

A3 README - Alpha Phase

Contributions:

Eshitha Bangray (25%):

- Teams Tab (search bar, table view of teams, locations, and logos)
- Team Details Page – opens when a team is clicked on the teams tab
 - Team name, school, ELO rank holders
 - Team image and description
 - Team Elo rank placeholder
 - Team competitions horizontal placeholder

Aryan Samal (25%):

- Profile page
 - Labels + text Inputs for name, email, phone number
 - Drop-down menu selection for team affiliation
 - Switch toggles for notifications and dark/light mode
- ELO/Scoring Tab
 - Scrollable table view with placeholder team cards
 - Segmented VC for rankings + simulation
- Worked on Tab Bar Controller + Navigation Controller
 - Connected screens to ensure smooth app flow

Akhilesh Bitla (25%):

- Launch Screen Page
- Auth Screens:
 - Start Page
 - Contains Login and Sign Up buttons for unauthenticated users
 - Signup Page
 - Short sign-up form (including labels, text fields, and buttons)
 - Login Page
 - Brief login page which includes 2 text fields, labels, and a button
 - Currently, by pressing login, you can access the home page of the application
 - Reset Password Page
- Worked on Tab Bar Controller + Navigation Controller
 - Connected screens to ensure smooth app flow

Rhea Shah (25%):

- Competitions Tab
 - Upcoming competition section: horizontal scroll view with cards per comp
 - Segmented picker to filter upcoming comps by all, live now, month, week
 - Previous competitions: scrollable table view displaying comp name, logo, date

- Competition Details Page – launched when any comp card is clicked
 - Top portion stays the same: comp logo banner, name, location (links to google maps), date (add to calendar feature), chat button
 - Bottom content changes according to segmented picker: Lineup, Judging, and Media subviews
 - Lineup: competing teams (with ranks if comp is over)
 - Judging: judges names and links to scoring spreadsheets
 - Media: buttons to view official media and upload your own media

Deviations:

In the Alpha phase of our project, we did not deviate too much from the original proposal. We successfully implemented UI for the signup and login pages, competitions, scoring (ELO), and teams tabs, a navigation bar, and profile/settings. All pages have basic functionality, including seamless navigation between view controllers. We have also added placeholder data where appropriate to display how the pages would look with actual data, which we plan to populate in the next phase.

One thing we could not get working for both the Individual Team tab and the Competitions Tab was the Horizontal scroll. Many of us tried different ways to implement this but were unsuccessful. We have done a lot of trial and error with scroll views, tables, and HStacks, and we should be able to implement this early into our Beta phase. Another thing to note is our basic sign-up/login pages do not actually authenticate as of now. To enter the application just click the login or signup button (you can leave the info blank). Also, since we did not populate dummy data into the competitions screen, there is no way currently to test the individual competition details page (as a connection doesn't exist). For now, there is a "test" button on the comps tab, use that to explore the comp details page with the 3 subviews of lineup, judging, and media.