



[About Us](#)
[Upcoming Events](#)
[FAQ](#)
[Register](#)
[Login](#)

Teamwork Makes The Dream Work

Looking to socialize and play sports? TSports will take care of it!

[Sign up!](#)

About TSports

TSports is University of Toronto's largest sports social network to meet others. TSports makes it easy for anyone to organize a team or find thousands of other individuals willing to show up and play sports. UoT is home to more than 30,000 students, majority of which have the goal of socializing and playing sports.

TSport's Mission Statement is to connect University of Toronto's community and enhance a student's experience while university.

Upcoming Events

FRIDAY, JULY 10

10:00AM	INDOOR SOCCER Location: AC Field 2 8 People Attending 2 Spots left!	+
14:00PM	WATER-POLO Location: AC Benson Pool 12 People Attending 8 Spots left!	+
10:05AM	OUTDOOR SOCCER Location: AC Soccer Field 5 People Attending 5 Spots left!	+
10:00AM	TENNIS Location: Harthouse Tennis Court 1 People Attending 1 Spot left!	+

Project Proposal For a Sharing Economy Web App

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 July 13, 2016

1. Introduction

This document is a proposal to specify our topic, provide design details and screen mockups, and to allocate tasks to team members. It will also illustrate our web application's usability and viability as well as clarifying the features and the interface designs to be implemented.

Currently, there are many sharing economy web applications targeted at University of Toronto students to sell and buy books and also to search for tutors. However, students usually want to meet with other students to play sports or want to look for 20 other students to play football with but they lack any social network that allows them to do this. Facebook does allow users to create events, however there are strong reasons as to why students do not use Facebook as a sports social network:

- Users have to manually invite other users to join an event (This has drawbacks as maybe the user does not know many people and wants to publicize the event for other users to join)
- Users can set the event as public for anyone to join however Facebook's search is not designed and optimized to search for sporting events first. Therefore, most of the times, when a user searches "Soccer Events", no events show up.
- Users do not have the option to set a filter or requirement as to who joins a public event. ie. Only allow users who are very good at soccer to join the created event.

There is currently no web application to allow students to connect with other students in order to play sports.

Our web application is called TSports. TSports is University of Toronto's largest sports social network to meet with others, making it easy for anyone to organize a team or find thousands of other individuals willing to show up and play sports. University of Toronto is home to more than 30,000 students, the majority wanting to socialize and play sports and our goal is to connect University of Toronto's community and to enhance a student's experience while at university.

After signing up, students can create sporting events and set the number of people required for that sporting event. Other users can then search and join that event. The design includes many usable and viable features. Some of the key features planned to be implemented are:

- Users can add other users to be friends
- One-to-one messaging between users
- Group messaging among users who are attending the same sporting event.
- After each event, users who attended the same sporting event can rate each other and leave comments anonymously. A user's rating in a specific sport and the comments left are set as public to be seen by all users.
- Filters and requirements can be added to sporting events (ie. Only allow users rated 4+ in soccer to join the upcoming soccer event)

These features are explained thoroughly in the next section.

2. Design Details and Screen Mockups

The following shows screen mockups of our web application and a walkthrough of our web application and its various features.

A. Introduction Page (index.html)

When a student initially enters www.tsports.ca, the above page is shown. There is an

