Project Idea - Australian Sports Manager Application (Android/iOS)

**Overview:**

Australian Sports Manager (ASM) is an application designed for Android and iOS that allows participants in weekend sports during all seasons of the year to manage squads and officiating availability. ASM is designed for captains and managers and to relieve as much stress from team and officiating selection and availability as possible. ASM will have users store their personal information and weekend availability as well as the team or squad they are part of throughout the season or weekend. It will streamline all players of respective clubs and officials into a database of either available or unavailable.

An SQL database will be the foundation of the applications ability to store and access user’s data both personal and admin wise in terms of allocation of teams, grounds and officials.

**Advantages of SQL:**

* **Faster Query Processing** - Large amount of data is retrieved quickly and efficiently. Operations like Insertion, deletion, manipulation of data is also done in almost no time.
* **No Coding Skills** - For data retrieval, large number of lines of code is not required. All basic keywords such as SELECT, INSERT INTO, UPDATE, etc are used and also the syntactical rules are not complex in SQL, which makes it a user-friendly language.
* **Standardized Language** - Due to documentation and long establishment over years, it provides a uniform platform worldwide to all its users.
* **Portable** - It can be used in programs in PCs, server, laptops independent of any platform (Operating System, etc). Also, it can be embedded with other applications as per need/requirement/use.
* **Interactive Language** - Easy to learn and understand, answers to complex queries can be received in seconds.
* **Multiple Data Views**

**Disadvantages of SQL:**

* **Complex Interface** -SQL has a difficult interface that makes few users uncomfortable while dealing with the database.
* **Cost** - Some versions are costly and hence, programmers cannot access it.
* **Partial Control** -Due to hidden business rules, complete control is not given to the database.

**Motivation:**

Around 11 million adults and 3 million children take part in sport each year in Australia. If they are anything like myself and my captains over the years they would have faced difficulty finding enough players to fill the team for the weekend, had players not communicate in Messenger or Whatsapp groups and arrived at the ground to find no officials to run the game. During my last season playing soccer, we were charged a referee surcharge within our fees. A referee arrived twice to our games, leaving us to usually officiate with a player from either team. It ruins the experience and depletes both teams of a player. MIT App Inventor is an easily available tool to help build infrastructure to fix this problem.

**Landscape:**

<https://en-club.spond.com/>

The closest application on the market to my proposed Project Idea is Spond. As well as ideas proposed in my Project Idea, Spond has been able to make all admin areas around sports and officiating easier and simpler.

Taken from the Spond website:

*Collect Subs Easily and Efficiently Using Spond Club*

* For several years, Spond has helped teams and groups collect payments through the Spond app. Now, we are taking it to the next level with Spond Club. We want to help administrators of clubs and organizations tackle the eternal struggle of collecting subs efficiently and easily.
* With Spond Club, you can easily send out customizable payment requests to an entire club or organization at the same time. Members are automatically notified through the Spond app, or by email for those who do not yet have the Spond app.
* Spond already has more than 700,000 active monthly users, and our payment platform is a well established and trustworthy solution. Spond ensures that payment requests reach members in a quick, efficient and safe way.

*Customize Your Spond Experience, and Get the Membership System You Want*

* With Spond Club, you can target members in your communication. For example, if you need to send a message to members that go to schools in the city center, you can easily filter out those specific members and communicate with them directly. You can filter by a wide range of variables, such as gender and age.
* The Spond app already has over 700,000 users and thousands of groups. In the past, group administrators have been given free rein to do what they want. By linking existing Spond groups to Spond Club, you as a club manager are given greater control over what different groups can do; you can either rein them in and take a more proactive approach, or give them free rein to do what they want. It’s all up to you.
* Many clubs need the ability to customize their payment requests. Spond Club gives you the flexibility you need. Spond Club allows you to send out specific payment requests to specific membership segments. You can customize your payment requests all the way down to the individual level, and you have the option to adjust your payment requests after they have been sent out.

*Switch to Spond Today - It’s Easy and Efficient*

* Spond has over 700,000 active monthly users, and you likely have many Spond-users in your club or organization already. As you switch to Spond, you can easily import your entire membership list to Spond Club via an Excel spreadsheet. From there, you can group your members further thanks to flexible filtering options. Your members will then automatically receive an invitation in their app.

*Save Time With Spond Club*

* According to Spond’s own research, the Spond app has saved coaches more than two hours of administrative work each and every week. This allows coaches to spend more time doing what they love, and less time on administration. Now, we have taken Spond’s innovative and time-saving solutions to the next level with Spond Club, which provides new, intuitive and comprehensive tools for the administrators of clubs and organizations.
* Spond Club streamlines time-consuming administrative tasks that eat up valuable time. With automatically updated membership registers, efficient communication services and flexible payment solutions, you are sure to save valuable time and resources that would be better spent elsewhere.
* Spond Club is a user-friendly, flexible and efficient system. Spond Club is fully integrated with the Spond app, which means that coaches and managers on the team level also save time with Spond Club.

*A Secure Membership System*

* Spond Club is GDPR compliant, and in full compliance with the Personal Data Act and privacy legislation and regulations. All personal information is processed in accordance with our privacy policy.
* Members may at any time update their personal information registered in their profile. Spond does not store this information longer than is absolutely necessary and regulated by law.

