

13-Week Sprint Plan

Summary

- Weeks 1–2 de-risk analytics completely
- Mobile starts only after analytics are solid
- Payments, reels & PPT get proper time to be done in parallel
- Clear weekly acceptance gates

Week 1 – Core Analytics Proof (NO Mobile)

Goal: Validate PB.vision analytics before building UI.

Deliverables

- Standalone analytics code (Python / Node)
- Input: full-game video
- Output: CSV files containing:
 - Serve depth
 - Serve height
 - Return depth
 - Return height
 - Kitchen coverage (serve & return)
 - Shot timestamps + video offsets
- Benchmark mapping:
 - Beginner / Intermediate / Advanced / Pro
- CSV schema + metric definitions doc

Acceptance

- Given a video → CSV generated deterministically
- Metrics are usable & consistent
- Benchmarks applied correctly

This is a **Hard gate for project continuation**

Week 2 – Analytics Refinement & Packaging

Goal: Stabilize analytics for reuse.

Deliverables

- CSV normalization & cleanup
- Edge-case handling (missed shots, partial rallies)
- CSV → JSON converter
- Analytics versioning
- Sample output datasets

Acceptance

- Clean JSON APIs reproducible from CSV
- Same video → same analytics output

Week 3 – Backend Foundation

Goal: Production-ready backend base.

Deliverables

- Backend service setup
- User model
- Game model
- Video metadata storage
- Analytics storage
- PB.vision orchestration service

Acceptance

- Video → analytics → storage pipeline works
- Multiple games per user supported

Week 4 – Mobile App Skeleton & Enrolment

Goal: Get users into the system.

Deliverables

- iOS + Android app skeleton
- User enrolment:
 - User ID login
 - Phone verification (OTP)
 - Email optional
- QR-code based enrolment (deep link)
- Session persistence

Acceptance

- User can enrol & remain logged in
- QR flow works across install/open

Week 5 – Home Screen & Game List

Goal: Core navigation.

Deliverables

- Home screen UI
- List of recorded games
- Game status (processing / ready)
- Empty states

Acceptance

- Games appear correctly
- Status updates dynamically

Week 6 – Video Recording & Upload

Goal: Reliable capture & upload.

Deliverables

- Start recording button
- Camera integration
- Background upload
- Upload progress UI
- Retry & failure handling

Acceptance

- Full games upload successfully
- Upload survives app backgrounding

Week 7 – Player Identification (Vision Thumbnails)

Goal: Accurate player attribution.

Deliverables

- Player thumbnail ingestion from PB.vision

- UI for selecting identified player
- Player ↔ analytics linking
- Re-selection support

Acceptance

- Thumbnails displayed correctly
- Analytics tied to selected player

Week 8 – Analytics Access Control & Payments

Goal: Monetization layer.

Deliverables

- Analytics landing screen
- Locked vs unlocked state
- QR-code based payment flow
- Payment verification backend
- Unlock persistence

Acceptance

- Non-paid users see paywall
- Payment unlocks analytics instantly

Week 9 – Serve & Return Analytics UI

Goal: Deliver core analytics value.

Deliverables

- Serve depth & height views
- Return depth & height views
- Benchmark labels (4 levels)
- Links to serve/return shots

Acceptance

- Metrics understandable & accurate
- Shot playback matches analytics

Week 10 – Kitchen Coverage Analytics

Goal: Advanced court intelligence.

Deliverables

- Kitchen coverage (serve)
- Kitchen coverage (return)
- Benchmark mapping
- Zone/heatmap visualizations (if supported)

Acceptance

- Clear visualization
- Consistent with backend analytics

Week 11 – Highlight Reel Generation & Sharing

Goal: Engagement & virality.

Deliverables

- Highlight reel generation
- Reel playback
- Download option
- Share via:
 - WhatsApp
 - Email
 - System social share

Acceptance

- Reel plays smoothly
- Share flows work reliably

Week 12 – Email Analytics Summary (PPT)

Goal: Premium experience.

Deliverables

- “Email my analysis” button
- PPT generation:
 - NethriQ template
 - Dynamic game data
 - Links to videos, reels, drills
- Email delivery:
 - Default registered email
 - Custom email override

Acceptance

- PPT generated correctly
- Email delivered successfully

Week 13 – QA, Polish & Release

Goal: Production readiness.

Deliverables

- End-to-end QA
- Performance tuning
- UX polish
- App Store & Play Store builds
- Deployment docs
- Source code & infra handover

Acceptance

- No critical bugs
- Store-ready binaries approved