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The Perfect Game Plan

The Perfect Game Plan is a Java application database that makes it easy for a coach to organize his or her players' stats and correlate them with other performance factors in order to perfect an algorithm for team success. The application will begin with the user creating a username and password. Ideally, the user will then select the sport they are involved with, but this specific project will focus on one sport: basketball. Once the user has picked their sport, they will be taken to the main page. The main page will show important upcoming dates for the week and have a menu to access other parts of the app.

The user will go to the menu and select "Roster". The roster page will include an edit option which allows the user to enter their players and information on the player's number, position, height, weight, and personal stats.

Another option from the menu is the calendar. The calendar is where the user will enter the season schedule (games and practices). The games will have a link for the user to click on and it will go to that game day page. The game day page will list the opponent, game time, venue, and will also give the option for the user to upload the scout on the other team. There will also be a place to insert the stats for the game once it has been played. Once the stats have been submitted, the player profiles will also be updated with their stats on the roster page.

The last part of the menu will be called performance factors. This page will be completely up to the user on how they want to use it. Essentially, it will be a page for the user to create tables and graphs showing correlation between factors outside of the game with game performance. Examples of this option include home games won/lost compared to away games won/lost, what day the game is played on, what kind of food the team ate before the game, how much sleep each player got the night before, and recovery days between games. Although these factors cannot be said to cause the outcome of the game, it will give the user a visual of possible patterns that may correlate to the result of the game.

The goal of this application is to help a coach organize team stats in one place, while evaluating how these stats might be affected in lieu of other factors outside of the gym. A coach might not be able to control what is happening on the court, but this app will give him or her an opportunity to find the right procedure to set their team up for success.