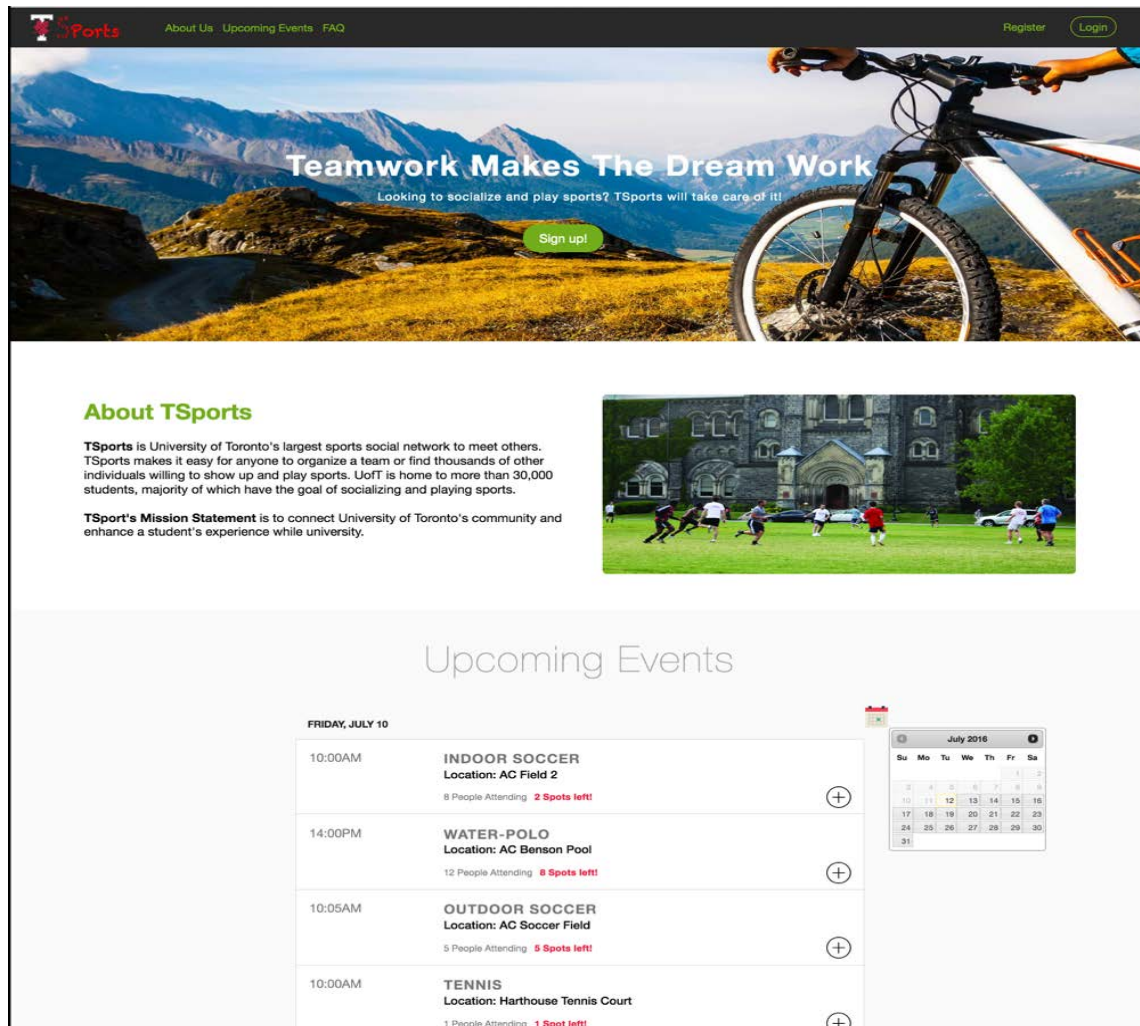
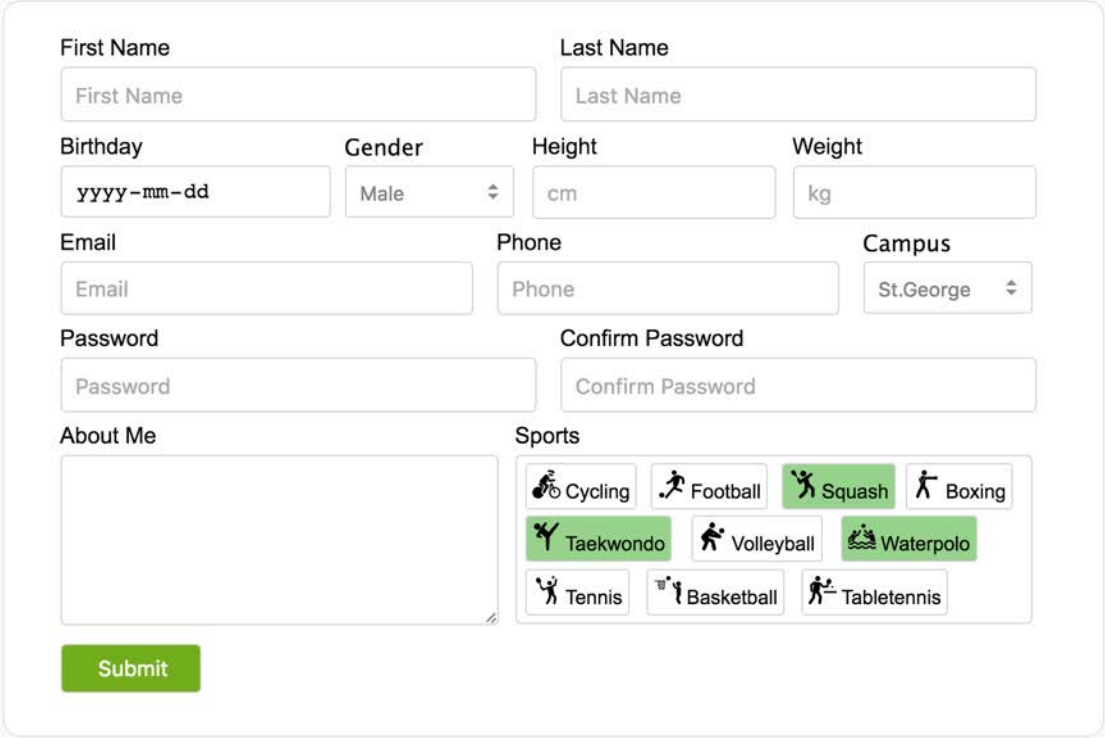


