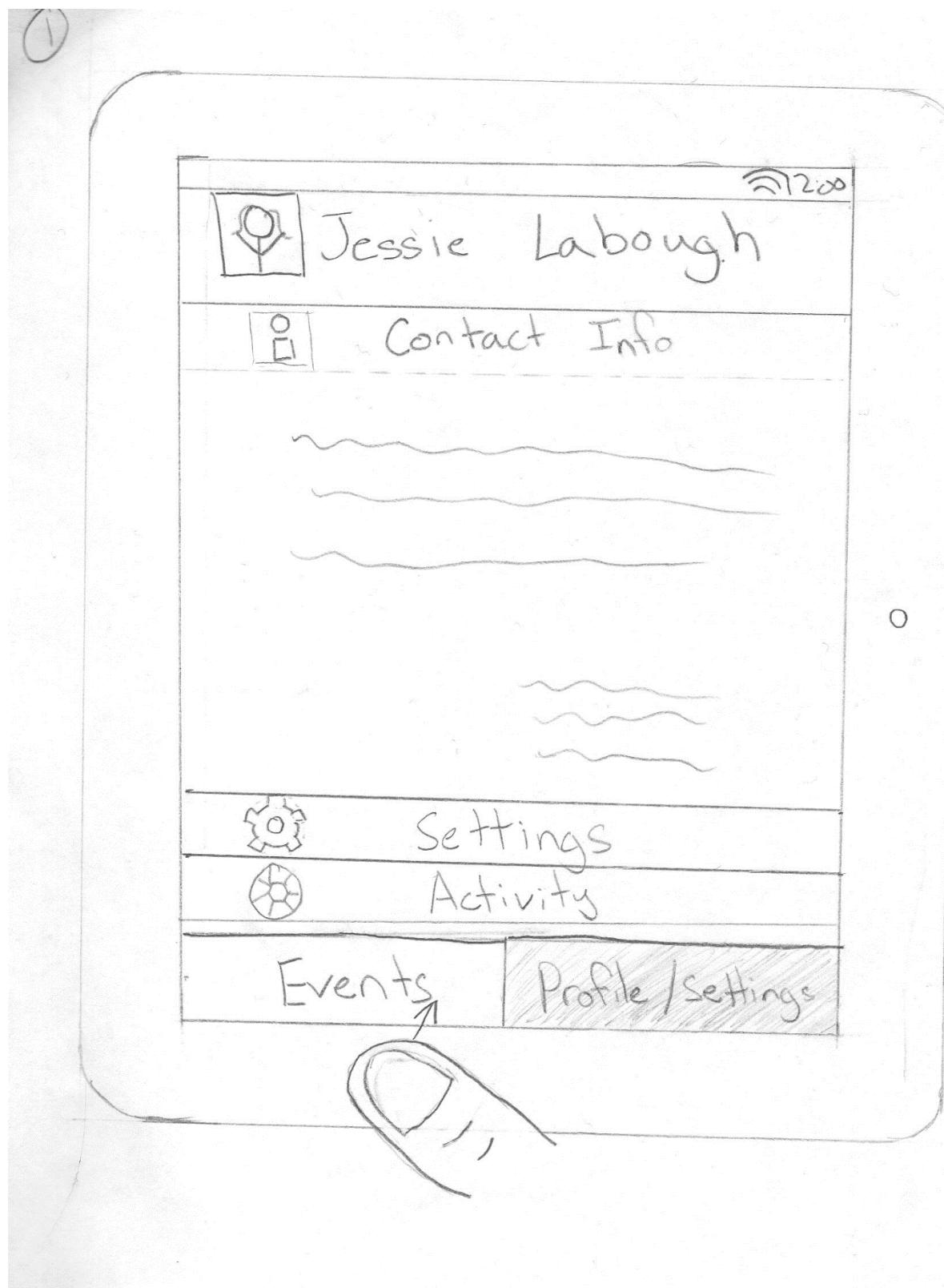
Queen's Student tapping on  
event name to open event

