Sports Social

Team 36

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Overview

What is it?

People come to Indiana University from all across the world and making friends can be difficult. We hope to help IU students connect with one another through talking, watching, and playing sports together. Sports Social is a web application where IU students can make new friends with people who like the same sports. This was an idea we had as a team because we all are very into sports so it seemed like a great way for our team to get motivated to work together. We aim to create a platform for IU students to find other students who like or play the same sport, so they can get in touch with each other and spend time watching or playing the sport of their choosing.

Motivation

Aside from us all playing sports another reason that we had a motivation to do this is because of social anxiety. We all felt like there were more and more people becoming anxious to go out to crowded placed after quarantine happened. We thought that not only could we work on something we all share an interest in, but we also get to help other students through this web application. We hope that Sports Social is something that will help many friendships grow. Another reason we thought this was a good idea is because itll get people up and moving. We know from experience how easy it is to just sit in bed all day especially when you don't really have any close friends nearby because you moved for college. We think getting people to find friends alone will help them get more active and be more healthy, but we also provide tools to help you and your new friends get active.

What You'll Find

In this document you will find the semester's worth of work that we completed. We will go over our ideas, database models, wireframes, and much more. Not only will you find things related to the project itself, but also items to help us work through potential issues and help us work together as a team. Everything in this document is compiled to help us create a great web application next semester and I hope that our work meets your expectations!

Team Member Bio

Henry Starnes

I am a third year majoring in informatics with a minor in business. In the two years prior I gained quite good programming skills in python. Classes like i211 and i210 helped me learn the logic behind programming. After taking these courses my interest in programming as a whole grew and I began independently teaching myself different languages like c#, which I am still learning now. I also gained a lot of knowledge on Mysql and PHP through my group project in i308. My groupmate knew how to use PHP very well and I learned through working with him on each team assignment. My focus in our group will be on database work as well as the programming for our web application. I am confident in my ability to fix code and have our database linked to our web application with PHP.

Zac Bradtmiller

As a senior I am excited to help my team accomplish the goal of making a web application. I feel that some of my skills that would be able to help our team succeed include coding, ethics, and HCI. The coding platforms and languages that are my strong suit include python, HTML, and CSS. My focus in this group will be with the design, making sure our website is ethical, and coding. My minors HCI, Business, and Web Development will also come in handy when creating our application by providing me with some information I will need to use. Finding bugs, errors, and breaks will also be one of my main focuses in the project.

Sam Northquist

I am an informatics major at Indiana University with a business cognate. My strengths in this field include programming and HCI, which complement my team members' strengths well. I will bring a lot of Python programming to the table, as well as web design portions including HTML and CSS. Throughout the informatics courses that I have taken, I have also developed great debugging skills. Hopefully if our group runs into a coding issue, I will be able to help fix it.

Jackson Hamm

I am a Senior at Indiana University studying Informatics with minors in business, small business management and entrepreneurship, and marketing. At Indiana University, I have learned a variety of skills that will help both me and my team members in this project. Early on, I learned about Human-Computer Interaction (HCI) and computer ethics. This will help my team when it comes to deciding what we want our app to do and how it affects the people who use it. As I progressed through my required course material, I learned skills like Python, HTML, CSS, Javascript, PHP, MySQL, and C. I feel confident that I have the skills needed to create anything needed to get the project completed.

Idea and Purpose

Idea

Upon enrolling at Indiana University, our team had a hard time finding groups of people who shared our same interests. By the time we had found people who shared our same sports interests, we were upperclassmen getting ready to graduate. Without an existing application to bring together communities at Indiana University, this happens to a large portion of students. An application to bring together people with similar interests would prevent this from happening to many future IU students. As a result we decided to create Sports Social to solve this ongoing problem.

Purpose

Sports Social is a web based application that brings together Indiana University students looking to share similar sports experiences. Indiana University is known for its diverse and large student population coming from all over the globe. Because of this, it is difficult for students to connect with each other to find similar sports interests and communities. Our application is sports specific, giving sports lovers at IU the chance to make new friends, hangout, or form teams! This website will focus on bringing students together in real life, giving students the opportunity to meet new students at school or sporting events. Along with this, a portion of the website will be designated for students to meet online, for anyone interested in online gaming. This will make our application more suited for students who may not want to meet in person right away. Sports Social will develop a more inclusive community throughout Indiana University.

Technical Requirements

Platform

The platform that we will be using for the spring semester is a web application. We will use PHP and SQL as the primary languages and we will also use HTML, CSS and JavaScript as well. As a group we had a mix of both mac and Windows laptops which in turn made it impossible for us to choose to do either an android or Iphone app. By using PHP and SQL we will all have access to the needed programs in order to complete our project. We will be able to access and present all our information through these 2 languages while using CSS, HTML, and JavaScript where it is needed. We also went with these because we have had a lot of experience from i308, i211 and i210 to get to know these programming languages. We plan on using the php library for TheSportsDB[1]. This is going to give us access to live scores and will be needed for the Hoosier sports and Pole sections of our project. It will give us the ability to not only present these scores to our users but also give us a way to tally up who is correct and incorrect in our pole function (if a user votes for the team with the higher score at the end of the game they will be gifted a point on the leaderboard).

Planned Integrations

The first integration that will be used is IU login. As our application is specific to IU students, users will be immediately prompted to login with their IU credentials. No user without IU credentials will be able to create a profile on our app. Our application will also use Google Maps as an integration. This will allow students to see where events are and find spots to meet up for school or sporting events. For example, if you wanted to meet at a workout facility/sport court that is on campus we would have directions for people to follow to meet up. Also for freshman who do not know the campus and the surrounding area they would be able to see the spots in which users meet and also be able to look for new spots to hang out that peak their interest. A Google Maps system would make it much easier for students to see where everything is and much easier to set up meeting locations.

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[1] https://github.com/nkl-kst/the-sports-db

Epics

Profile Creator

Our application will allow users to create a profile that they can customize by choosing their favorite athlete, sports teams, leagues, and even specific sports they like to play. For people who enjoy eSports, such as NBA 2k, they will be allowed to add their gamertag and favorite sports video games to their profile. Profiles will include a profile picture that can be an image or logo of your favorite team. It will allow for a brief description and the option to link social media such as Twitter, Instagram, and Facebook. If users elect they can also provide a contact through their Indiana University email. The profile creator and customization will allow for us to build an information database to pair groups of similar interests and utilize it for other data purposes. All the user generated information will allow us to create an algorithm to pair each user into a particular group that will likely thrive with connections. The profile creator is a vital part of our web application because it provides the uniqueness to meet similar Indiana University students.

Registration

As a user I should be able to create a profile.

Trigger	Triggered via a button on the home screen it will say 'Register.'
Details	The user should be able to click create profile, they will then be able to enter necessary information in order to have a completed profile, they will then click finished when done to create. Different fields they will fill in will include email, first name, last name, favorite team, favorite sport, gamertag, a bio, and the graduation year.
Access	Public
Required Field(s)	userID, FirstName(varchar 30), LastName(varchar 50), Email(varchar 75), password(varchar 30),
Input Field(s)	ProfilePic(varchar 250), FavSport(varchar 20), FavTeam(varchar 50), bio(varchar 300), gradYear(int), gamertag(varchar 25),

Action(s)	The user will complete the required fields and click the create profile button to publish their profile and activate their account.
Exception(s)	No blank fields allowed, when this happens it will send the user back to the registration page highlighting the missed fields. There should also not be any letters or numbers in fields that do not allow, for instance graduation year should not have letters. If this happens a pop up stating "please enter your graduation year in numbers".
Test Criteria	To test this area we will try creating a profile. We will fill fields with incorrect data to see how the application replies to errors. We can have empty fields when trying to create the profile to ensure that it does not allow blanks in required fields. Lastly, to ensure that the profile creator works we will fill fields correctly and create a profile to make sure it forms when the button is pressed.

Edit Profile

As a user I should be able to edit a profile.

Trigger	The user will click the "Edit Profile" button.
Details	The user should be able to click the "edit" button on the profile page and allow them to make changes to any field that are not editable.
Access	All registered users who are logged-in to their account.
Required Field(s)	userID, pre populated *Not editable* FirstName(varchar 30), *Not editable* LastName(varchar 50), *Not editable* Email(varchar 75), *Not editable* password(varchar 30),
Input Field(s)	FavSport(varchar 20), FavTeam(varchar 50), bio(varchar 300), gradYear(int), gamertag(varchar 25),
Action(s)	When a user is finished with editing a profile they will click the "save profile" button at the bottom left of the screen.