Figure 1: index.html file - The introduction page when the user enters <http://tsports.ca>

“About Us” and a “FAQ” in the navigation bar for a student to know more about TSports. On the introduction page, anyone can see a list of upcoming events for the current day. The user can see a list of the upcoming events for any date by clicking on the mini-calendar to the right and selecting a date. They can also click on the “+” sign next to each event to see the complete information for that event, such as the description of the event and the requirements to join that event.

B. Registration Page (registration.html)



The registration form is titled "TPorts" and includes navigation links: "About Us", "Upcoming Events", and "FAQ". It features a "Register" button and a "Login" button. The form fields are as follows:

First Name	Last Name
<input type="text" value="First Name"/>	<input type="text" value="Last Name"/>

Birthday	Gender	Height	Weight
<input type="text" value="yyyy-mm-dd"/>	<input type="text" value="Male"/>	<input type="text" value="cm"/>	<input type="text" value="kg"/>

Email	Phone	Campus
<input type="text" value="Email"/>	<input type="text" value="Phone"/>	<input type="text" value="St.George"/>

Password	Confirm Password
<input type="text" value="Password"/>	<input type="text" value="Confirm Password"/>

About Me	Sports
<input type="text"/>	<div><div>Cycling</div><div>Football</div><div>Squash</div><div>Boxing</div><div>Taekwondo</div><div>Volleyball</div><div>Waterpolo</div><div>Tennis</div><div>Basketball</div><div>Tabletennis</div></div>

Figure 2: registration.html file - The page for the student to register and create an account.

In order to be able to use more of the site's features, students should register by creating an account. Upon clicking "Register" or "Sign up!" in the introduction page, students will be taken to the registration page where they have to enter their information. Students should enter a brief description about themselves and select the sports that they are interested in order for us to use this information to suggest events that they would be interested in.

C. Login Page (login.html)

The screenshot shows the login page of the TSPorts web application. The header is dark grey with the TSPorts logo on the left, navigation links 'About Us', 'Upcoming Events', and 'FAQ' in the center, and 'Register' and 'Login' buttons on the right. The main content area is light grey and contains a white rounded rectangle with two sections. The 'Sign in' section on the left has input fields for 'Email address' and 'Password', a blue 'Login' button, and a 'Forgot password?' link. The 'Sign in using other methods' section on the right has three buttons: 'Login with Facebook' (blue), 'Login with Google' (red), and 'Login with Github' (dark grey). A vertical line with the word 'or' separates the two sections.

Figure 3: login.html file - The page for the student to login to the web application

In order to enter the web application, users can either use their account which they created in the registration page or they can use third-party authentication mechanisms such as Facebook and Google.

D. Home Page (Profile_SelfView.html)



Figure 4: Profile_SelfView.html file - The page seen by the user when they log in. This is the home page of the user.

When the user logs in, they are directed to their home page. The home page contains all the information related to that specific user.

1. “About”

The screenshot shows the 'About' profile page for a user named Parham Oghabi. The page has a dark sidebar on the left with a profile picture and a menu containing 'About', 'Friends', 'Reviews', 'Events', a search icon, and a plus icon. The main content area is white and displays the user's registration information in a grid of input fields. The information includes: Campus (St. George), Given Name (Parham), Family Name (Oghabi), Phone number (847123-9999), Email Address (parham@hotmail.com), Birthday (January 1, 1994), Height (180cm), Weight (72kg), and Gender (Male). Below this is an 'About Me' section with a text area for a 'Brief Personal Description' and a 'Sports' section with a list of sports, each preceded by a checkmark: Hockey, Soccer, Archery, Artistic Gymnastics, Badminton, Basketball, Volleyball, Boxing, Canoe Slalom, Canoe Sprint, Cycling Track, Diving, Equestrian, Fencing, and Football. An 'Edit' button is located at the bottom of the profile information section. The top of the page features a search bar, a 'Home' link, and icons for notifications, messages, and a 'Sign Out' button.