#### Emotional Perspective:

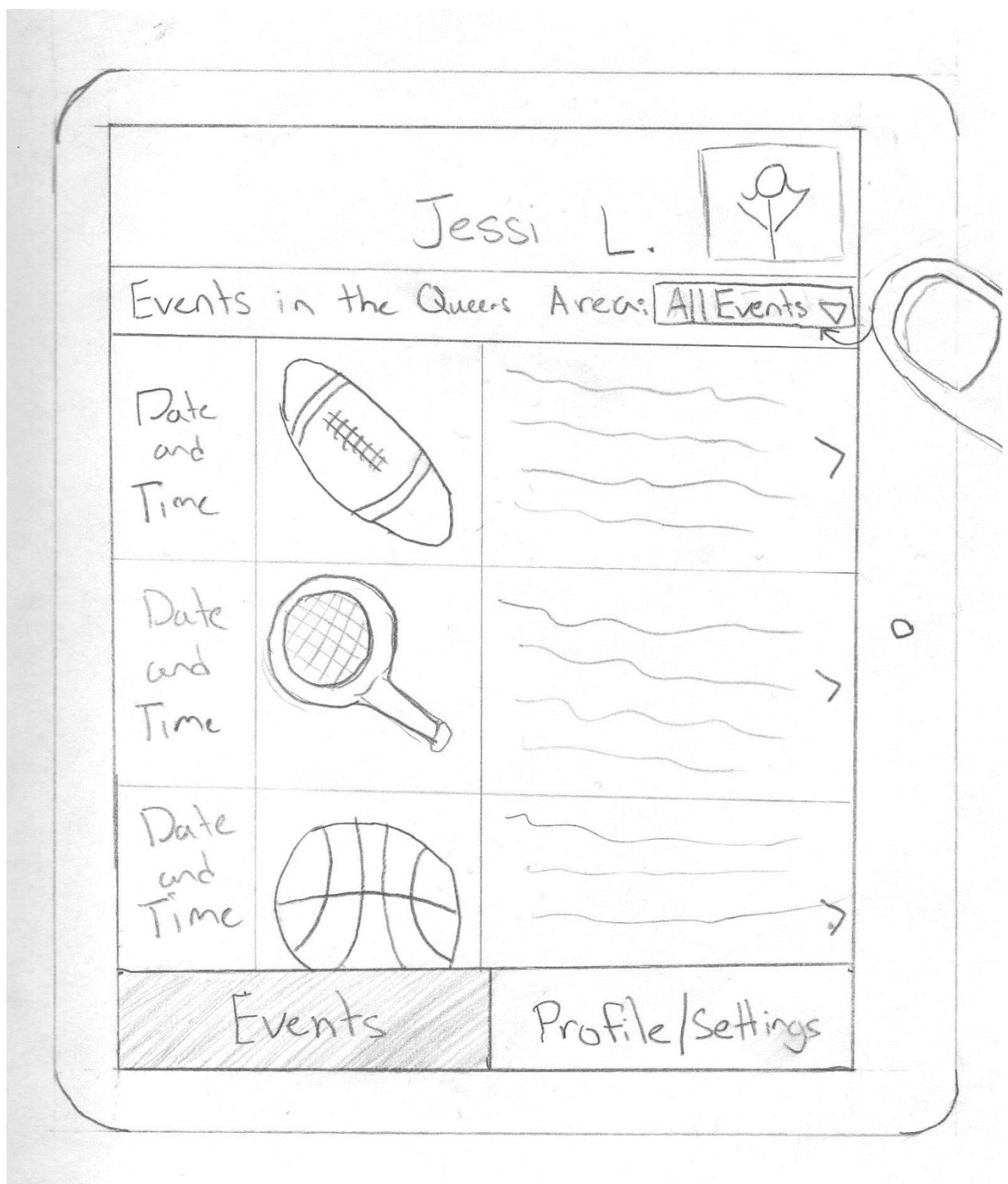
QPlay strives to design for a great user experience. The application hopes to generate excitement and satisfaction from its users. This is potentially done through creating and joining games. The application intends to give users a sense of pride when they create a successful activity that many users participate in. QPlay wants to provide users with joy and a sense of belonging by helping them making new friends or reconnect with old in their community through common activity interests. The application also has a goal to play a role in reducing stress of potential users from school and help them become more physically active in their lives by joining games or activities through the application.



## Storyboard

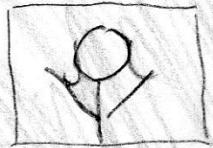


Jessie starts up the app which loads up her profile. She then taps the "Events" button on the bottom of the screen to view all events.



The app loads a list of all events in her area. She then taps the “All Events” in order to filter the results she wants.

Jessie L.



