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| MatchAware |
| Architecture Design and Software Structure |
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# Introduction

MatchAware is a comprehensive and easy to use Field Scheduling solution for youth sports clubs of all sizes. MatchAware provides an easy set of interfaces to provide scheduling of field and facility resources for league games, practice sessions, scrimmages, and training camps for any number of teams, as well as supporting workflow based change requests, rescheduling notifications, and referee and trainer assignments. The initial release of the software is Soccer Club specific, and future releases will add functionality and terminology applicable to other youth sports clubs.

# Design and Implementation

MatchAware REST API Specification

Front-End Architecture Design

Database Schema

Communication

# Conclusions

Navigation through the application is represented here as a series of flow diagrams.

Each functional area has its own flow, and links to additional flows using the off-page connector shape shown here:

# References

All prototype elements for this report were created with UXPIN (https://www.uxpin.com/)

All flow diagrams were created with Pencil (http://pencil.evolus.vn/)

The Google Maps API was used in creation of prototype images, and will be used in the project. (https://enterprise.google.com/intl/en\_uk/maps/products/mapsapi.html)