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JumpShot: Fan-created Highlight Reels

Following Rasir Bolton's buzzer-beating half court shot during the Gonzaga v. Texas basketball game, a flurry of social media users rushed to be the first to capture the moment. Now that singular moment is locked into ESPN's Instagram, but what about the hundreds of other fans who pulled their phone out to capture that moment? We propose an Android application that gives fans that ability. We intend to create an application that allows fans at sporting events to pool their photos together to create a fan-created compilation of the best moments at the show. Fans will have the capability to upload photos and videos to game specific channels and save photos from the game. Additionally, users will be able to take advantage of an in app message system to request photos or videos of specific moments from other users of the app. All of the game specific channels will be viewable using a Google maps plugin overlaid with waypoints over the locations of recent games. Users will be able to navigate between team specific channels using these waypoints, as well as utilize a recycler view to more concisely view recent events. After selecting a waypoint, users will be able to view a timeline of user uploaded photos and videos, capturing the best moments of the game through fans' eyes.

Our implementation will follow the same OOP design we have implemented multiple times in class. We intend to make use of multiple Android libraries to achieve our applications' intended purpose. In order to switch between different screens -- such as the map view, a team channel view, or our menu views -- we intend to use the Activity library. We will use the camera library to allow users to take live photos from their camera and upload them directly to a team channel, as well as the lifecycle library to keep any photos added to the event persistent through context changes. Additionally, we plan to use the RecyclerView and Map library to allow users to navigate and interact with current events. Our new Android topic we plan to learn about is the implementation and usage of notifications in Android. We can use this feature to alert users when they are near an ongoing event, when someone uploads a photo to an event near them, or when an event starts. Users will be able to opt in to notifications they would like. We will utilize Android shared storage to store photos and videos in the system's photo library as well as an SQL database to keep track of user data and associated media.

Stakeholders in this application include sports fans and sports media. Sporting fans have a stake in the success of this application as it allows them to create something unique with other supporters of their team. Sports media has a stake in the failure of this application, as this application may siphon revenue from them when interested parties seek out crowd sourced photos as an alternative to paying for courtside photos. We hope our application captures the desire of sports fans to relive moments of team glory, as well as show their support to other teams across the nation.