

Team 7: MTStats App Description 2

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, updating system data (such as roster), and managing members' roles.
 - 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. Major Workflows

- a. Create an Event/competition
 - i. Add characteristics
 1. Name
 2. type
 3. Location
 4. Date
 - b. Join Event/competition
 - i. Add match
 1. Add characteristics
 - a. Player
 - i. character
 - b. Enemy
 - i. character
 - c. Stocks taken/loss
 - d. win/lose
- c. View Event History
 - i. View overall results
 1. View match breakdown
- d. View Player History
 - i. View overall stats
 1. win/loss

- a. Overall
 - b. Crew
 - c. Individual
 - 2. Main characters
 - 3. Most wins against characters
 - 4. Most losses against character
- ii. View previous events/matches
 - 1. Filter by:
 - a. Event
 - b. Character
 - c. Enemy
 - d. Match type

4. Views

- a. Home page
 - i. List upcoming events
- b. Nav bar
 - i. Links to events and team pages
 - ii. Link to my profile
 - iii. Admin page link
- c. Events page
 - i. List upcoming events
 - ii. List past events
 - iii. Provide search/filter function
- d. Team page
 - i. List team members
- e. Player page
 - i. Edit my profile
 - 1. My characters, change password, etc
 - ii. List stats
 - iii. List match history
- f. Admin page
 - i. Roster control
 - 1. Invite new users
 - 2. Edit user roles/permissions
 - ii. System settings
- g. Account creation landing page
 - i. Create password
 - ii. set-up a profile if a player

5. Data

- a. Match data
 - i. Match type
 - ii. Round
 - iii. Map
 - iv. Player name
 - v. Characters used by each player
 - vi. Enemy team player
 - vii. Stocks taken/left
 - viii. Date submitted
- b. Win % for specific characters
- c. Event data
- d. Login data
- e. User roles
- f. images (maps, characters)

6. Anticipated Challenges

- a. Proper database construction
- b. Making the app fast enough for the use case
- c. Dealing with potential connectivity issues
- d. Having app work efficiently (quickness of user being able to enter data) on pc and on mobile
 - i. As well as implementing UI that works/looks good for either type device