Events in the Queen's Area:  All Events

Date  
and  
Time

Select Type of Event:

All Events

Soccer

Football

Hockey

Tennis

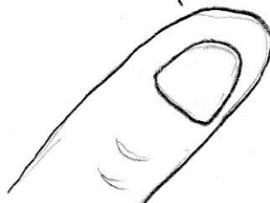
Frisbee

Show More

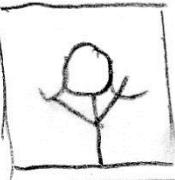
Date  
and  
Time

Events

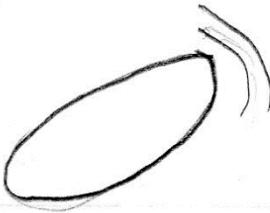
Profile / Settings



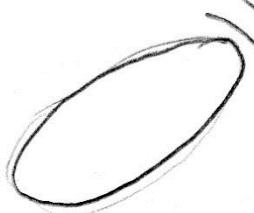
Jessie wants to look at the Frisbee events so she taps on that one.

Jessie L. 

Events in Queen's Area:  Frizisce ✓

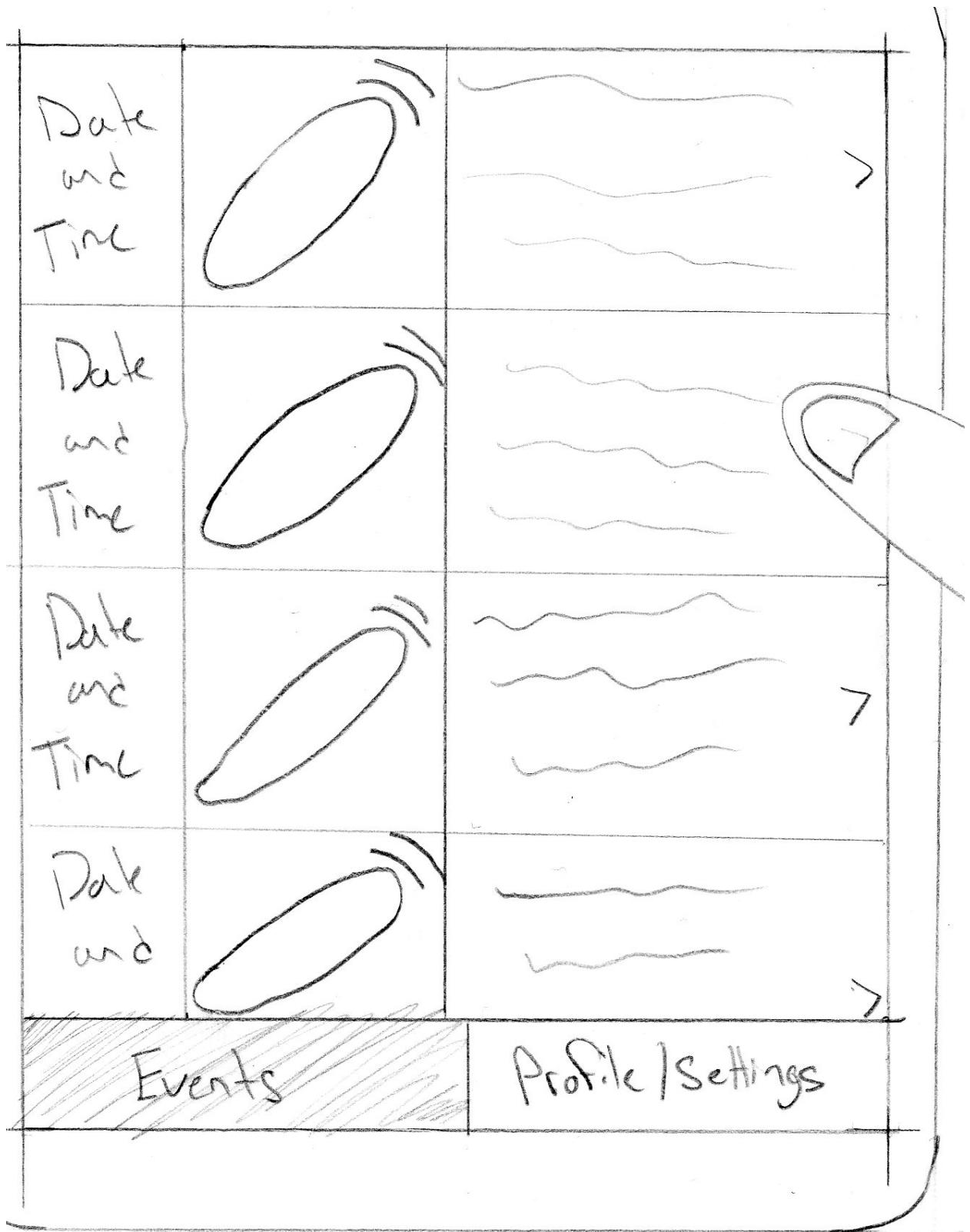
Date and Time	   
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Date and Time	   
