## Group 2 Date: Monday October 5<sup>th</sup>

Members:

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#### **Market Appraisal**

After spending a bit of time looking at the Play store I think a fair assessment would be that the Android app market is mature and coming in at more than one million applications also saturated. At the end of 2013 Android accounted for 81% of the global smartphone market and the Play store had roughly 20 million more apps than the Apple App store. That being said the App store is still a bigger earner in terms of revenue applications produce. Part of this could be because the Android operating system is available across a broader range of devices including some inexpensive low-end phones. What this mean is that most of the low-hanging fruit has been picked and users usually have a choice of a wide variety of similar apps for free. All this being said it still seems that there is a continuous stream of unique products entering the Play store and finding success.

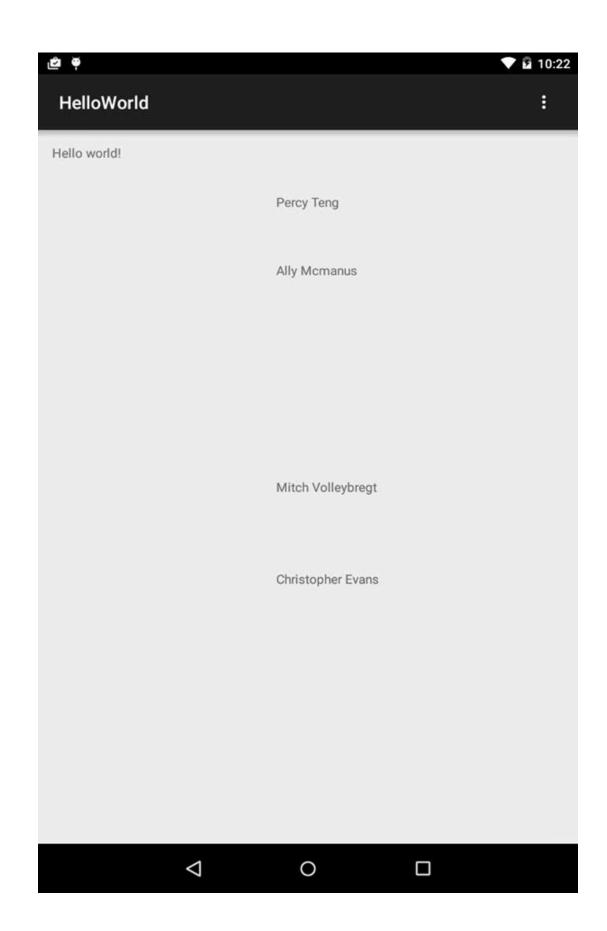
For relatively simple and easily replicable applications the Play store has an overwhelming amount of products where slight deviations and improvements likely won't help a new product stand out. The successful products appear to be developed by AAA studios with big budgets and large teams and conversely smaller agile teams or even individuals developing more unique and innovative applications. This shows that there are still opportunities for new products in scalable niche markets whereas trying to improve on an already existing idea or product would likely be a wasted effort.

### **Development Environment**

I am Percy Teng, the programmer in my team. I have never used android studio before, but I did try to play with eclipse for android application.

The installation and setting for android studio is more complicated than setting up eclipse android platform, but I will have to admit that the emulator in android studio runs way faster than the emulator in eclipse, which could be really helpful for future operations.

Android studio seems more complicated and sophisticated which can possibly allow us to do more sophisticated tasks. I have not explored the whole platform but I am absolutely excited to build my first android application on android studio with my teammates!



#### **Design Initiatives**

As a group we came up with the following list of ideas for potential apps to develop:

Dance Move App – This app would allow the user to test out and combine specific dance moves before actually trying them out in real life. The user would use their finger to trace the move on the screen. The app would then play back to them how it would look and allow them to make combinations of dance moves.

Calendar App – This app would allow users to upload their fixed weekly schedule, any upcoming work they may have and how long they estimate it will take them to finish the work. The app would then automatically schedule time for them on when they will need to complete the work and send reminders of when they should be working on specific tasks. This app would also allow users to combine with other users calendars if they need to be working on a group project.