*Gain Full Control Over Your Membership Register with Spond Club*

* With Spond Club, you will finally be able to get your membership registers in order. Avoid the hassle of having to manually revise your membership registers – Spond Club does it automatically for you! As members make changes in their profile in the Spond app, this information is automatically updated in your membership register.
* Spond Club ensures that you will receive subs and other payments faster, always have customized and updated membership registers, and enjoy the peace of mind that your members’ safety online is safeguarded as Spond is GDPR compliant.

**Project Idea**

* ASM will allow users to login and create a profile.
* Users will then designate whether they are a player or official. Users can designate as both.
  + Eg. If user plays on Saturday then officiates on Sunday
  + As an official, user selects which association they are enrolled in (Eg North Shore Cricket Association - NSCA)
  + Once the association has been selected it will allocate you to which matches you have been selected to officiate in. The roster depends on how many officials have been registered for that season.
* As officials, you will be asked to nominate your availability in 6 week blocks.
  + Even if you are not rostered for a certain round, you still must give an availability status in case officials rostered cannot make the game.
  + Players can give availability status week to week, or admins can send out certain week blocks to be filled in.
  + Admins/Associations can set deadlines each week that you must modify your status by for players and officials (Eg. 9.30pm every Thursday).
* Phone number, email address and home address will be needed to be added to the profile. This will be key information when it comes time to selecting players and officials.
* Users will be able to add their clubs to their profiles, then select which team they are part of for that season (Eg. 1st Grade, 5th Grade, 6th Grade etc.).
  + Selecting which grade you are in allows you to see the other teams also in that grade
  + It will also show a fixture list of the home and away season with designated officials
  + Squad chat will be made available (like Messenger, Whatsapp) in the Squad tab.
* Captain and Vice Captain tags will be able to be added to profiles.
  + Admin tags can be added as well. Profiles with admin tags may message between other profiles with the same tag.
  + It is our main intention that captains and vice captains be able to message between one another on match day.
  + Officials can message captains and vice captains. Our aim is to streamline and minimize communication conflict
* Captains/Admins will ask in the squad chat to give availability
  + Admins will set a deadline to availability status.
  + User will click on the Fixtures tab and choose relevant fixture
  + Available (green circle, white tick) and Unavailable (red circle, white x) will appear. User clicks relevant status.
* Captain/Admin will go to the Select Squad tab.
  + Users who have made their status available will be shown.
  + Once a set deadline has been passed, Captain/Admin chooses from available squad.
  + Once they have submitted their team, players can go to the Team tab and see who has been selected.
  + All players who were available and have been selected will have a small relevant sport emoji next to their name (Eg. cricket bat/ball).
  + Players who were not selected but available will have a green circle and white tick next to their name as well as a Not Selected tag underneath their name.
* If other teams at the club lose a player the morning of the match due to unforeseen circumstances, Captains may go to the Not Selected tab to see who they can bring into the team. App will ask for live location and sort players by location to a destination. (Eg. type in address of oval).
  + Player name and grade will pop up in descending order to closest to location. Player info will display phone number and address.
* Similar situations can be followed if officials message captains through the messenger options between Admins.
  + If officials cannot arrive at the game, captains may go to the Officials tab and sort by not selected. A live location will be prompted and addresses and phone numbers of available officials will be given.

Skills Required:

## **Product Management Skills (Vital Link)**

The product manager (our team) for an app creator is the crucial link between the design team and the client. We need to delve into the business requirements of the app and uncover our unified vision. We have to make sure the team shares that vision.

## **Design Skills (Appearance and Feel)**

Clients don’t want unattractive apps and icons on their high-tech smartphones. They need our app to be attractive as well as delivering a smooth experience. Our group should possess design skills that interest and encourage people to want to use our app.

## **Writing Skills**

Ensure that our team incorporates high-quality writing. If the text on our app seems like it was created by an amateur, we need to be more conscious of the writing.

## **QA and Performance Testing Skills (Continued Stability)**

Our group will need to have strong QA screening systems in place. Apps that are uncomplicated can lull several companies into concentrating on speed instead of quality. It is not advisable for us to cut corners for our QA testing process.

## **Clean Coding**

We’ll need to decide as a group what will be the suitable coding language such as HTML5, Java, C++, Objective-C, Swift and C#, and produce [clean code.](http://cvuorinen.net/2014/04/what-is-clean-code-and-why-should-you-care/)

## **Cross-Platform Skills (Android/iOS/Windows)**

Decide as a group what platforms to prioritise (Android/ iOS). Any potentially successful app will ultimately need to be converted to run on all the most popular platforms. Critical that our team employs a cross-platform tool.

## **Data Skills (Information)**

Data is what we'll collect and how we’ll know our end-results. This suggests that we’ll need experienced data engineers to build the most useful databases and repositories achievable. A well-designed database can result in a smoother, better performing app.

Outcome:

If the Australian Sports Manager Application is successful, I’d like to think that it has helped streamline and uncomplicate organisation of teams and officials for weekend sport in Australia. Of course, that is still reliant on user input within the application but I feel as though the ASM app can give users an easy experience and simple interface to help with this issue. When fully released, I hope that organising teams and calling up players and officials for last minute absences will be an easier and less stressful process. Helping the weekend sport experience flow smoother for everyone can only attract more people to join and create a better atmosphere among players and officials.