Track My Shot Concept Document

Basketball is a huge sport that has dominated from a popularity standpoint, for a while now! When you look at a given player on any level, they are always looking to improve their game in many ways. There are plenty of given ways of how you can improve your game, but there are not too many mobile apps out there that acts as a tool to help improve said game. While I go to the gym and practice the game of basketball, I couldn't help thinking if there was a tool that keeps track of my shots made or missed over a given time period. Which introduces my idea of Track My Shot, which keeps track of shots made or missed over a period of time. From there, it allows me to view my results and see improvements in a shot taken over time by shooting percentage.

This will be a native mobile application that will start with the ability for a user to input a Player. The user will be asked required information of first name, last name, and player position. The user will also be asked for optional information such as height, weight, and uploading a profile picture for said given player. Once the user has created said player, they can click on said player from a list view; in which they can import or track their shot in real time. If they are importing their shot, they will have the ability to search and click through a list of all available basketball shots(ex corner three, top of the key three, layup). For this example, let's say the user wants to import layup data for said player. The user will select layups, and then select how many shots they want to import. Once they select their amount, they will be asked how many of those given shots did they make. Once that is recorded, users will be asked for a date of entry of when they are recording their shots in which they will select the required data. Then they will click a save icon, in which the results of that current shot on that current day will be saved in the app!

If the user wants to track their shot in real time, they will go through a similar workflow of importing said data. They will pick the shot they want to track, but this time they will not be asked how many shots they want to track(because they are doing it in real time). The user will be asked for voice permissions in which when they accept said permission, we will ask for a shot made command.

This command will be a voice command that gets triggered whenever the user makes a shot. So in this example; we will ask the user for a voice command when they make a shot. If the user says "made" on the voice command, whenever the user takes a shot and makes said shot they can say "make" into the app; and it will track that shot as 1 attempt with the shot made. After the mobile app asks for a shot made voice command, the app will ask for a shot miss voice command. This gets triggered, whenever the user misses said shot and will count as 1 attempt; and also 1 missed shot. Once the app has recorded the user voice commands, they will select the button to begin their recording of shots. The app will then track the user shots via the voice commands, which gets triggered when a user makes or misses said shots. After the user is done, we will save that shot and save it on today's date(Since this is a live recording of said shot).

Once the user has at least one player with one shot tracked, they will be able to see stats of said shot. They will be able to select a list of players who have available shots tracked; which then views a list of shots on given days the user has tracked in the app! The user will also have the ability to select a compare button; where they can compare shot percentages from where the shot was taken and all shots compared to a given day. So say if on a Thursday you tracked five shots and made two of those 5 shots, but on Friday you took 10 shots and made 5 of those ten shots, You will be able to see shooting percentage to that date, as well as see given stats compared to said certain days.

The mobile app will also include a settings screen, which will serve as a utility based screen for this given app. I am super excited to start development of said app, and looking forward to having a tentative first release date of May 28th of said app. From there, I am planning on providing monthly updates if there seems to be traction for said project !