# **Business Need:**

Covid-19 devastated our community and caused many community events over the past 2 years to be cancelled. Many of the members of the community have written to the Parks and Recreation department demanding that community events be brought back to help foster sense of community. Many young professionals have moved to the Baltimore area and are finding integration into the community hard. One way to help new and existing members of community is intermural sports. An app that can take data such as the users age, time availability, and hobbies can then be used to match the user with other people and groups who share similar characteristics.

# **Functionality:**

The system will be a web application that will be used to facilitate the formation of teams for group sports and matches between group sports teams. Available search filters will include type of sport, distance from entered address, frequency (one-time vs. recurring/league), age range, and play level (novice, intermediate, competitive, etc.) The app will also attempt to prevent conflicts by alerting users if they attempt to schedule conflicting matches or join multiple teams in the same league.

Users will have the ability to register, create a personal or team profile, and use the application’s messaging system to reach out to potential matches. The application will be mobile-friendly and will observe Web Content Accessibility 2.0 Guidelines (WCAG 2). The application will also offer optional two-factor authentication for account security

# **Expected Value:**

**Tangible:**Tangible benefits are expected benefits that can be measured in monetary terms and have a very significant business impact. Examples of tangible benefits are lower cost, reduced defects, improved productivity, faster service, automatically match players and lead time reduction. The new game matchmaker to be developed will automatically manage streams of online play sessions that players can join and leave. The game will offer a playlist whether teams or solos to suit different tastes. When a player selects a playlist, they join a pool of other players who have made the same choice, it then connects people from around the globe to an existing session or creates a new one so they can chat and talk about strategies to make the game more fun. There is an estimate game matching of over 1,000,000 annually. The new system will save and average of 2 minutes per match. This will potentially save 1,000,000 \*2 giving us 2,000,000 hours of time savings per year. With an average rate of $0.25, the game matchmaker will rake in 2,000,000\*.25 which equal to $500,000.00 per annum.

**Intangible:**A fitness matchmaker in particular would have many intangible benefits associated with it. For instance, this product has the potential to change the course of peoples lives by improving their health and aiding in the creation of lifelong friendships. The high customer satisfaction that results will both improve the reputation of our enterprise amongst the community and increase free advertisement through word of mouth. Our employee morale will likely be higher than in other industries due to the recreational aspect of the app and the large amount of public good it does. Having an app centered around wellness and sociability will also help with its marketability on social media as well as making partnerships with fitness-based enterprises more likely.

# **Special Issues or Constraints:**

Technology and internet access are still not universal in the city. The application will need to be accessible from a variety of browsers, particularly Internet Explorer. The application will need to be usable not only in the most recent version of browsers, but a minimum of one previous version back to account for public use computers such as those in libraries not being fully maintained and updated. Additionally the application will need to be optimized for use on slow speed connections to account for users accessing the application through public networks and mobile data connections.