Team 7: Esports SSBU Stats App

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First Team-Scientist Meeting:
January 17, Tuesday, 1/17/2023, at 4:30 pm
In-person at SDC 266

- What is the scope of this project?
    - Just smash
        - format : crew battles (4v4) & individual
        - Crew battles are sets of individual battles

- What kind of users should we expect?
    - Primary: Statistician
    - Secondary: Players/Analysts
    - For individuals battles, input should be seamless for players

- Type of data
    - round
    - Map
    - playername
    - Win % for chars
    - Enemy team
    - Stocks taken/left
    -

- How should data be updated?
    - For crew battles: player\opponent should auto populate the previous winner

- ■ Probably need a system specifically designed for crew battles
  - ○ Players must be able to add information after battles

- How should data be displayed to users?

- How should the app look style wise?
  - ○ Both web and app format ios/android (maybe just mobile web interface depending on how complex grails is for multiplaform development.
  - ○

- From a Security perspective, what information should a user enter to be able to make an account?

- Should the CSV dump all data on a player, or should the data be limited to x previous games played

- Is there any formatting convention that the CSV has to follow?
  - ○ CSV output required
  - ○ Specific format helpful but low priority
  - ○ Custom SQL queries