Campus:	Given Name:	Family Name:
St. George	Parham	Oghabi

Phone number:	Email Address:	Birthday:
(847)123-9999	parham@hotmail.com	January 1, 1994

Height:	Weight:	Gender:
180cm	72kg	Male

About Me:

Brief Personal Description

Sports:

- ☒ Hockey
- ☒ Soccer
- ☒ Archery
- ☒ Artistic Gymnastics
- ☒ Badminton
- ☒ Basketball
- ☒ Volleyball
- ☒ Boxing
- ☒ Canoe Slalom
- ☒ Canoe Sprint
- ☒ Cycling Track
- ☒ Diving
- ☒ Equestrian
- ☒ Fencing
- ☒ Football

Edit

Figure 5: The “About” Button. Displays all the information they entered upon registration.

By clicking on the “About” button, the user can see all the information they entered upon registration. They can edit these informations by clicking on the “Edit” button

2. “Friends”

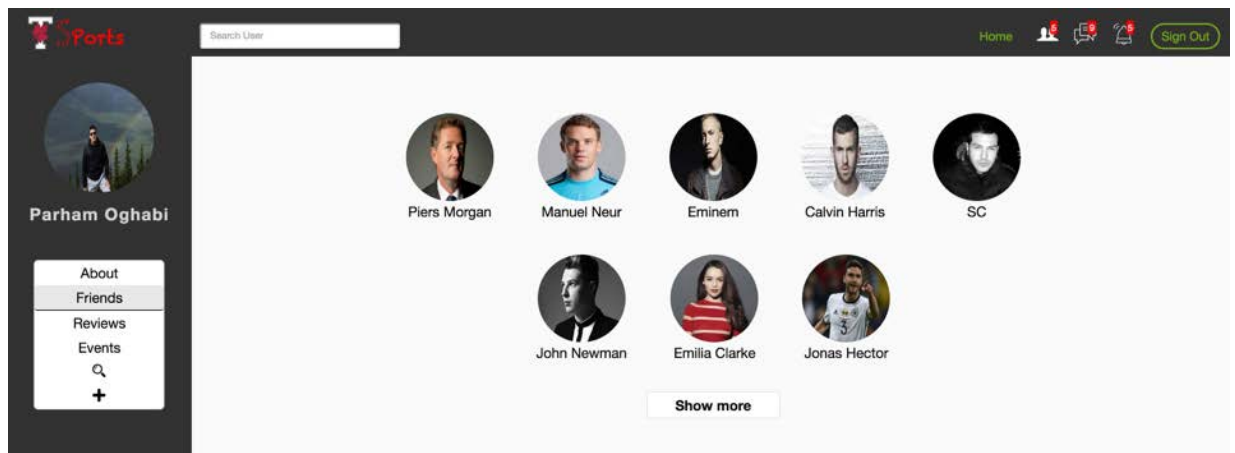


Figure 6: The “Friends” Button. Displays all user’s friends.

By clicking on the “Friends” button, the user can see a list of all their friends. Upon clicking on any of their pictures, they will be redirected to their friend’s profile.

3. “Reviews”