HR Tinder App – This app would allow users (employers and job seekers) to create profiles and based on the current location look for applicants who may be interested in their job or for jobs that they may be interested in.

Library Seat Finder App – This app would allow users to update and post where they are currently sitting in the library. This information would then be available to anyone with the app to see where there are free seats in the library.

Personal Hairstylist – This app would allow users to upload a picture of them and then try out a variety of different hairstyles to see which would look the best on them.

Queen's Textbook Rental App - This app would allow users to rent out textbooks from other users for a specific amount of time. The app would use a GSP location to locate which textbook rentals are closest to the user.

## First Choice App: Pick up Sports Game App

This app allows users to make a profile and post information about friendly pick up sports games they will be playing in a certain area. The app will allow users to specify where when and who will be playing so other users can decide if they would like to join the game.

#### Target Group:

Our app is going to target 18-25 year old male or females Queen's University Students who are physically active and enjoy playing intermural sports at a non-competitive and informal level. These students are looking to interact with their peers by playing friendly sports games in a safe community setting.

Alternative app: Calendar app

## **System Concept Statement:**

Our application allows users to easily arrange "pick-up sports" games with other users in their area. The app will give a user the ability to announce that they are going to play a sport at a given time and location for example "Soccer at 5:00pm at Tindall". Then other users can confirm they will also attend, which will then update the event with the number of users attending. This application is aimed at University/College environment however the general idea is easily scalable beyond this. This will give students and other users on a University/College campus and easy way to stay active together.

#### **User Personas:**

Luke is 21 years old and a senior at Queens University. Growing up Luke was on every competitive sports team in school. He was the MVP in elementary school on the soccer team 4 years in a row and saw his team get to the finals in three of his high school years. Studying computer engineering at Queens Luke doesn't have time for competitive play anymore and is looking for more informal pickup games. Luke, however does not want the games to be one sided and wants to be able to play at his best, so he only wants games with more skilled players, or else he will have to hold back.

Jessie is 18 years old and a freshman at Queens University. Jesse always had trouble making friends growing up because her family moved around a lot. As her family moved Jessie played for private teams casually and was never the star of the team. With the start of her first year Jessie wants to make new friends and continue playing casually, but is afraid everyone will be better than her and only wants to play with people of similar skill.

#### Scenarios:

Luke wants to set up a game for only the best soccer players on Nixon field at 8:00pm next Tuesday. He opens up the app and navigates to the events feed, tapping on the new event button. Once there he fills in the event details such as time location activity and description. Once finished he can tap submit to finish creating the event. Before the event he can go to his profile and look under his events to check how many people have said they planned on attending.

Jessie is looking for some Frisbee fun and opens the app and navigates to the events page and selects from the dropdown that she is looking for Frisbee games. The app then loads a list of Frisbee games that other users have created, listing the location and skill level the creator wants to attend. She scrolls down the page until she finds an event at the skill level she is interested in and taps on it to display more information such as description entered by the event creator as well as see who else has attended. If she likes it she can tap the "I am attending" button. I she does not like it she can tap the back button to look for other events until she finds one she likes.

# <u>Pre-prototype for scenarios:</u>

Scenario #1
Event Title:  Date:  Date:
Event Title:
Date: Dicker
Event Title:  Date:  Time:  Target skill:  Description:  Description:
Target skill: Numerical Boxes
Description:
Description:
Submit Event Cancel
Go Back Corce
(Comit ) some (Go Back ) Conte
( Sons Borks.
Scenario #2
Future Events
Type of event:
Scenario #2  Future Events  Type of event:  Displaying the series and the series are series as a series are series
Event #1 Location >
Event #2 Location >
Event #2 Location >  Event #3 Location >  Event #4 Location >  Event #5 Location >
Event #4 Location >
Event #5 Location >
Scroll Down to See more.
See 11.0