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# Sport Club

## Description

Are you a sportsperson? Have you ever craved a match and were unable to find someone to play? Have you ever played a match with a insufficient number of players? Don't worry anymore, with Sport Club App you can find someone to be on your team or some team to be in. Sport Club helps you to find a nearby match that need someone, or you can find someone to complete your team. It's easy! You just need to log with your google or facebook account, fill your profile, choose one sport that we support and you are good to go.

As a team manager, you can edit your team, invite your friends to be part of it, schedule matches, search for players, even manage statistics and financial issues (as membership fee and venue payment).

As a player you can join teams, manage your week calendar, and search for a nearby match that need a player with your attributes.

On your profile, you can select the sports you practice, define positions, physical attributes. People can see your statistics on each sport.

Users can rate each player and team, so you can choose wisely each player to accepted on your team or each team you want to join. Team manager can also compare their teams.

## Intended User

Sport Club is a app that target sportspeople. Helping people to manage and schedule matches.

## Features

- Helps people find friends to play sports
- Helps teams to find people
- User can rate teams and other user
- Teams can manage their statistics, their financials status.
- Works with Football, Basketball initially.

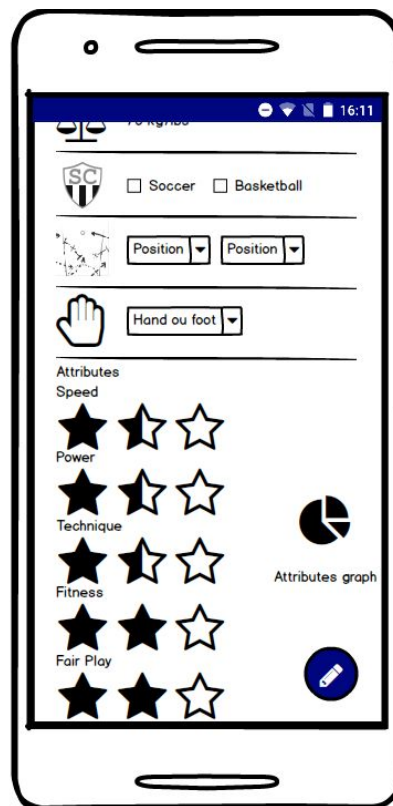
## User Interface Mocks

### Screen 1- Login

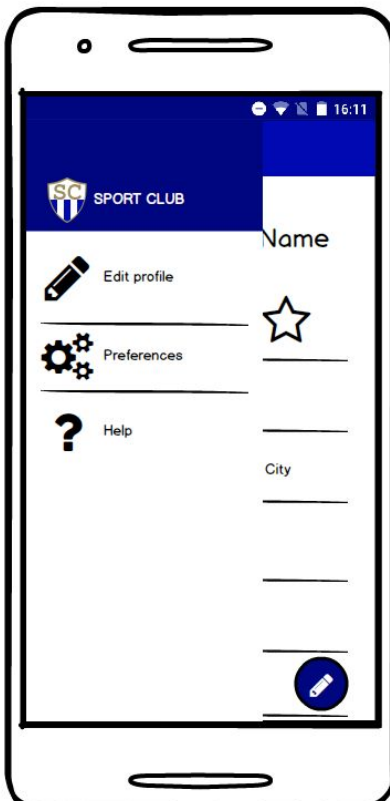
User will be able to log with google or facebook accounts.



## Screen 2 - Profile



Users can edit their profile, but the rating are a average from other users opinions on that user's attributes.