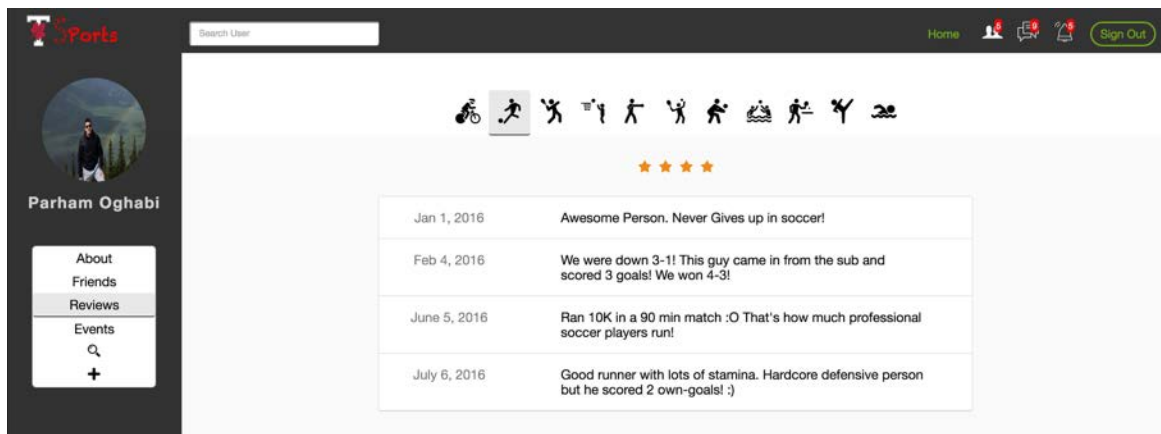


Figure 7: The “Reviews” Button. For each individual sporting event the user attended, he/she can view the overall rating and comments left by other users who attended the same sporting event.

By clicking on the “Reviews” button, a list of all the sporting events the user has participated in will be shown on the top. The user has a different rating and set of comments in each of the sporting events they attended. They can click on different sporting events to see their rating and the comments left by others. These anonymous ratings and comments can be left only by fellow users who attended the same sporting event as the user. In this case, the user has received an overall rating of 4/5 stars in football. These ratings and comments in each sporting event allows other users to deem the user’s proficiency level in a sport. Ratings are based on a 5-star system and comments define the user’s overall performance.

4. “Events”

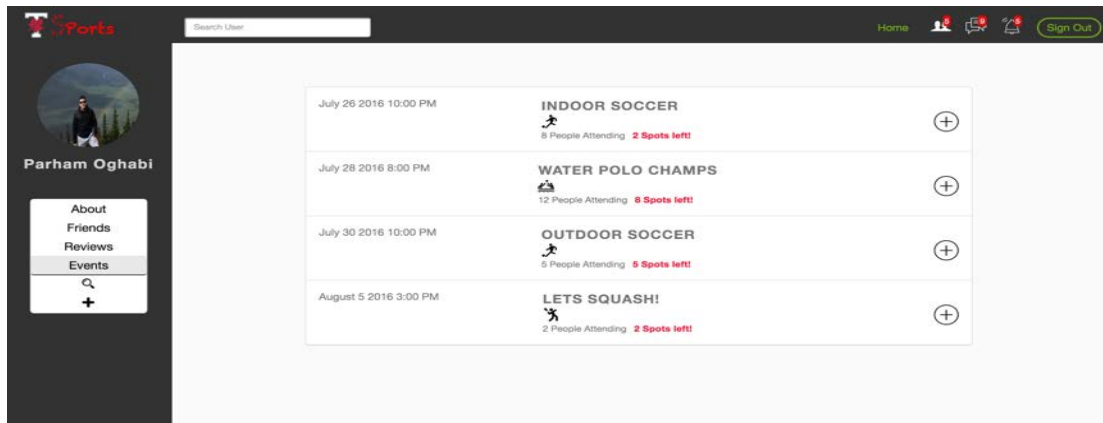


Figure 8: The “Events” Button. Shows the list of all upcoming sporting events the user has joined and will attend. In addition, all details for each event are shown as well.

By clicking on the “Events” button, a list of all the upcoming sporting events the user has joined and will attend is shown. Upon clicking on a specific event, details for that event are shown. Details include the event name, event sport type, date and time, event location, description of the event, number of people attending, and the number of spots left for that event. In addition, the event admin is shown (the user who created the event), the users who are attending the event are shown, and also a group chat between users who are attending that event. If the user is the admin of that event, he/she will be given the option to edit the details of that event and remove users from the event.

5. “Search Event”