Exception(s)	If a user leaves a required field blank then the profile will not save and an error message will pop up "Must complete required fields".
Test Criteria	To test this feature we will have a user edit a profile and change areas. We will make sure that the save button works. If the user puts in invalid data then the error message should read. If the user leaves a required field blank it should also pop up a message.

View Profile

As a user I should be able to view my profile and other users' profiles.

Trigger	The user would click another user's username to view their profile and a user would click their own name for their own profile.
Details	The user should be able to see the profile details of others and themselves.
Access	All registered users who are logged in.
Required Field(s)	Email (Email) FirstName(String), LastName(String),
Input Field(s)	ProfilePic, Bio, Gamertag, FavTeam, FavSport, GradYear
Action(s)	Users can click the name and view that profile.
Exception(s)	A user should not be able to view another user's profile. If this is attempted, the user should be thrown to their own profile.
Test Criteria	As a user I should be able to click the name of another user and allow me to view their whole profile. When you click the profile does it upload all the needed information? Does it show private information such as passwords? Ensure that the user can also see a profile picture when clicked on as well.

Login

As a user I need to login into my account.

Trigger	On the homepage there will be a button that says "Login".
Details	Users will fill in email and password fields which will then allow access to the site and send the user to the homepage. This login action is completed with a button that says "enter".
Access	Public
Required Field(s)	N/A
Input Field(s)	Email, Password
Action(s)	After a successful login, which is completed by hitting the enter button, it will take the user to the homescreen
Exception(s)	If user leaves blank spaces then error message will pop up "please fill in all fields", if user enters incorrect username or password then it will pop up message "incorrect username or password"
Test Criteria	In order to test we will have a user enter an incorrect username and password which should result in an error message, another test would be leaving the fields blank to see if another message pops up, lastly ensure that a correct username and password sends user to homepage

Calendar

After the user makes their account, one feature the application will include is an event calendar. This calendar will include all school and sporting events within the upcoming month. This will be one area where IU students will be able to see everything that is happening around campus. One feature this will include is the ability to make groups to go to the events with. The calendar will also allow for personal edits to allow users to input their own event dates. Users would be allowed to invite friends they have made to add events to their calendar as well. This calendar will be an important piece of our website because it allows for planning in order to give students an advanced notice. Each user will have access to the public calendar, users cannot edit the public events. This calendar features the University public events such as football or basketball games. They also can initialize a group to allow for a shared calendar. This is the same as the public calendar meaning you will still see the public events, but instead you can add your own events and everyone within that group can see them.

View Calendar

As a user I should be able to view the calendar.

Trigger	There will be a button on a navigation bar for user to click and take them to a calendar page
Details	When the user clicks calendar off the navbar an entire calendar of the current month will be displayed. This calendar will include all dates and include the title of events that are buttons. This calendar will show private events that were self created and public events such as basketball games.
Access	Public
Required Field(s)	EventTitle(varchar 30), limit to ensure can display properly on calendar Day(varchar 9) Month(varchar 9) Time(INT)
Input Field(s)	N/A
Action(s)	Users can click the event and it will allow them to open up the event details.
Exception(s)	The user should not be able to see events by other users if they are not invited.
Test Criteria	Can a user see an entire calendar after clicking the calendar button off the navbar? When a user sees the calendar they can see all events for the month. Do days still appear on the calendar even when there are no events?

View Event

A user should be able to click an event on the calendar and see details about it

Trigger	Any event's name would be a button that users could click on
Details	The button would take the user to a screen where details about the event are posted. Such as the time, location, and basic information regarding the event
Access	Public for events that are confirmed by backend, for example IU basketball games. Private for those who are creating their own events.
Required Field(s)	EventTitle(varchar 250) Day(varchar 9) Month(varchar 9) Time(INT)
Input Field(s)	Location(Varchar 75) Details(Varchar 250) Image
Action(s)	After the user clicks on the title of the event, which will appear in the form of a button, a window should come up with all the event details.
Exception(s)	An event should not be viewable for details if some of the information is to be determined still, example time and location.
Test Criteria	We should have the user click on an event to ensure a pop up comes up containing all the correct information. We should test with multiple events on the same date and different dates to ensure data does not get mixed up.

Create Event

As a user I should be able to create an event on the calendar.

Trigger	The user will be able to click a plus sign at the top of the calendar in order to activate the event creator.
Details	When the user clicks the plus sign to create an event they then will be shown a form to fill out with all the event details. The user should then click the "enter" button to save and create the event.
Access	Private
Required Field(s)	EventTitle(varchar 250) Day(varchar 9) Month(varchar 9) Time(INT)
Input Field(s)	Location(Varchar 75) Details(Varchar 250) Image
Action(s)	Once the user types in all the necessary input fields they can press the enter button and their event should now be displayed on the calendar.
Exception(s)	Cannot display events with dates that have already passed. Empty forms should display an error.
Test Criteria	When the user presses the plus symbol does it display a form to fill out? Can you enter a form with no data? When you fill out necessary areas, does the event pop up on the calendar.

Edit Event

As a user I need to be able to edit an event.

Trigger	Edit button in the event detail page. The user presses that and it should allow for the user to edit as needed.
Details	When a user clicks the edit button under an event detail then they will get access to change the event data. This is only used for privately uploaded events that are not displayed to the public. These would be the events that your group can see and other invited members. When editing you can change any input information from the event details such as name, location, etc.
Access	Private
Required Field(s)	N/A
Input Field(s)	EventTitle(varchar 250) Day(varchar 9) Month(varchar 9) Time(INT) Location(Varchar 75) Details(Varchar 250) Image
Action(s)	After the user changes information and clicks the save button then the information should be updated on the event details and calendar.
Exception(s)	The user should not be allowed to change the day, month, or time if the date has already passed. If this occurs the user should receive an error message displaying "This date has already occurred".
Test Criteria	As a user if you change any information does it save the information and display the new data? What happens if you change the day to a prior date? Information that has been changed should be updated on the event details and calendar.

Intramurals

Part of getting involved at IU includes intramurals. A big problem students have is finding a team to play with, as you generally need around a dozen students to form teams. This feature will allow students to post their needs for teammates and can even include particular positions you are looking to fill. Once the amount of spots desired are filled it will allow you to remove the request. Individuals can post looking for a team or teams looking for just a player or two.

Create Team

As a user I should be able to create an intramural team.

Trigger	This action will be triggered by a button on the intramurals page titled "Create Team."
Details	The user will be able to create a team to be visible to other people on the platform.
Access	All users who are logged in.
Required Field(s)	TeamName (VarChar 25) Sport (String 20) League (String 15) Members (INT 2)
Input Field(s)	TeamName (VarChar 25) Sport (String 20) League (String 15) Members (INT 2)
Action(s)	"Create" button saves information to the database and proceeds to the intramural page.
Exception(s)	If a field is empty, or the team name exists, there will be an error message for the user.
Test Criteria	To test this, we will create a team and see if it is saved to the database. We will also try to make a team with an empty field to see if there is an error message. We will also make sure there is an error message if someone creates a team with a name that already exists.

Team Search

The user should be able to search for existing intramural teams.

Trigger	This is triggered when the "Team Search" button is clicked by the user on the intramurals page.
Details	Existing teams that have already been created will be visible to all users who click the "team search" button. The user will be able to see the team names, the sport, and the league as well as the amount of members currently on the team.
Access	All users who are logged in have access to view current teams.
Required Field(s)	TeamName (VarChar 25), Sport (String 20) League (String 15) Members (INT 2)
Input Field(s)	search (string 30)
Action(s)	"Team Search" button will show the user all available intramural teams, their team names, and their number of members extracted from the database.
Exception(s)	If a team is full, they will not be "available" and therefore not be displayed upon the team search.
Test Criteria	To test this, we will use the feature to make sure all the correct teams are displayed. We will also search for a team that is full to make sure that it is not included in the available teams.

Player Search

The user should be able to search for players who could potentially join their intramural teams or groups.

Trigger	This is triggered when the user clicks the "Player Search" button on the intramurals page.
Details	People interested in participating in intramural sports will be displayed after the user clicks "Player Search." Their names along with their preferred sport or sports will be displayed.
Access	All users who are logged in
Required Field(s)	Email (varchar 40), FirstName (string 20), LastName (string 25), Preferred sports(s) (string 40) interested? (string 3)
Input Field(s)	Search (String 45)
Action(s)	This button will allow people who already are a part of an intramural team to look for potential players if their team needs some. Players who are interested in playing intramural sports, who would be willing to join a team, will be listed after this button is clicked, where they can be contacted.
Exception(s)	If a user is not interested in intramural sports, they should not be listed in the "Player Search" menu.
Test Criteria	To test this, we will use the feature to make sure all available players are listed. We will also make sure that people who "are not interested" in intramurals are not displayed.