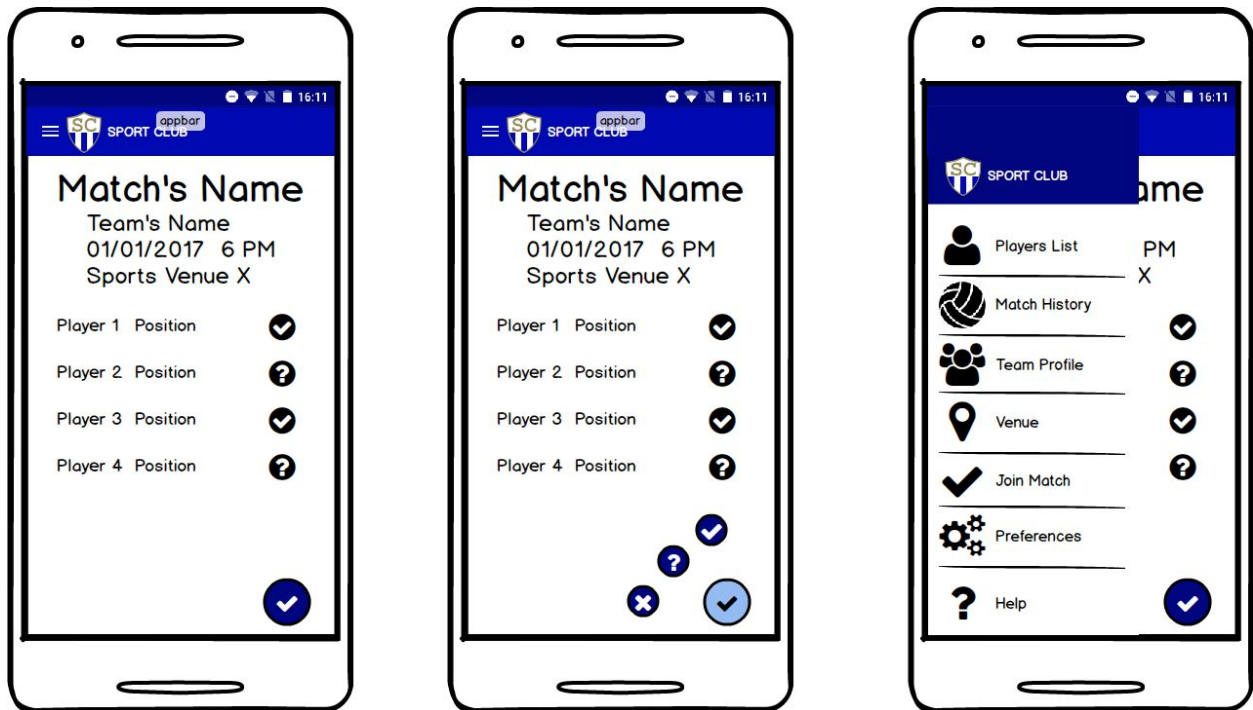
### Screen 3 - Main Activity (Search)

Main Activity, users can search for matches, access matches details, access their own profile, teams profiles, friends search, preferences and help.

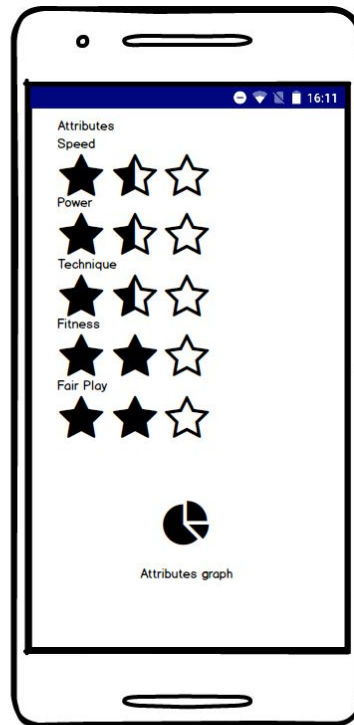


## Screen 4 - Match Details

Users can view details about a previously selected match, ask to join it, access other users profiles, access venue details and match history.



## Screen 5 - Team Details



Users can view details about a previously selected team, ask to join it, access other users profiles.



## Screen 6 - Widget

The widget presents the nexts matches user has scheduled.

  SPORT CLUB			
	Match's Name	Team's Name	Player's Positon
	01/01/2017 4 pm	Venue X	Confirmed
	Match's Name	Team's Name	Player's Positon
	01/05/2017 9 pm	Venue X	TBC
	Match's Name	Team's Name	Player's Positon
	01/12/2017 11 pm	Venue X	Confirmed



## Key Considerations

**How will your app handle data persistence?**

Through its own Content Provider (local database synced with an online database).

**Describe any corner cases in the UX.**

Users can always access the most commons activities and actions via a navigation drawer.

**Describe any libraries you'll be using and share your reasoning for including them.**

Butterknife, Picasso, Android Support (AppCompat; GridLayout; CardView, RecyclerView).

**Describe how you will implement Google Play Services.**

Location, Places, Firebase.

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

- Configure libraries;
- Design and implement tests;
- Design and implement local database.

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for all activities

### **Task 3: Implement Google and Facebook Login**

- Implement Google login;
- Implement Facebook login.

### **Task 4: Implement on line database and sync tasks**

- Contract database server;
- Implement database;
- Develop and implement sync service and tasks.

### **Task 5: App tests**

- Test app on different devices and API's.