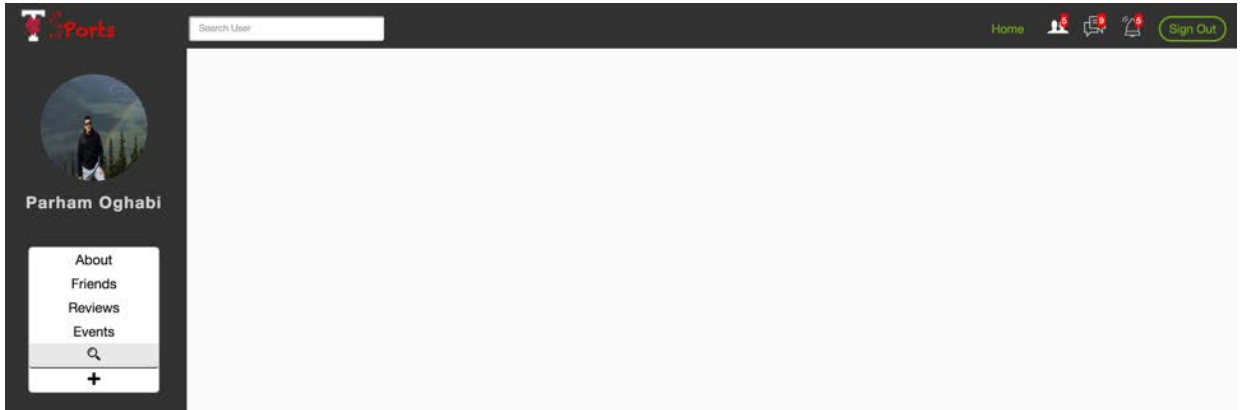


Figure 9: The “Search” Button. Search for sporting event types (ex: Basketball) and a list of related events will display.

By clicking on the “search” button, an input form will be displayed and the user can search for a sporting event, such as “Basketball”. A list of related events will then be shown. A smart recommendation system will be implemented that it first displays events that match the user’s personal data such as his rating in that specific sport. Upon clicking on a specific event, the details of that event, as mentioned in the previous paragraph, will be shown and the user will be given the option to join the event. If the user has not joined that event, they will only be able to see the details mentioned above except the group chat.

6. “Create Event”

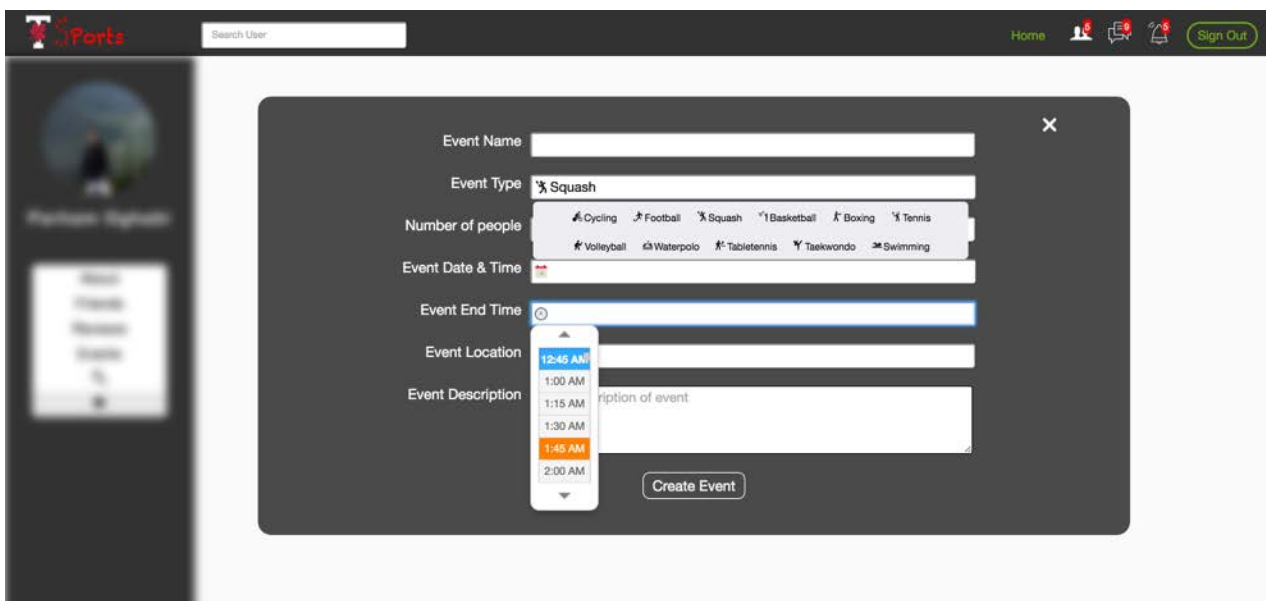


Figure 10: The “+” Button. This button opens up a form and allows the user to create an event.

By clicking on the “+” button, the background is blurred and a form is created. The user can then create an event by filling out the form. Upon clicking “Create Event”, the sporting event is created and the user becomes the admin of that event. In phase 2, the user will be able to add requirements to the event, such as only allowing users with a 3+ rating to join that sporting event.