Chat

The chat feature will allow for users to message each other. This allows an alternative to talk to other users without having to give out personal information like an email or cell phone. The chat feature is a key component on how users will be able to interact with one another and communicate.

Sending Messages

A user should be able to send a message to another user

Trigger	A user will click on who they want to chat with then they will type the message they want to send and hit a button labeled "send"
Details	The user will be able to send messages to any user on the platform at any time.
Access	The sender(user), The receiver(user)
Required Field(s)	userID(INT) SenderName(varchar 250) ReceiverName(varchar 250) Message(varchar 250) messageID(INT) reminder number(1,0) cDate date(DATE) rDate date(DATE)
Input Field(s)	Message(varchar 250)
Action(s)	the sender types the message that they want to send and click the send button for the action to be complete
Exception(s)	No sending a Blank Message, when this happens an error message appears telling the user "Cannot send blank messages"
Test Criteria	To test this we will try sending messages that how no characters to assure that the action can not be done and make sure that the alert box appears informing the user that they cant send a blank message, We will also make sure that a message with text is also able to send by sending a message with characters typed.

Receiving Messages

A user should be able to receive a massage from another user

Trigger	When a user sends a message to you, you receive a notification. The main trigger is the send button that the other user clicks.
Details	A user will have the ability to receive messages from other users. The message will show in a text box and have a time and date of when the message is sent.
Access	The sender(user), The receiver(user)
Required Field(s)	userID(INT) SenderName(varchar 250) ReceiverName(varchar 250) Message(varchar 250) messageID(INT) reminder number(1,0) cDate date(DATE) rDate date(DATE)
Input Field(s)	N/A
Action(s)	The recipient will receive a notification that they can click and then see the message box sent from another user.
Exception(s)	no receiving blank messages. We already are not allowing for users to send blank messages so this goes with that feature.
Test Criteria	We will send a message to each other to make sure we all get notifications of the message and that the message is visible and shows up on the recipient's device. We will test that a user does not receive blank messages by sending a blank message to each other and ensuring there is no notification or message that pops up

Block Senders

A user should be able to block another user if they feel the need to.

Trigger	When in the chat screen click the user you want to block, there will be a button called "block" that a user will press.
Details	After the button is clicked the user will then receive a message asking them if they are sure they want to block the user. After you block someone you do have the right to unblock them at any time in the future.
Access	All users in the chat where the message was sent will be able to block the user if they feel the need to.
Required Field(s)	Id auto increment Message_id(INT) Sender_id(INT) Recipient_id(INT) C_date(Date) Message(varchar 250)
Input Field(s)	Is_block Number(1,0)
Action(s)	The user who receives the message will have the ability to block communications with another user by clicking their name and then selecting the button labeled block.
Exception(s)	There will be no exception for this feature. If a user feels the need to block a user there shouldn't be anything stopping them from doing so.
Test Criteria	We will test this by going into our application and blocking one another by clicking the button. After the button is clicked we will then try to contact the individual that blocked us by sending a chat message. If the message still sends to the user we have done something wrong. If the message is not received then we have successfully blocked communication.

Reporting Messages

A user should be able to report messages

Trigger	Each message will have a small button under the message box that can be clicked to report it. The button will be labeled "report"
Details	Users will be able to report messages that contain harassment and other malicious forms of messages. When reported, the administration will be able to view reported messages and give out punishment based if the message is actually malicious.
Access	Any user that uses the chat function, administration
Required Field(s)	Id auto increment Message_id(INT) Sender_id(INT) Recipient_id(INT) C_date (date) Message(varchar 250)
Input Field(s)	Is_report Number(1,0)
Action(s)	The user who receives the message will have the ability to report a message that another user sends by clicking the button labeled report
Exception(s)	there will be no exception, if a user feels the need to report a user they will have the ability to do so.
Test Criteria	we will report a user on our web application to make sure that the data is stored in the database and the admin can

Polls

Our page will display games for the upcoming week by sport, users will click on the team they believe will win. Users will vote solely on outcome (win/loss) and not scores or points. These polls will allow for users to see what other students believe will be the outcome for upcoming games. Users will also be able to comment under each game on the reason why they believe a particular outcome will happen. Other users can see these comments and reply or upvote. We will keep individual voting results and rank individuals based on how many correct predictions you have. Overall record will be published on user profiles and we will create a weekly leaderboard. This feature is vital to our application because it provides the opportunity to interact with other students about upcoming games and be able to see a tangible result.

Voting on Games

As a user I should be able to vote on upcoming games results for upcoming sports events.

Trigger	On the polls page, this action will be triggered when the user clicks on the "Vote on Upcoming Games" button.
Details	A few of the most anticipated upcoming sporting events will be displayed, where the user has the ability to pick and submit the winner of such games.
Access	All users who are logged in will have access.
Required Field(s)	email (VarChar 40), first name (String 20) Last name (string 25) Votes (INT 2)
Input Field(s)	User_vote (String 20)
Action(s)	"Vote on upcoming games" button brings up the upcoming games, "vote" button will save the vote to the database and process to "View weekly leaderboards" page.
Exception(s)	If a user does not pick a team to win, they will not be able to cast their vote, and they will be indicated to make a selection.
Test Criteria	To test this, we will vote on upcoming games ourselves and make sure the data saves correctly to the database. We will try to submit a vote without the required fields to make sure the data is not submitted to the database.

Comment on votes

As a user I should be able to comment on the voting distribution of the upcoming games.

Trigger	On the Polls page, users will trigger this action by clicking on the "comment" button under the posted polls.
Details	Users will be able to view the results of the polls on the polls page. Under these results will be a comment button for each game, where the user can comment whatever they like about the game or the poll.
Access	All users who are logged in will have access to comment on the polls. Required Field(s):
Required Field(s)	Username (varchar 20), First name (string 15), Last name (string 20), Comments (varchar 250)
Input Field(s)	User_comment (varchar 250)
Action(s)	"Comment: button will allow users to comment on the game. "Submit" button will post their comment and take them back to the poll page.
Exception(s)	If there is no text, the user will not be able to comment. This will be indicated to the user.
Test Criteria	We will comment on voted to make sure the text is saved to the database, and subsequently displayed on the polls voting page. We will make sure that nothing submits if there is no text entered.

View Weekly Leaderboard
As a user I should be able to view a leaderboard for the people who have guessed the most correct outcomes of games this week.

Trigger	This action will be triggered by a button labeled "View Weekly Leaderboard" that is available on the polls page.
Details	Users' correct predictions on the outcomes of the game will be kept in the database. The top people, per week, who predict the correct outcome of the game will be displayed on the weekly leaderboard.
Access	All users who are currently logged in.
Required Field(s)	email (Varchar 40) First name(varchar 20) Last name(varchar 25) Correct_votes (INT 2)
Input Field(s)	N/A
Action(s)	"View weekly leaderboard" button brings up the leaderboard from the database. Nothing new is saved to the database.
Exception(s)	No exceptions (no input fields)
Test Criteria	To test this, we will use the feature and make sure all the appropriate information is displayed.

Filter Results

As a user I should be able to filter data for player and team search.

Trigger	This action will be triggered by a button on the intramurals page titled "Filter Results."
Details	The user will be able to load all current players and teams in intramurals. After this, the user will be able to filter people by their preferred sports. The user will also be able to filter teams by the sport and their amount of team members.
Access	All users who are logged in.
Required Field(s)	TeamName (VarChar 25) Sport (String 20) League (String 15) Members (INT 2) First_name string (20) Last_name string (25) Preferred_sport (20)
Input Field(s)	Preferred_sport string(20) Sport string(20) Team_members INT(2)
Action(s)	"Filter" button will bring up some data that the user can filter depending on if the search is for "player" or "team". On player search, the preferred sport will be filtered, where only players on desired sport will be displayed. Under team search, the filter button will allow players to choose a specified amount of team members and/or a sport to filter for the best team for the user.
Exception(s)	If all fields are empty, the user will be indicated that a field is required.
Test Criteria	To test this, we will be using various filters to see if the correct data is always displayed. If there is anything displayed that shouldn't be, our group will know that there is a problem and will fix it.

Hoosier Sports

Indiana University has a strong sports fan base and we want to continue that into part of our application. With this section it will offer live scores, notifications, and will even have links to where to watch games live. It will also have some basic information about where the game is located, wins/losses, and the opponents general information.

Live Scores

Users should be able to view the live scores of IU games that are happening.

