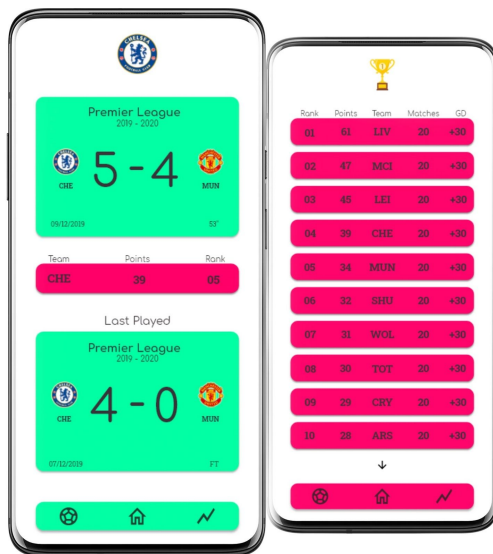


Arena - Live Football Score App

January 30, 2020

This problem statement document discusses the requirement overview and the problem posed by the customer to be solved by our development team and also the initial idea and solution pitched by the team.



Problem Statement

Premier League and Electronic Sports have posed a problem - to build a mobile application to display and update all the Premier League's teams' live performance and the live status of the Premier League Table. This problem must be solved within the parameters provided by the official licensee, i.e. Avery Denniston. The app must be compatible with at least all modern Android OS based devices and have live feature updates. It also mustn't clash with any of the already existing products and licenses.

Proposed Solution

The development team will follow Google's Open Source Material Design 2.0 language to design an application with ease of use and high accessibility as priorities. The team will be developing the app using the technological Stack consisting of Flutter, Visual Studio Code, Android Virtual Device and the Android SDK and will be working with Google's Dart Language. Using this stack will allow the team to deploy the application to Android and iOS with ease. The app will be drawing data from a live API with frequent updates designed to never let the user miss match details or table updates. This will allow the Premier League to increase popularity amongst football fans while allowing them an easy way to stay updated on their favorite teams' performance.