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GolfNearMe Documentation

There is nothing better than spending the afternoon out on a golf course with your friends ripping tee shots and driving golf carts, but sometimes the hassle that comes with planning and managing the round can take away from this joy. So that is why we created GolfNearMe, the all-in-one course finder, tee time scheduler, scorecard, and handicap app.

In case you are unaware; we believe there is a great market for this app because the game of golf has been rapidly growing in popularity over the last couple of years. For example, from 2019 to 2020, there was a 13.9% increase in the total number of golf rounds played, and from 2020 to 2021, there was a 5.5% increase in the number of rounds played. Alongside these figures, the number of total golfers globally has increased from 61 million to 66.6 million in a five-year growth period with golf in North America growing from 29.9 million to 30.6 million. As a comparison, the previous high mark of 61.6 million total golfers globally was set in 2012. All this to say, we believe there is a good market for this application with a large user base not only locally in the United States but internationally.

While the median age of all golfers globally is 54 years of age, this is not the group we will be targeting with this app. Instead, we are targeting the new wave of young male golfers (ages 18-34), as they are the people who are more likely to be attached to their phones and look for an app to help make their lives easier and simpler. We found that in 2020, of the 25 million total golfers, roughly 25% or 6 million were between the ages of 18 and 34 and 77% are male, proving that our target audience exists.

The purpose of our app is to remove the hassle of trying to find a course nearest to you, schedule a tee time at that course, keep track of scorecards for all your previous and current rounds at all courses, and calculate your handicap index as well as your handicap at each of the courses you play at. There are apps out there that accomplish each of these tasks individually but there is not one app that groups these features all together into an easy-to-use, convenient location like we have built. As a result, we think that we have accomplished our goal of creating a more enjoyable and memorable time at the course like golf was intended to be.

Walking through how our app meets the functionality requirements, we utilized multiple optional values as well as computed properties and observers throughout our program. We utilize optional values in both of our models, especially in our business model that handles our yelp API. We also utilized environment objects (courseVM) and observed objects (MM) to access data in our view and map models, respectively, throughout our program. As for our user interface, we utilized navigation view, tab view, map view, and scroll view throughout our program. Tabs organized the overall program then we used navigation links to dive deeper into each tab. The map view was also utilized to show the location of the course. This leads functionality would imply that we used MKMapView which is correct. Additionally, we also used WKWebView to link to the golf now website. Moving on to the data portion of our project, we utilized JSON data pulled from a web API to get all our data on the respective courses. From the previous, it should be reiterated that we used the Yelp API to retrieve all our data which was considered bonus functionality.

As for who contributed should be credited for what becomes a little murky due to the quantity of smaller problems that we ran into. We both worked together to lay out the overall design of the app and spent a great deal of time together restricting our Models. As for who worked on what individually, Tyler Fontana, worked on the following: View Model, Map Model, Content View, Course View, Scorecard View, RoundInfo View, CourseOptions View, Map View, Web View, Scoreboard View, Launch View, Course Section, Course Row, and the Constants file. While Aaron McFeaters worked on the RectangleBKView and Handicap View. Aaron also helped troubleshoot many of Tyler’s logical model errors and helped streamline the UX. The Handicap view also had the greatest complexity hence why Arron wasn’t tasked with that many other views.

What went well was the ease was pulling and using data from the Yelp API. What we didn’t expect was how difficult it was to create a struct to properly store each round and the course’s information. While the issue was resolved it took a large amount of time to do this. With our application completes its intended purpose really well, especially the scorecard and scoreboard feature which runs rather smoothly without issue. As for what could use more work, we could spend more time on refining the yelp API. The API has the issue of not showing businesses that haven’t been reviewed at least once. Even though the business may exist on the site, if lacks a review the yelp API won’t pull it. While it pulls most courses and country clubs, it would be nice to improve the accuracy of the course finder by having all the courses in the area shown. This would likely result in us changing the API to something like Google Places which is something we would consider with more time. Additionally, we would like to add some animations to a lot of the navigation links and simply improve the UI to be a little more appealing.