Trigger	This action will be triggered by a button labeled "Hoosier Sports" found in the navigation bar. The live score will be displayed at the top of the subsequent page.
Details	All Indiana University sponsored sporting events will be displayed on this page. If there are no games being played, the page will let the user know with the text "No games at this time" where scores are normally displayed. If there is more event happening at once, each event will have their own container stacked on top of each other. Each container will contain what sport is being played, both team logos and names, the score, how much time is left in the game, as well as a link to the game stats. Each team logo will be clickable, which will take the user to information about the team like roster , schedule, record, and stats.
Access	All registered users who are logged in.
Required Field(s)	TeamName (VARCHAR 25), Sport (varchar 20) Score (INT 200), GameClock (Time), GamePeriod (VARCHAR 12)
Input Field(s)	N/A
Action(s)	Each team logo when clicked will bring up information about the team, including name, logo, record, sport, schedule, and roster. The "View Stats" button will bring the user to a page that shows all of the live stats for a game.
Exception(s)	If there are no games being played, the page will display a message that states "There are no live games at the moment"
Test Criteria	For testing, we will use a random live game from any sport around the world to see if the functionality works. We will also check to see if there are no games being displayed during the proper times.

View Stats

Users should be able to see game stats for live games.

Trigger	There will be a button inside the live game container labeled "Game Stats". This button will take you to a new page with all of the current stats for a game being played.
Details	Each game will have a variety of stats. We are planning to import these stats real time and display them on the user's page. Different sports will require different stats. For example, Football will have passing and rushing yards, whereas baseball has hits and errors. These stats will need to be considered on a sport by sport basis.
Access	All registered users who are logged in.
Required Field(s)	Sport VARCHAR (20), TeamName VARCHAR (25) Input Field(s): N/A
Input Field(s)	N/A
Action(s)	N/A
Exception(s)	If the game hasn't started yet, the page will just state "No stats".
Test Criteria	We will check during the course of a game to see if the stats are being updated accurately as the game goes on. We will compare our stats to the stats displayed on www.espn.com

Allow Notifications

Users should be able to allow notifications to keep them updated on games in real time.

Trigger	This action will be triggered by clicking on a bell by the game or sport you want to be notified for.
Details	Notifications are a great way to stay informed during a game. It ensures that you will not miss out on anything during the course of the game. There will be a bell icon that is transparent next to each team name and game being played. When clicked, this bell will turn a solid color indicating that you are now subscribed to notifications for that team or event.
Access	All users that are logged in and click on the bell icon.
Required Field(s)	Notifiy_user BOOL, Sport VARCHAR (20), TeamName VARCHAR(25), UserID INT, Phone VARCHAR(15)
Input Field(s)	N/A
Action(s)	When the user clicks the bell icon, the notify_user value will change in the database to signify that the user wants to be notified for events.
Exception(s)	If the user is notified for all hoosier events and unchecks a specific sport, the icon and corresponding value next to all hoosier sport should return back to unchecked.
Test Criteria	To test this feature, we will check a notification bell for a specific event. When the game starts, the person who checked the notification bell should receive a text message notifying them the game has started.

View Team Information
Users should be able to view information about their favorite teams.

Trigger	This action will be triggered by clicking on the team's name or logo.
Details	On this page, users will be able to find out more information about the team that is playing. Information on this screen will include the team schedule, roster, and record both in conference and overall
Access	All registered users who are logged in.
Required Field(s)	TeamName VARCHAR(25), TeamRecord VARCHAR(10), ConferenceRecord VARCHAR(10), Date DATE
Input Field(s)	N/A
Action(s)	N/A
Exception(s)	N/A
Test Criteria	To test whether everything is working, we will compare the team record, schedule, and roster with information found at www.espn.com.

Autofill

This feature will take a user's login credentials and autofill it if they have previously used our web application in the past. We want to include this as it can be annoying to re-enter login information over and over again. This will also allow for users to have the option to remember their username, which everytime the site is opened will automatically fill in the username so you just need to enter a password.

Remember Username

Users should have the option to allow the site to remember their username and fill it in for them the next time they log into the site.

Trigger	A checkbox on the log-in screen titled "Remember Username" will trigger the site to save the username and store it for the next time the user logs in.
Details	It can be annoying to type in your password every time you want to log into a site. To make the user experience better, we want to have an option for the user to eliminate that hassle. .
Access	All users who have opted into the feature and have logged in once after enabling the feature.
Required Field(s)	UserID, UserEnabled BOOL
Input Field(s)	N/A
Action(s)	When the user enables "Remember Username", the username is saved to the database and automatically inserted into the username placeholder the next time they log in.
Exception(s)	The user unchecks the box enabling "Remember Username".
Test Criteria	Check the box and see if the next time you log in the username is auto filled.

Password Enabled

Users should have the option to allow the site to remember their password and fill it in for them the next time they log into the site.

Trigger	A checkbox on the log-in screen titled "Remember Password" will trigger the site to save the username and store it for the next time the user logs in.
Details	To provide a better experience to users, password saving should be an option. One of the key elements of good user experience and design is making the site simple for users. Giving users one less password to keep track of is a good thing from a usability standpoint.
Access	All users who have opted into the feature and have logged in once after enabling the feature.
Required Field(s)	Password (VARCHAR 30), PassEnabled (BOOL)
Input Field(s)	N/A
Action(s)	When the user enables "Remember Password", the password is saved to the database and automatically inserted into the password placeholder the next time they log in.
Exception(s)	The user unchecks the box enabling "Remember Password".
Test Criteria	Check the box and see if the next time you log in the password is auto filled.

Group Creator

This feature will allow for users to create a community public or private. Private communities are set up for users to invite particular people and would not be published for others to see besides ones in the group. Public communities allow for users to set a community name and be displayed upon search. If someone searches for "New York Yankees", then every community that has involvement with the Yankees would be displayed and present the option to join. We would also have a recommendation area of different communities based on information that you give in your profile. So if you say that you are a fan of a specific sport or team, we will recommend communities that relate to that. These recommendations will also work when inviting people to a group.

Invite users

A user should be able to invite other users / friends to a group

Trigger	There will be an "invite member" button that when clicked shows a list of friends that you can click and add.
Details	When a user establishes a group they will be able to go through the list of friends that the user has added and click on the users who they would like to invite. The users who get invited will then have the ability to either accept or reject the invitation.
Access	The creator of the group would be the only person with the ability to invite users in a private group. However, any user in a public group may invite any of their friends.
Required Field(s)	Id auto_increment Creator_id (INT) User_invited fname + lname
Input Field(s)	Invite_action number(1,0)
Action(s)	The user first establishes the group as talked about in the above user story. Then there will be a button that prompts a list of friends that, when clicked, will send them an invite to the group.
Exception(s)	In a private group, no one but the creator can invite users.
Test Criteria	To test this we will make a private group to make sure only the user can invite. We will have the creator invite another member from our group, then the inviter user will attempt to invite a user, if they can, something is wrong, if they cannot then it is a success. We will also make a public group to make sure that any user who has joined has the ability to invite users.

Remove Users

A user who creates a group should be able to remove the user from said group, and a user who joins a group should be able to leave

Trigger	The user who created the group will be able to click on the name of the user who they wish to remove and then a button called remove will be available to push.
Details	When a user is removed from the group they will not be able to join the group again. The creator of the group will have free reign over who is removed as they are the host of the group..
Access	The creator of the group(user)
Required Field(s)	Id auto increment groupID (INT) Use_remove_id (INT) Creator_id (INT) remove_Fname remove_Lname
Input Field(s)	Remove_action number(1,0)
Action(s)	The group creator will have the ability to hit a remove button on a user in their group if for example they are actively messing with the conversation that is taking place in the group by clicking their name and hitting the remove option.
Exception(s)	No one except the group leader will be able to have access to the remove button.
Test Criteria	We will form a group and one of the members will be the creator. They will then attempt to remove one of the other group members from the group to see if the remove button is working. We will also have the other group members who are not the creator click a user's name to assure they do not have the option to remove someone from the group.

Form Group

A user should be able to create a group about a team or sport they like

Trigger	Under the group tab on our webpage there will be a button called "Form Group" that a user will click.
Details	When the button is clicked the user who creates the group can make it public or private. The creator of a private group would be able to let people in the group when they request to join the group. The creator of the group will also give the group a name and topic.
Access	All users who are currently logged in.
Required Field(s)	Id auto increment Creator_id(INT)
Input Field(s)	groupName varchar(30) groupSubject varchar(30)
Action(s)	A user clicks the "form group" button and then types in the subject and name for the group, if they wish, they can also invite users who they already know and think would be interested in joining the group
Exception(s)	A user cannot make a group without a group name and a group subject.
Test Criteria	To test this, we will try making a group with both a subject and name. Try making a group with only a name. Try making a group with only a subject. And lastly try to make a group with neither a subject or name.

Search

A user should be able to search for groups that they want to join.

