

# 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