

MTStats / Group 7

Super Smash Bros Stat Tracker

Scenario: Team at the Tournament

Users and Environment

Users:

- **Bob**
 - New Player. Loves to play but not analyze data.
- **Jennifer**
 - Experienced Player. Analyzes her play to improve
- **Coach**
 - Team Coach. Likes to compile data to tailor training to players
- **Aaron**
 - Team Statistician. Busy and wants to save time

Environment:

- **Tournament**
 - All the players are attending a large tournament with both singles bracket and crew battles.

Nominal Scenario 1 Description

Jennifer and the rest of the team are participating in a crew battle while Aaron is keeping track of the team's stats. Aaron inputs the crew battle data accurately without issue and submits it successfully. When the crew battle concludes, Jennifer views her player profile to see how her performance impacted her overall stats.


Nominal Scenario 2 Description:

Bob is participating in a singles match, and brought along his phone. In between his matches, Bob uses the app on his phone to record his match data. On the other side of the tournament venue, Coach is watching the profiles of various players. When he refreshes the page he views Bob's match results.

Error Scenario Description

Bob is still playing in singles games, and is on a roll. However, after he submitted the data for his previous match, Bob realizes that he accidentally inputted one of his wins as a loss. To fix his mistake, he sends a request to change the data. Aaron later receives a notification about the request, and approves the data to be changed.

Prototype View 1 - Home Page

Upcoming Events 

Event Name	Date
Event Name	Date
Event Name	Date



Team





Five team member cards are displayed horizontally. Each card consists of a square image placeholder at the top and the text 'Hbox' centered below it. The image placeholders all show a man with a beard and glasses, wearing a red shirt, in profile.


Prototype View 2 - Event Page


Home Events Admin Profile

Search: Export:  Sort By:  Date

Event Name 1  

Match 1	Player	Stocks taken: 3	Stocks Left: 3	Result: Win
Match 2	Player	Stocks taken: 1	Stocks Left: 0	Result: Loss
Match 3	Player	Stocks taken: 3	Stocks Left: 1	Result: Win

Event Name 2 


Event Name 3 

Prototype View 3 - Data Page


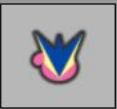

Home Events Admin Profile

Event Name

Crew

Round 1 

Game 1	Player	Opponent	Stocks taken: 3	Stocks Left: 3	Result: Win
Game 2	Player	Opponent	Stocks taken: 1	Stocks Left: 0	Result: Loss
Game 3	Player	Opponent	Stocks taken: 3	Stocks Left: 1	Result: Win

Stage:   

Round 2

Prototype View 4 - Profile Page

Home

Events

Admin

Profile

Player Name: Hbox

Team Name: Huskies



Recently Played Events

Wins/Losses

Recent Event 1	9	0
Recent Event 2	8	1
Recent Event 3	3	6

Most Played Characters



Ganondorf



Bowser



Pokemon Trainer

Best Stages



Battlefield



Smashville



Hollow Bastion

Prototype View 5 - Admin Page

Home Events Admin Profile

Select Team Invite Player

Player Name	User Role	User Permissions	Delete Player?
Player 1	Player	Add Match Data	<input type="checkbox"/>
Player 2	Player	Add Match Data	<input type="checkbox"/>
Player 3	Player	Add Match Data	<input type="checkbox"/>
Player 4	Player	Add Match Data	<input type="checkbox"/>
Player 5	Player	Add Match Data	<input type="checkbox"/>
Player 6	Player	Add Match Data	<input type="checkbox"/>
Player 7	Player	Add Match Data	<input type="checkbox"/>
Statistician 1	Statistician	Add/Edit Match Data	<input type="checkbox"/>
Administrator 1	Admin	All Permissions	<input type="checkbox"/>

Submit

System Settings

Setting 1
Setting 2
Setting 3
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Other Content

- An info button in the corner of specific pages (create event page, add match page) that shows process of interacting with the page.

Useability Goals

- Quick and easy for players to input data
 - Players should be able to input data between matches without major issue
- Player data is easy to view and in one place
- New players should find the assets used for character and stage selection familiar
- Goals are maintained on both PC and mobile devices

Useability Concerns

- Accessing and interacting with site while in area with poor internet connection
- Seamlessly able to work on mobile
- Deeper statistical analysis may be difficult or slow to display
- Tooltips may take up too much space on mobile version.