**GatorBall Design Draft**

**Introduction** - project value

* Purpose/Need - why, who, what?
  + **This product is intended for football enthusiasts to accurately track first-downs without the need for a referee. It is needed because having a referee step out onto the field to manually measure the football and determine if a first-down has been established greatly slows down the momentum of the game and is also cumbersome to do. Our product will resolve this issue by providing an effortless way of tracking first-downs without the need for any human intervention.**
* Domain & Prior Art - field/area of project and existing work
* Impact & Risk Assessment - societal impact (culture, global, economic, environmental and social), ethical context and potential risks

**Statement of Work** - work to be done during semester

**Deliverable Artifact**s - what will be delivered at the end of the project? Hardware, software, and documentation

* A short description of the artifact – how does it fit into the project as a whole?
  + **At the end of the project, our team will deliver a package composed of a few different artifacts. The hardware we will deliver at the end of the project will be a microprocessor that continuously collects positional data (and potentially velocity and rotational inertia) from a RFID tag. The software we will deliver will include the code we use to accomplish this. Finally, we will deliver user-friendly documentation that outlines how to set up and use the product.**
* For software/documentation, dissemination plan: format and distribution of project
* Accessibility/Usability/Maintenance Plan - how will the project remain useful long term?

**Mockups** - visual models; wireframes, draft schematics, and other diagrams

* Interfaces - parts of project with human interaction
* Systems - how systems communicate with each other (hardware and software)
* Networking - any type of telecommunication; application
* Storyboards - mockup of each software screen
* Draft Schematics - draft model for schematics; major components, what they do and how they connect