Trigger	In the group tab of our web application we will have a search bar that users will type what they want to search and press enter to get results.
Details	The search bar will only pertain to information regarding the group's name. If there is no data matching what is searched they will see no groups show up when they hit enter and will be relayed a message telling them "sorry no search results for…". The user can then type in a new search or click the group tab again to see a list of already available groups.
Access	All users logged in will be able to search.
Required Field(s)	Search_text varchar(50) Group_name varchar(50 Group_id (INT) Group_subject (INT)
Input Field(s)	Search_text varchar(50)
Action(s)	the user types in a subject that they are interested in and if a group pertaining to that subject exists then that group will show up and then the user can proceed to join the group.
Exception(s)	when a user executes a blank search nothing will happen and the screen will remain on the list of groups it is originally on.
Test Criteria	We will type in names of groups that we know exist to make sure that they show up, we will search names of groups that we know dont exist to make sure that the user sees the screen that they were originally on

Responsible Computing Statement

Introduction

Taking a sociotechnical approach when creating a website is a crucial thing to do because it takes into account social aspects and technological aspects individually as a part of our overall system. As far as our system, we take into account both how people and technology issues will arise and discuss some of the information that makes us take the sociotechnical approach. Some of our social considerations that we made are setting up employee code of conduct, ideas about harm and limitations our systems may encounter, and also some of the governance we will take, like the Cybersecurity Information Sharing Act. Taking a sociotechnical approach will ensure the best experience for our users, while preventing people from abusing or harming the system.

Stakeholders/Design

One of the biggest stakeholders within our application is the IU community. We focused specifically on the IU community to ensure that the people using the app at least have something in common with each other. This is intentional, as people are much more likely to watch sports together and join communities if they live close together and have something in common. Another stakeholder would be local businesses around IU Bloomington's campus. There are multiple restaurants where people may want to go and watch a game and we want our app to help get groups of people in these places watching sports together. We hope to not only impact IU students, but local businesses as well, hopefully bringing them new customers who can turn into regulars during their 4 years at IU.

Even though we focus specifically on the IU community, Indiana University is known for its highly diverse student demographic. We intend on there being a diverse user demographic. Since our application aims to involve everyone at IU and build a stronger community, we have made some inclusive design practices. One of these is a community aspect of our app, where users can build and join communities within the larger IU community. Having smaller communities that people can join will make people feel much more included, and ensures that there is a community for everyone. Our design is also based around an IU theme, something that every student at IU is familiar with. We have also designed our application with a focus on usability, so it should be easy to navigate and use our application regardless of technological knowledge. These designs should make it so everyone has an easy time using the app, and everyone feels included.

Governance

Our web app will have to comply with a few different government regulations regarding information technology. The first one being the Cybersecurity Information Sharing Act (CISA).

This law states that the government and technology companies are allowed to exchange internet traffic information to enhance the sharing or cyber threat information. Another regulation is the Federal Exchange Data Breach Notification Act of 2015. This states that in the case of a data breach all users whose data was accessed during said breach must be notified as soon as possible. Following these guidelines will make for the safest experience of our users, and hopefully will prevent potential harm.

Oversight

The state of Indiana has policies set up so that they may maintain integrity and keep companies liable to keeping data secure. The state code states "The Office Of Technology shall (9) Review projects, architecture, security, staffing, and expenditures. (10) Develop and maintain policies, procedures, and guidelines for the effective and secure use of information technology in state government   (11) Advise the state personnel department on guidelines for information technology staff for state agencies. (12) Conduct periodic management reviews of information technology activities within state agencies upon request". This means that we will have the Indiana state government overseeing our web application to ensure that we are keeping our users safe from cyber threats.

We will also have to follow any existing and future guidelines that are in place. Outside of the state government IU will have the ability to oversee all of the actions and code that go into our web application. This is a web app for Indiana University so having them oversee the application only makes sense. Outside of these entities we will not have any oversight as to how our web app is made and used.

Code of Conduct

Sports Social values social interactions amongst users. We also value keeping our users safe and making sure that their data is kept safe. There are many guidelines that employees must follow. Here is a list about guidelines for behavior.
- Employees must never abuse the power given to them.
- Employees should come to work with a positive and friendly mindset.
- Employees may not access private chats without there being a report issued
- When administering the actions of users, they must follow an ethical and unbiased moral clock.
- Employees may never share user data with anyone in almost all circumstances.
- Employees must take action against any and all hate speech used on our web app

Aside from behavior, employees have rules regarding how they interact with outside parties. As an IU application, all data collected on our web app will be available to Indiana University. Aside from Indiana university, we would like to limit the amount of data selling and sharing as much as possible. This is for the protection of our users, and maintaining a moral approach to our information system. Employees must not sell data to corporations and other entities for the company's profit. We want to make sure our users feel secure in our web app and want them to know that only IU is accessing their data. In extreme cases, data will be accessible to law enforcement. We will not give data to them carelessly but if the data can be

used to help law enforcement with an ongoing investigation then we will give them access to said data.

This code of conduct shapes the way in which we will make our project because we must take into account the protection of users and how data is accessed. We must be cautious about permissions given to administrators so that features that are meant to be completely private are private. We also need to make sure that we keep data in a way that is sharable. This being due to the fact that Indiana university and the Indiana state government will need access to this information.

Data

Data is a new age currency. Ensuring we protect this data is our top priority. There's lots of different data our app will capture. Each user will have an abundance of data that is collected about them when they use the app. First name, last name, gender, email, password, location, user id, favorite team and sport, picture of the user, as well as that they are an IU student and what year they graduate. This is a ton of data just for the profile.

Data on the calendar is also extensive. This data tells a lot about the user and where they will be. Event names, times, dates, locations, and descriptions will be stored from this page. Chat will need to store user ids, first names, last names, profile pictures, was the message sent or received (boolean), what time was the message sent, what time was the message seen, and what the message was. Communities will store user communities, global communities, community name, community subject, community description, if the user joined a community, has a user requested to join a community, what users are in the community, and all of the same chat message data requirements. This is the most surprising epic to me. I didn't realize how much data is required and collected for a simple group chat function.

Polls require weekly team schedule data. Which team is home and which is away, what are the team names, what are the team records, what is the team logo. It also needs the first and last name of the user, their user ID, what team they chose, what percentage of total votes the team has gotten, and how many correct guesses a user got last week. Intramurals is a big part of our site. It requires a user first and last name, userID, and a preferred sport. It also requires team names, team rosters, team sport, team picture, league team is competing in, how many players a team has, and the max number of players a team can have.

Finally is the IU Live page. This page requires a team name, team sport, team logo, roster for the team, team schedule with dates, times, opponents name, opponents record, opponents logos, and opponent rosters.

Transparency

Our application intends to be as transparent as possible with its users. The purpose of the app is to help IU students connect in its most basic form. We feel that the features in our app make that transparent to users. For example, the chat, communities, and intramural features are all built around helping students talk and get to know each other. We want the users to feel like it is easy to find people to go play or watch sports with.

The values of our web application may not be as transparent as the purpose for users, and that is good. We value student mental health above all. We feel that by building this app,

many students will benefit from it. We will do this by making it easier to make friends. Our group had difficulties finding friends around campus when we arrived, especially with covid. This lack of friendship in our early years of college made us lonely and affected not only our mental health but the quality of school work. Having human interaction is necessary for all people and we want those interactions to come easier for students. Many people also suffer from social anxiety. We realize that many people find it hard to just go knock on someone's dorm room door and ask them to go play basketball. With our web app, those anxious situations and thoughts can be avoided all together. The features we are gonna build will make it easy for students to find those friends they need to go and enjoy athletic activities around campus.

Harm

As with all things, there are a few harms that the user should be aware of when using the application. Since there is a chat function built into the application, there is always the chance for cyberbullying. People can say harmful things and make threats. Although this is difficult to prevent, the user will be able to report and/or block another user if they deem fit. Blocking them will make them unable to be contacted again, and reporting will send a message to administrators to see if that account should be banned. Another harm that could potentially ensue is malicious hacks. Since we use a database to store our data, a hacker could potentially hack the system and have access to the data, which a lot of times is private.

Since our application also has an in-person aspect to it where people can meet up to play/watch sports, there is always a possibility that a person with harmful intent could abuse this feature to cause physical harm. To prevent this from happening, we will encourage our users to be extremely cautious with meeting new people, and encourage them to meet new people with their friends first.

Limitations

Every system has some form of limitations. One of the main limitations that our information system will have is the potential of storing data that was not completed or may be incorrect. If these kinds of things happen our system would not be able to function properly causing a limitation. Another limitation that can be clearly identified is employee training. In order for the employees to be able to work with and help our information system they need to be trained. Training an employee how to use a system can be timely consuming and costly. All employees would need to be trained on how to properly use and store data correctly, so even if they are trained there is still a limit to human error.

