



## Bay Area Football League

Topic: BAFL App

Date: February 22, 2023

From: Bay Area Buccaneers, Adam Jordan

**Summary:** In the November meeting, I explained the proposal for a BAFL mobile app. This app has now been built, which includes more functionality than originally described. I would like to get support to publish this initial version on behalf of BAFL and set aside a role at Cheer & Drill Competition to run the real-time scheduling functions.

**Context:** The BAFL App layout overview is provided on the next page for details of how the app looks and functions. You can also test the app yourself (if you haven't already).

The server side of this application runs on Azure. All parts of the application can run without Internet with the exception of the real-time pages (e.g., Cheer Comp). Schedules, teams, etc. can be updated from the server without updating the app, and local copies are cached in your app. This means that data in the app can be updated (e.g., board, teams, websites, etc.) without updating the app itself.

The server side of the application will be managed by Adam and is designed to be zero (or extremely low) cost. Details of the architecture are available on [GitHub](#), with the app source code.

For the real-time events (e.g., Cheer Comp), a role needs to be set aside to keep this data in the app up to date. Ideally located by whomever is managing the schedule at these events to verify all stay synced up.

### **Possible enhancements:**

- Extend real-time functionality to Drill Competition & Super Bowl
- Enable in-app scores & standings (rather than navigate to the website)
- Enable direct purchase through CashApp for food tickets (+ redirect to Square for wristbands?)
- Visibility of sponsors in-app
- Requests for enhancements can be viewed/added directly here:  
<https://github.com/xylamic/bafl-app/issues>

**Action:** Would like to request support to:

- Publish this app on behalf of BAFL (creating a BAFL account in App Stores optional, not recommended)
- Create a role at real-time events for "App Admin"

**What is required to make/release it:** Need teams to verify:

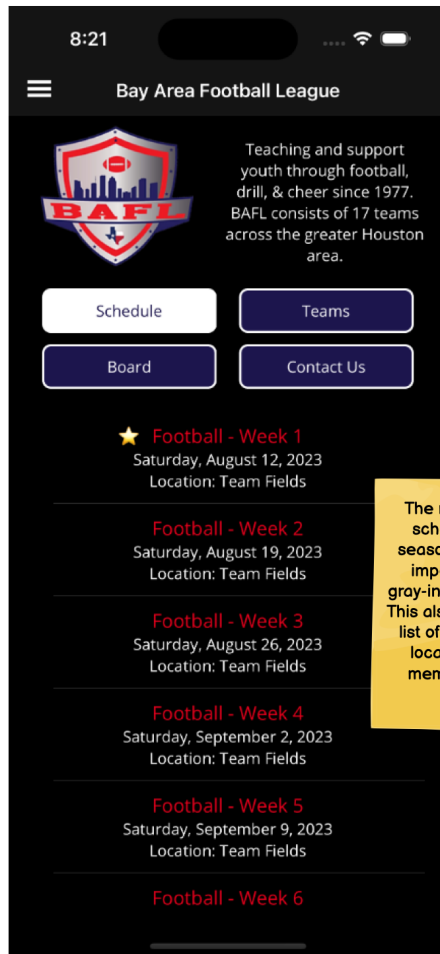
- Websites in the app are accurate



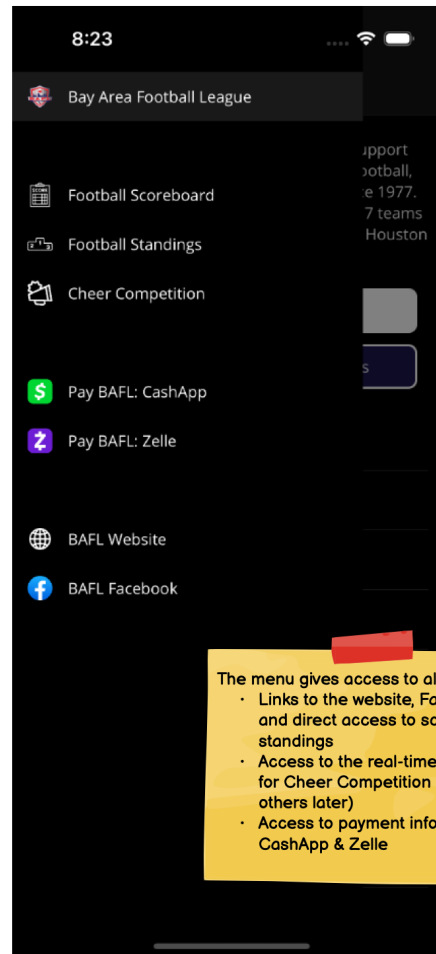
The app itself is built on a single codebase across Android & iOS. This is available openly on [GitHub](#). This will be moderated by Adam (@xylamic) if others want to submit enhancements/changes.

This makes it accessible for the foreseeable future, although will be marked as copyrighted to protect the code & BAFL from duplicates.

The images are in "dark mode", but "light mode" is also supported on all platforms.

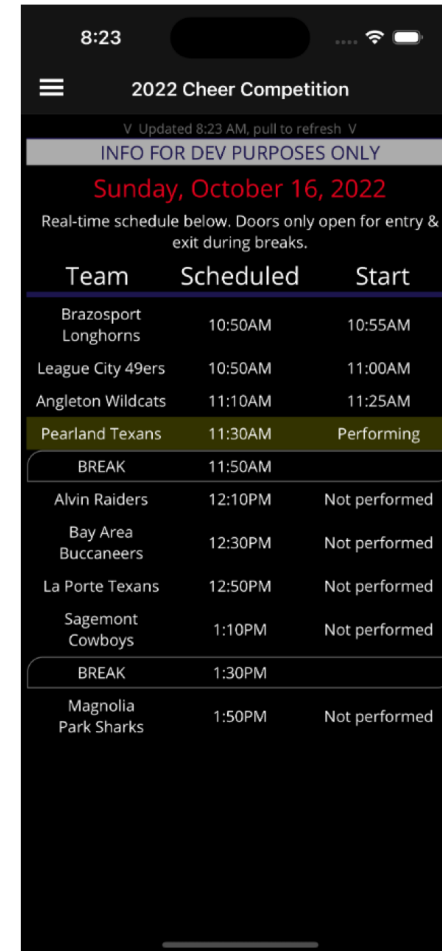


The main page with the schedule outlines the season schedule, starred important events, and gray-ing of items in the past. This also gives access to the list of teams with contact locations, BAFL board members, and links for contact.



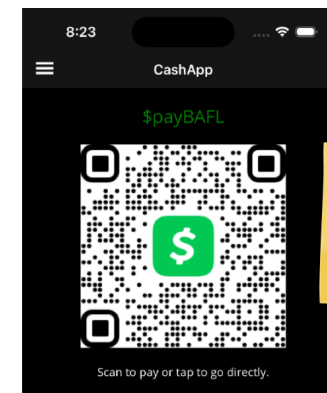
The menu gives access to all functions:

- Links to the website, Facebook, and direct access to scores & standings
- Access to the real-time schedule for Cheer Competition (and others later)
- Access to payment information for CashApp & Zelle



The real-time schedule for Cheer Competition provides:

- Complete list of scheduled events with their scheduled times
- The actual times the events occurred, or if they have occurred yet
- Optional important messages (e.g. "Break 3 will only be 5 minutes")



Pages with payment links allow users to either share the payment information or go directly to it themselves.