

Team 7: MTStats App Description

1. App Idea

This application aims to provide tools to the Esports statistician and players to track stats across matches and tournaments for Super Smash Bros Ultimate™. The app will provide an interface that allows players to quickly update their match results and view their stats and match history. The app will allow the statistician and players to track player progression and performance over time.

2. Users

- a. Admin: uses the app to view stats and update system data (such as roster).
 - i. Esports Coordinator
 - ii. Should have familiarity with stat tracking systems
- b. Statistician: uses the app to analyze stats and record data.
 - i. Student
 - ii. Should have familiarity with data tracking such as Excel.
- c. Player: uses the app to view stats and record personal data.
 - i. Student
 - ii. Should have familiarity with stat tracking

3. App Usage

- a. A player/statistician will use the app to input match data as the matches progress. Then view the stats and proceed to the next match.
- b. A player/statistician will use the app to view player stats and match history to understand a player's strengths and weaknesses, which will help players improve their performance.
- c. The admin will use the app to view stats and make system edits. Such as updating user roles and inviting new users to the system.
- d. Both mobile(IOS/Android) and PC use expected
- e. The app is meant to be used only by the MTU Esports team.

4. Data

- a. round
- b. Map
- c. player name
- d. Win % for specific characters
- e. Enemy team player
- f. Stocks taken/left