7. “Search User”

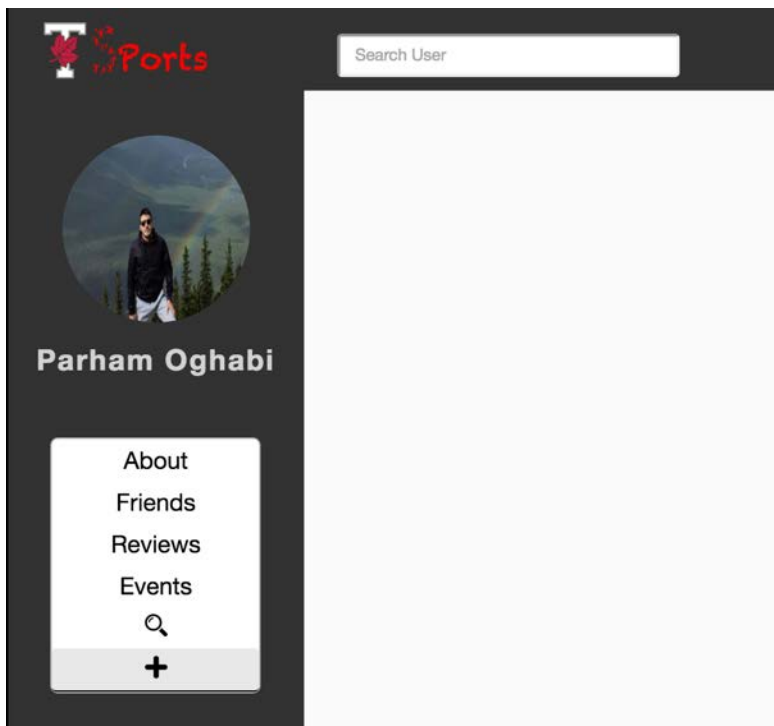


Figure 11: The “Search User” input. This allows the user to search for other users by name and view their profile.

The “Search User” input in the top navigation bar allows the user to search for other users by name and view their profile.

8. Navigation Bar Icons + Messaging

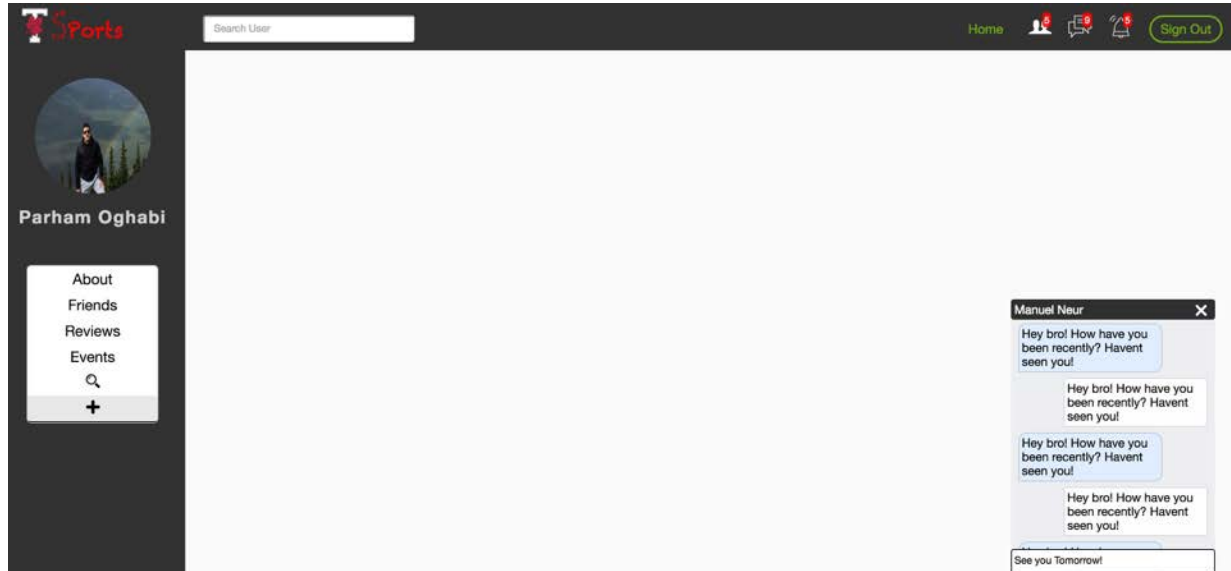


Figure 12: The Navigation Bar Icons and the messaging feature.