A big limitation of our system is that it is designed with a focus on sports fans. Although the community page will have something for everyone, and the application helps community-building regardless of whether someone is a sports fan, non-sports fans will likely be uninterested in many of the functions of the application, such as picking sports winners, joining intramural teams, and looking at IU Live scores.

Abuse

Unfortunately, there are multiple ways for users to abuse the system. One aspect that could be abused is the chat function. This could include threatening or mean texts, as well as spam. Users will be able to report/block users if they think they are abusing this feature. Intentionally entering incorrect information for an intramural team or a community could also be detrimental to the information system. People who are entering incorrect information in these fields will be blocked from creating future communities or teams by our administrators, to prevent things like this from happening.

A few areas allow for comments from users, such as the weekly leaderboards as well as community pages. Since these areas require user input, there is the possibility for threatening of inappropriate comments, just like the chat feature. Users can report other users for inappropriate comments, as well as blocking the user to prevent any contact being made between the two parties. One of the biggest functions of our application is for users to set up meeting spots to either watch or play sports. In an effort to prevent people from abusing this and meeting up complete strangers that they may not like, the chat function is in place for people to get to know others before meeting up in person.

Initial Database Design

For our design process we decided that the best way our group could work together to create our initial database design was on a Miro Board. We originally made our first iteration of the database design by using sticky notes and a white board. This allowed us to create different entities and figure out how we wanted our relationships to work without having to erase things and re-write. Once we created our first iteration we transferred it over to the miro board to talk through cardinalities.

We chose to represent the data in the way we did because most of our web application revolves around the user. In our database the user table is related to almost all of the main functions that we are implementing. We will need data from the user table to perform this and that is why we centralized the user table and tried to separate different sections into quadrants. These sections are polls, community, chat, and calender. These revolve around student interaction and data so building these relationships is essential to the performance of our web app. The main part of the web app that does not use user data is IU live which is where live scores will be shown. This is complementary feature for polls as the result of the poll is dependant on the scores that are available on the IU live page.

Our overall model is quite concrete. There are a few reasons for this. One of them is that the performance of the web app will be much better this way. Doing things like querying and handling the data this approach is going to work much better for us. Another reason we chose this is because we already know what columns that we need for our tables. We are confident that we set this database up to work properly and effectively accommodate the epics that we have.

ERD
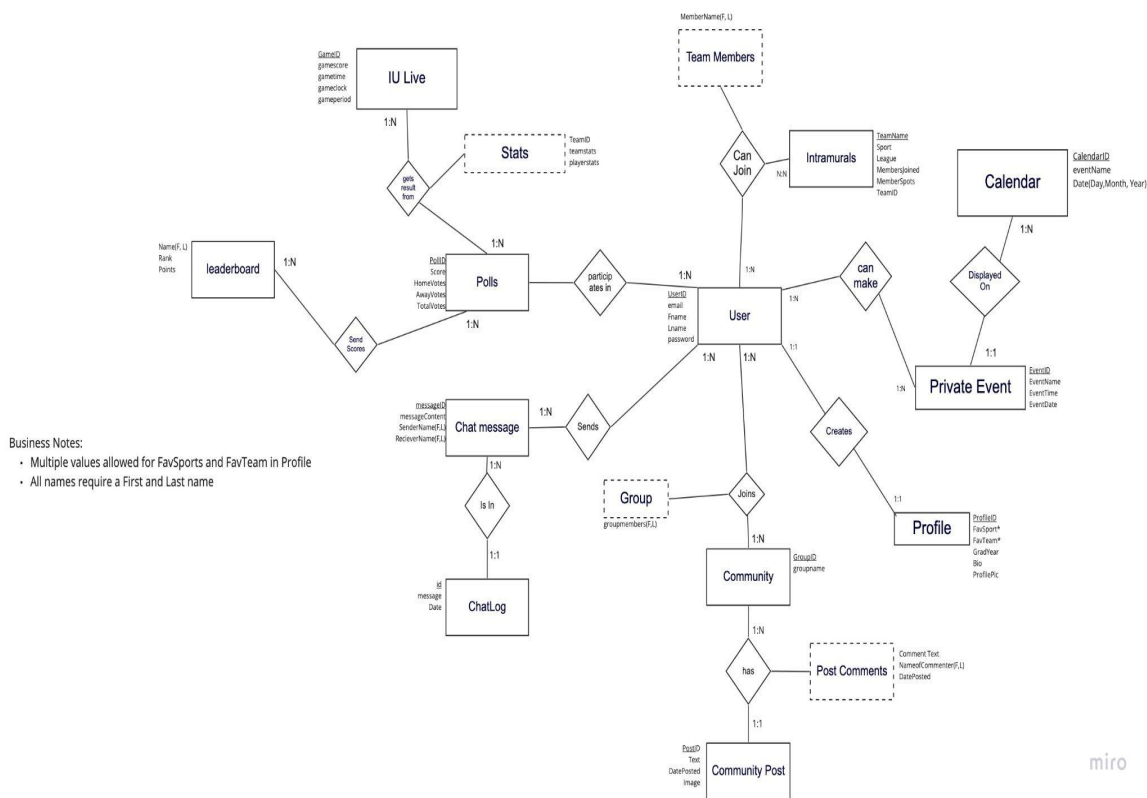
Wireframes

Since we are doing a web application that is made for IU students we thought that it would be a good idea to design our site to fit the theme of the school. We made the main colors red, white, and black to fit the school colors and also added in an IU symbol it the left corner. Outside of the color choice, we wanted the app to feel very easy and convenient to use. We realize most people like to communicate by phone because it is much easier so we decided to imitate some of the features that imessage uses in our chat and community features. We loved the flow of messages on the Iphone so that is the main inspiration for all things chat related in our wireframes. We did change the format very mildly in order to make the design still fit our IU theme. We also wanted asure that a user would not be confused on our app so we decided to make the design fairly minimalistic. By doing so we think users will be able to navigate forwarded and backward on the app easier as the button that sent the user back or forward are clear and obvious because we kept the design simple and clean.

Home Screen

This is our website homepage and the first screen the user will see when entering the site.

We decided the screen needed to first draw the users attention to the name of our site which is the reason we have it large in red on the screen. After the user sees the name, they need a brief description of our website's goal and actions. We included this portion directly under the name so the user can see this information first. The last part of the page is going to contain information about our team with our relations to the website. Our navigation bar across the top allows the user to access any page that they need and will be the same across every page.

Revisions

In our revision we added a section where the users would be able to read about the team, see information about what our site means, and also easier access to all of the pages on our site.

Chat Inbox

The chat inbox screen is what the user will see when they go to the chat link and want to view messages that other users have sent.
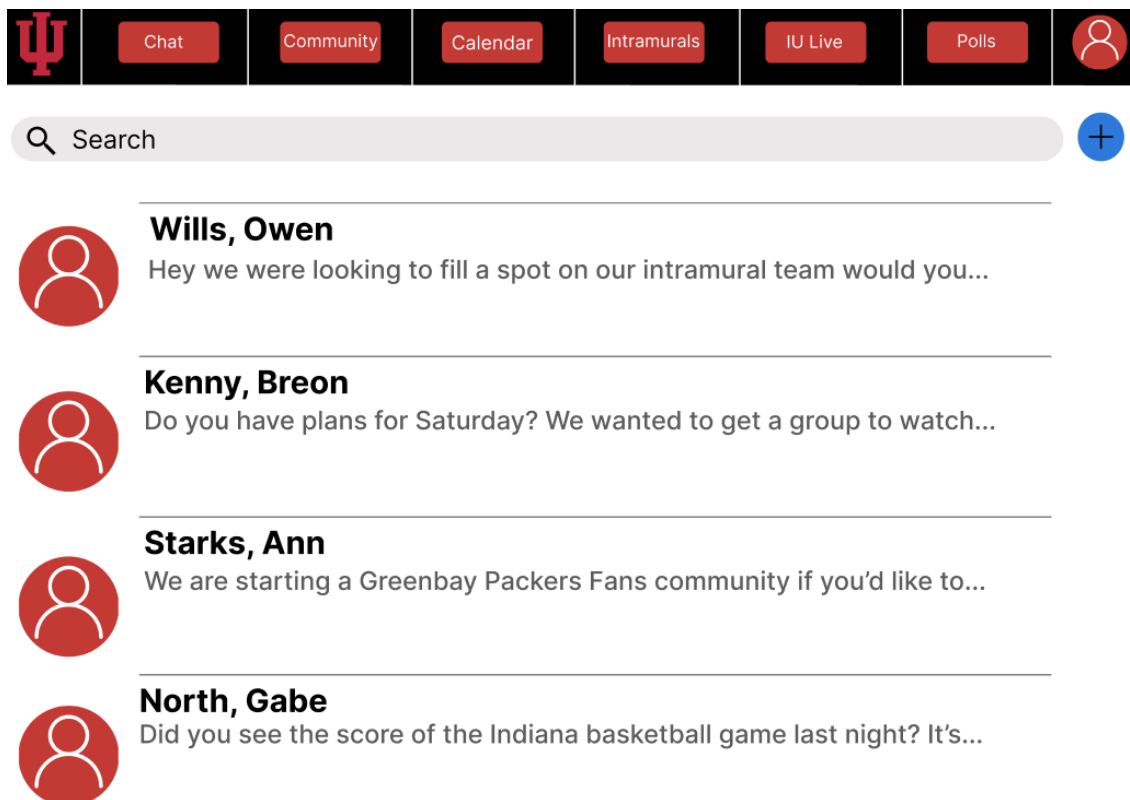
For this design we elected to try to give the user a basic view of all their messages. We have a search bar for the user to easily navigate the page, this is located at the top of the page where it is easy to access on purpose. The profile pictures would be the profile picture of the user and the name is purposely bold to easily identify. There is a preview of the message, but a limit in order to entice the user to click to see more information. If you want to create a new message there is a button located in the top right, we did this because typically on messaging platforms this is where the button would be located.