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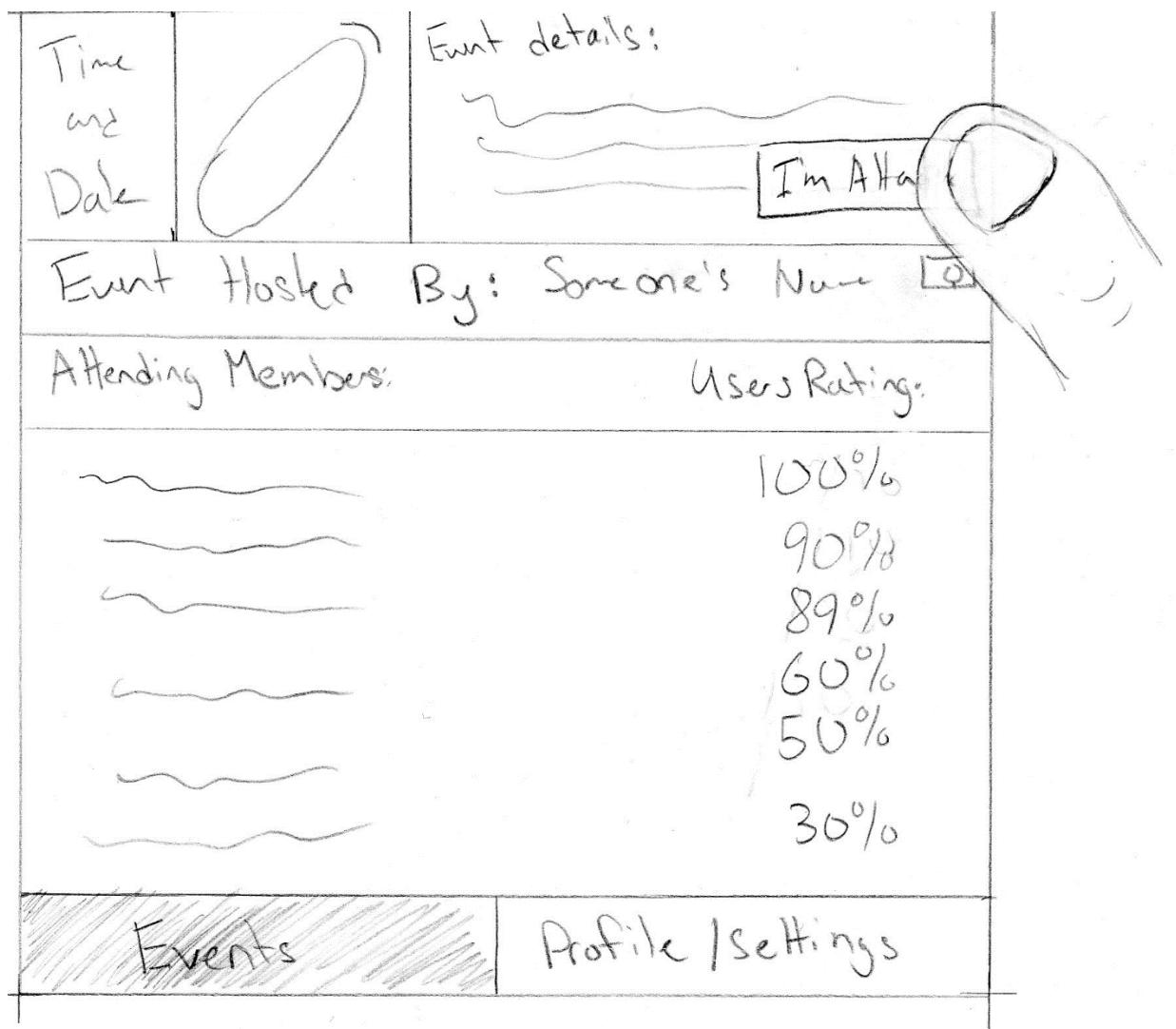
Date and Time	   
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Events	Profile / Settings
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Jessie can swipe up or down to scroll through the listings.



Jessie taps on the event she is interested in to view more details.



Jessie looks over the event and decides she wants to attend and taps on a button signifying she wants to attend.

## Wireframe prototype





Press  
back to  
go back to  
user profile  
section