The home page comes with a sticky navigation bar. The right side of the nav bar displays information such as the number of friend requests (if any), number of messages (if any), and any notifications such as a user joining an event which you are currently joined in. A drop-down menu will be shown upon clicking on any of these 3 icons.

Upon choosing a message from the dropdown menu under the messages icon, a ChatBox will open on the bottom right of the viewport and you will be able to chat with that user.

E. Other User's Page (Profile_OthersView.html)

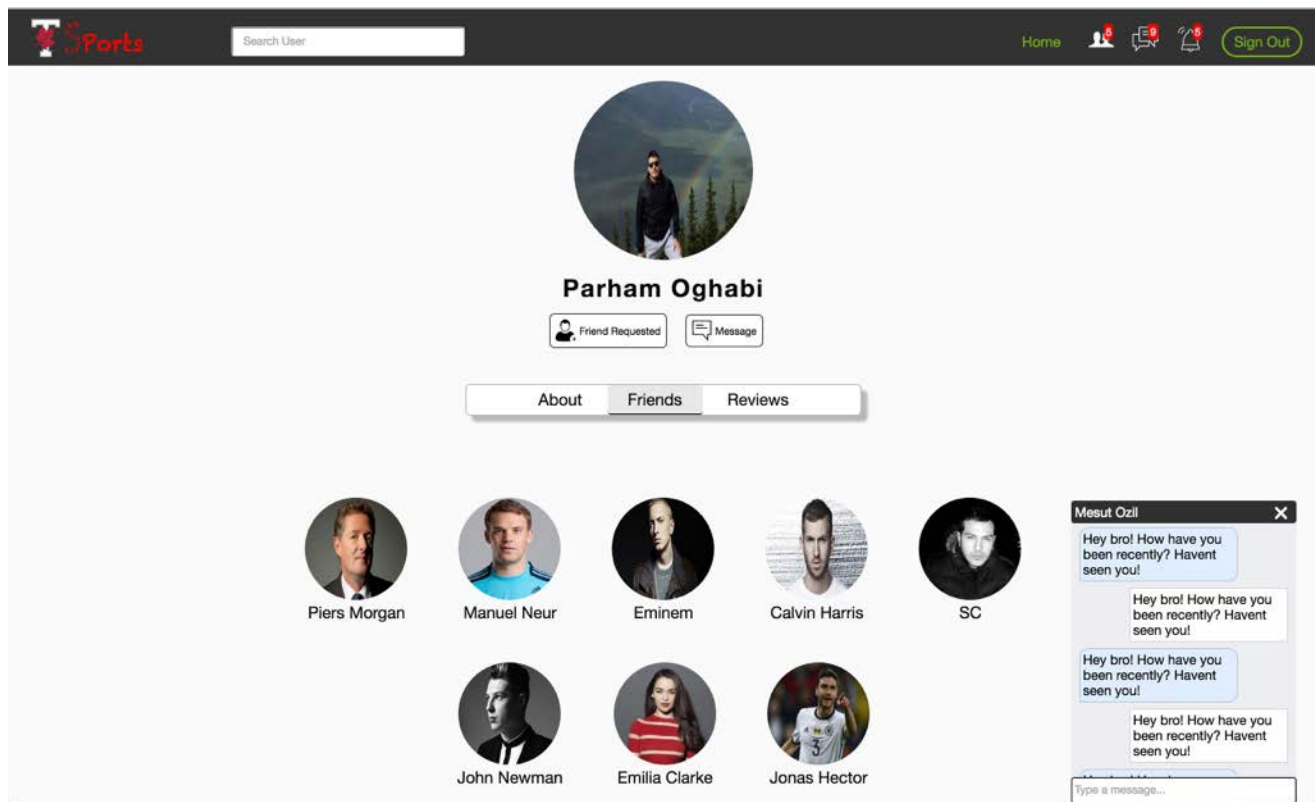


Figure 13: Profile_OthersView.html file - The profile of other users as seen by a logged in user.

When a logged in user clicks on a picture of another user, they will be redirected to that user's profile page. The above picture shows a user's profile as seen by other users. A logged-in user can view another user's "About" information, their friends, the reviews (rates and comments) they have received in different sporting events. They can also add them as a friend or message them using the one-to-one chat box. The logged-in user has their navigation bar always on the top and can return to their homepage by clicking the "Home" button or the "TSports" logo.