Revisions

We believed that on this screen one revision that needed to be made was to display a notification that shows the message has not been read.

Individual Message

Once a user clicks on a message in the inbox this screen will appear showing the chat feed.
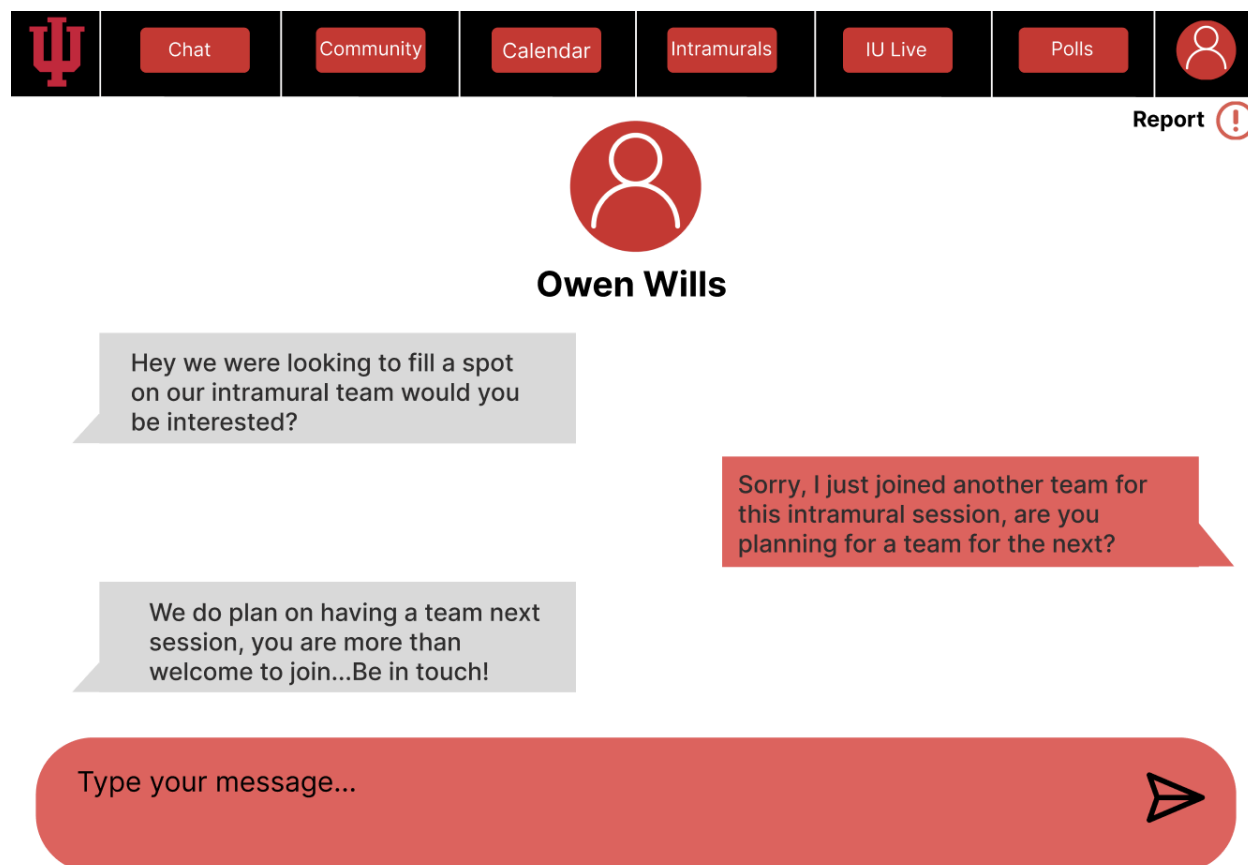
We tried to make an easy to read screen with messages that are correlated with the user. The send box is purposely red because it matches the chat box in red in the chat feed after a message has been sent. The messages are delimited by sides so it is clear which user sent what. We also decided that having the user and their picture at the top so the user can identify who they are sending the message to. Lastly, we have a report option that the user can click when they need to report a message located at the top right where the user knows where it is, but does not obstruct the view as a whole.

Revisions

Text box needs to be a more neutral color to allow users to distinguish the difference between sent messages and the message that is being typed.

Create Message

When a user hits the plus sign to create a new message the following screen would appear.
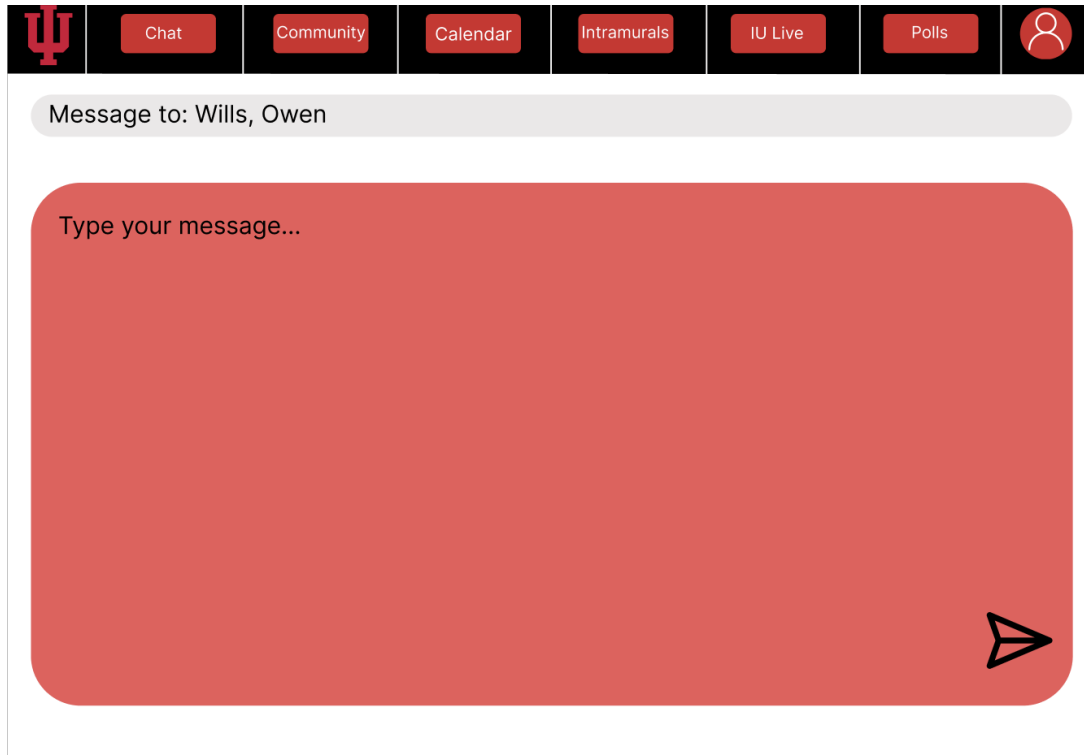
The user will be able to enter the user that they want to send a message to at the top of the view. The reason it is placed here is so the user knows who they are sending the chat to before actually typing the message. We elected to keep the text box where the user will enter their message red because it keeps a consistent design. The send button is located at the bottom right of the box so you know where to click when ready to send.

Revisions

While this is still a user story in our project we removed the create screen that is shown above. Instead when the plus is clicked and the user is selected, it will take the user to the typical chat screen shown under individual messages. We did this due to people bringing this up in the UX tests as well as just looking at iMessage and seeing that this way was much easier for the user and for us making the web app.

