

Team 7: Esports SSBU Stats App

Scientist: Kaitlyn Roose

Team Members:

Austin Keene

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First Team-Scientist Meeting:

January 17, Tuesday, 1/17/2023, at 4:30 pm

In-person at SDC 266

Interviewer Roles

Host: Max Jorgensen

Note Takers: Austin Keene, Colin Van Delden

Questions:

Can you tell us about your app idea?

- What is the scope of this project?
 - Are we developing this app for one game or many?
 - What game data should we track?
 - Characters? Stages? Stock Counts? KOs?
 - Should we include derived data? (Win rate per character? Overall win rate?)
 - Should different games track different data?
- What kind of users should we expect?
 - What devices do you want support for?
 - What are the relations between different types of users, i.e. Should admin accounts manage a group of players, one to one, many to many etc.
 - Should player be able to add/manipulate data of self only or any user
 - Would statistician be able to manage for any player
 - Should the admin be able to manage the roles of other users?
 - Ability to appoint other users as admins?

- Should admin(s) be responsible for creating tournaments/games for users to put data into?
- How should data be updated?
 - Should updates be conducted during a game? Or after?
 - Who should have permission to update data?
- How should data be displayed to users?
 - Just a table? More advanced analysis?
- How should the app look style wise?
 - Color Scheme? Art Assets?
- From a Security perspective, what information should a user enter to be able to make an account?
 - Tech only? Or anyone?
 - Can any user submit for any player?
- 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?
- How was data recorded/analyzed before?
 - Paper documents?
- Any other features that were not listed in the app idea paragraph?

A mobile and desktop web app for recording the stats of ePlayers during a tournament. During or after a game, players or statisticians record the stats in the apps. The statistician and ePlayers can view individual ePlayer stats. The statistician can download a CSV to perform more advanced statistical analysis. Admin manages user accounts. App challenges are responsive UI because the app must run on both mobile and desktop platforms, and Spring Security for authentication and authorization.