BUSINESS CASE

DATE	14 January 2020
SUBMITTED BY	14 January 2020
TITLE / ROLE	Arena - A Reasonably Efficient Native Application

THE PROJECT
In bullet points, describe the problem this project aims to solve or the opportunity it aims to develop.

- An app to consolidate and display all the data on performance for ones' favorite team.
- Prioritising ease-of-use and capable UI/UX design to show maximum info with minimum complexity.

THE HISTORY
In bullet points, describe the current situation.

- Currently there are many sports news and team performance apps.
- Generally, such apps are complex to navigate and not designed with ease-of-use as a priority.
- Bad UI/UX is persistent problem amongst these apps as the technical teams behind them are specialised in analysis and tech support for football and sports' teams.

LIMITATIONS
List what could prevent the success of the project, such as the need for expensive equipment, bad weather, lack of special training, etc.

- Unavailability of data.
- Costly APIs for data.
- Poor connectivity.
- Low application performance or inability to optimize.

APPROACH
List what is needed to complete the project.

- API to provide continuous data of teams playing and matches played along with the league table.
- Android/IOS Development Environment to export application in mobile-friendly format.
- Edge computed database to store the data downloaded from API.

BENEFITS
In bullet points, list the benefits that this project will bring to the organization.

- To increase accessibility and provide ease-of-use for football followers.
- Allow users to stay updated on their favorite football teams' performance.
- Enable analysts to get data easily for sports analysis.