

Group 36 – Rene Gau, Manuel Haid, Blaz Kolar

Beachvolley Assist



Image reference: www.cms.cvj-m-ansbach.de/images/stories/Grafiken/10_volley2.jpg

Welcome to the presentation

Group 36

Team mates: Manuel Haid and Blaz Kolar

Develop an android application

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Mission

The idea is to have a mobile app for supporting beachvolleyball referees or scoring assistants.

The app should guide through administrative tasks

like conducting the toss to decide upon the first service and the sides of the court ...

Support the game

current score line, service order, time-out's and so on

Administrative tasks:

- set team names, set players names
- Guide the referee before starting the game. Choosing
 - beginning sides of the teams
 - team that has the first serve
 - the order of the players to serve

Support the game:

- shows the scorelines
- signals when the teams have to change the sides (every 7 points)
- signals technical time-outs (when the combined teams scores equals 21)
- signals begin and end of technical/tactical time-outs (30 seconds)
- informs which player should perform the next serve

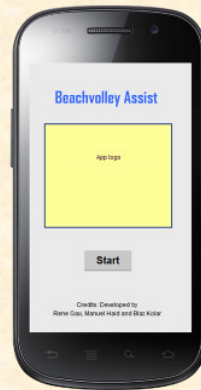
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General requirements

The app should be **intuitively** and also **usable for non experienced referees**. Helping the users **step by step** with **only minimal required input** and using **graphic and acoustic support**.

By **default** the app should **comply with the official regulations**.



Graphic support: using colours and usefull/functional design
 Accoustic support: using ring tones
 Official regulations: FIVB regulative (internation volleyball federation)

Opitonal: possibility of changing game parameters
 Like no tactical and/or technical time-out

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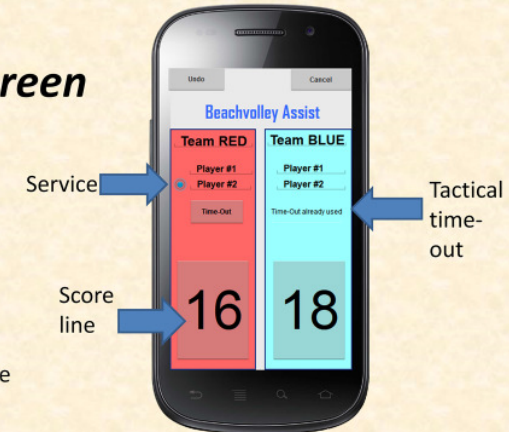
Main screen

General infos

- Teams names
- Players names

General actions

- Undo
- Cancel the game



One set up to 21 points

Graphical support:

- Which player should perform the serve
- Which team can take a tactical time-out

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Examples of supporting the game

- Time-out`s
- Change sides

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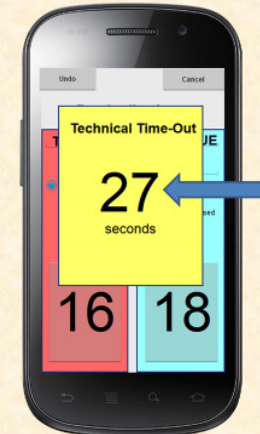
Time-out

Technical time-out

- The combined teams scores equals 21
- 30 seconds
- Signaling begin and end by a ring-tone

Tactical time-out

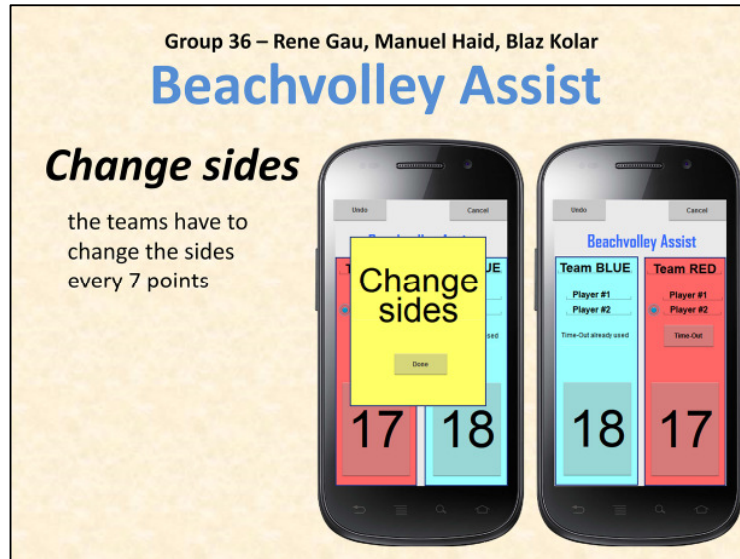
- One pro team and set
- 30 seconds
- Signaling end by a ring-tone



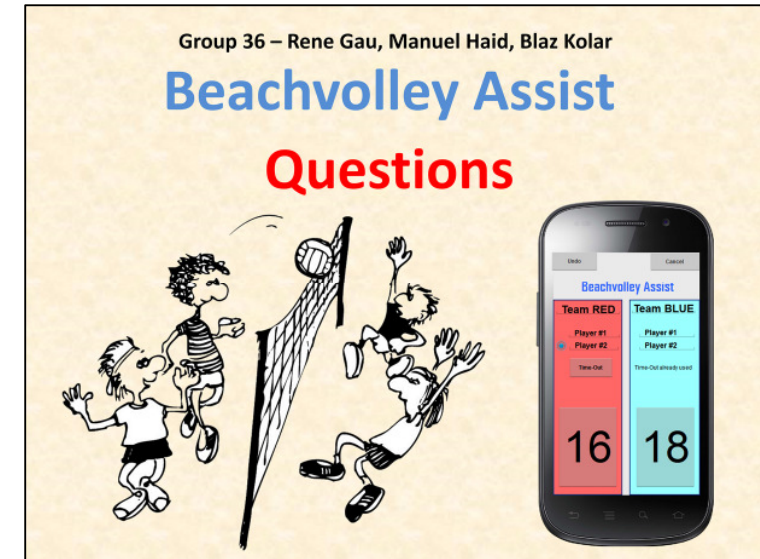
Count
down

Graphic support: counter

Accoustic support: ring tones



Changing sides to eliminate weather-related influential (wind, sun light)
 $17 + 18 = 35$
 Graphic support: changing sides of team on the screen
 Accoustic support: ring tone signals to change the sides



More thinking on funtional design then technical things