Report Message

This is the screen a user will see when they click to report a message.

The report message design is an interesting one because we have a warning message, displayed message, and a form. The warning message correlates to the message that is being reported at the top; the user should see this first to understand the action they are committing. After they see this they are presented with 4 options about the message. We let one of these options be another so the user can type a specific message if need be. The form is a vital part because this allows for us to clarify why a message is being reported.

Revisions

We kept the same format as it was positively viewed among the UX tests. We did add more options as to why the report is taking place such as 'hate speech'. We also gave more room for the other option so people can write a good reason for the report without running out of space.

Public Calendar

This is the view that the user will see when they access the public calendar through the navbar.

We decided to make the screen a calendar itself. This is so the user can associate each day and see events that are located on those days. The events have a small rectangle which represents that there is an event that day. The user will be able to click this even to take them to the view event screen. We also decided to design an area that the events can be identified in the bottom right to understand what they are.

Revisions

We got great feedback on our calendar design, and it is the conventional way of viewing a calendar, so no changes were necessary on this slide.

Private Calendar

This is the private calendar which is the user's individual calendar which is accessed through navbar.

This calendar has the same design aspects as the public calendar, but a few minor changes. We made space for both the public events and private events to be identified so the user knows exactly which event is which. We also made the IU public events cream and crimson so they know it is related to Indiana University. The private events are blue and green because they are private events the user created. If the user needs to add a private event they can click on a date or the plus sign in the top right which indicates adding a new event.

Revisions

Our calendar layout was good so we didn' change that much. We changed the individual events colors to match the IU design of the calendar.

View Event

When a user clicks an event on the calendar the view event screen will pop up which displays all the information about that selected event.
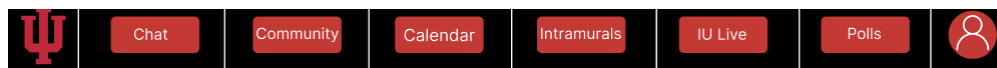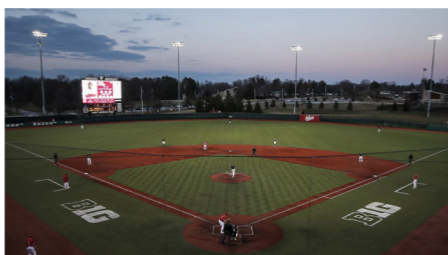
For the view event screen we decided that the event title needs to be the header on the screen so the user knows exactly what event is occurring. We added an image under this event of where the location is set at so users already have an idea of the location. Under the picture we have all of the event details that the user may need with also a little background detail on the event. We have a large red back button to let the user know they can return to the calendar at any given point.

Revisions

We believe that after our studies that the user believed this page gave enough description and detail while being aesthetically pleasing to not have any revisions.

Create Event

When the user initiates a create event they will be presented with the create event screen which contains all necessary information that would pop up on the calendar.

This design includes another form. The form on this page has all the details that are needed to create the event and will not allow for a user to submit until all fields are done. We have the create event title at the top of the page so the user knows what they are doing. We also have a red enter button for the user to enter their information.

Revisions

We need to figure out a way for the form to look more professional in order for the usability to increase, also add a clear button for the form.

Profile

This profile page will include all information about a user in a viewable screen.
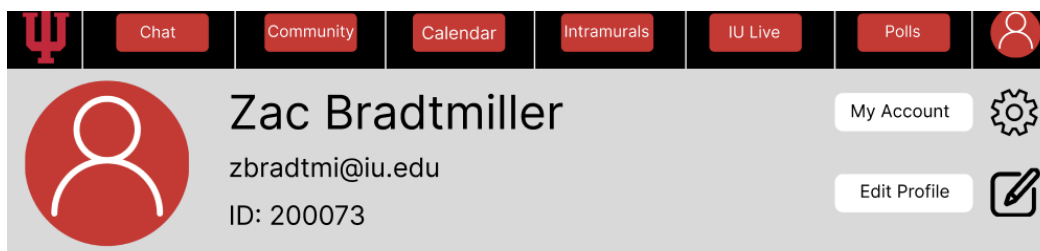
There are a lot of descriptions on this profile screen, but it is the most efficient way to display all information needed to the user. We have the name of the user, the email, and ID in the header because those are how the user can be identified, as well as the profile picture you can add. Under is the lesser important information such as favorites and other bio information. We thought that the design needed a break from just text and we thought the status icon would be a perfect way to let users know if they are online or not. We also have the edit profile in the top right because this is typically where an edit button would be located and also for users easy recognition.

Revisions

We got rid of the ID and edit profile buttons. We thought that ID is not necessary information for this web app. We also got feedback that is redundant to have an image and text for the edit account button. So we decided to make a button just called edit to clean that up. We also changed class to grade because people felt its easier to understand than listing the class they are in.

Edit Profile

The screen the user will see when they initiate the edit profile button and allows for them to edit any items that are not locked into the system.
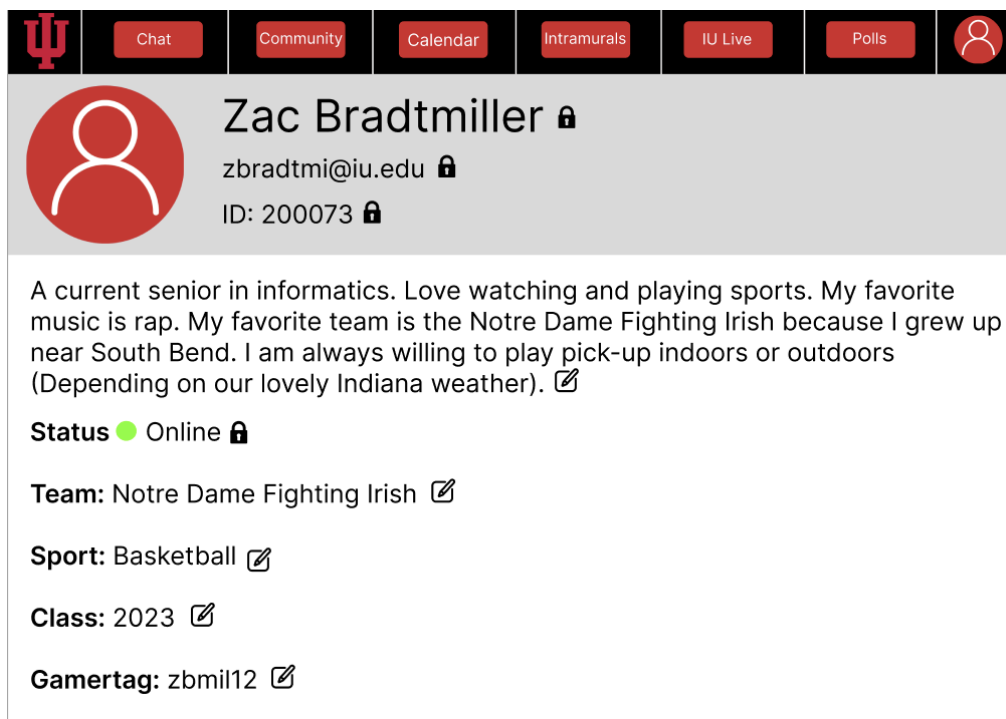
The design elements are the same as the profile, but instead we have little lock and edit icons to let the user know which items they can and cannot edit. We did remove the edit icon in the top left because the user is already in the edit view.

Revisions

We changed class to grade to avoid miscommunication with users. We also got rid of the status online feature as in our UX tests users felt as though it was not necessary for the purpose our web app wants to accomplish. We want people to meet in person so we don't want to promote people talking on the app instead of in person.

Create Profile

This is the page the user will see when they need to create a profile when first using our site.
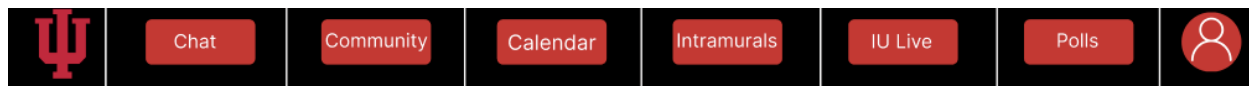
We have all the fields needed in order to create the profile and decided it would fit best if we did two equal side by side rows. The user will be able to enter all their information and then also if they want to clear they can press the clear button. We elected to have a red and a green button for enter and clear because those colors are typically associated with those actions.

Revisions

We changed class to grade as some users asked questions about what it was, which meant that it was not communicating to the user clear enough. Other than that we plan on keeping this page the same as it got mostly positive feedback.

Community Main Page

This is the page you are taken to when you click community on the nav bar.
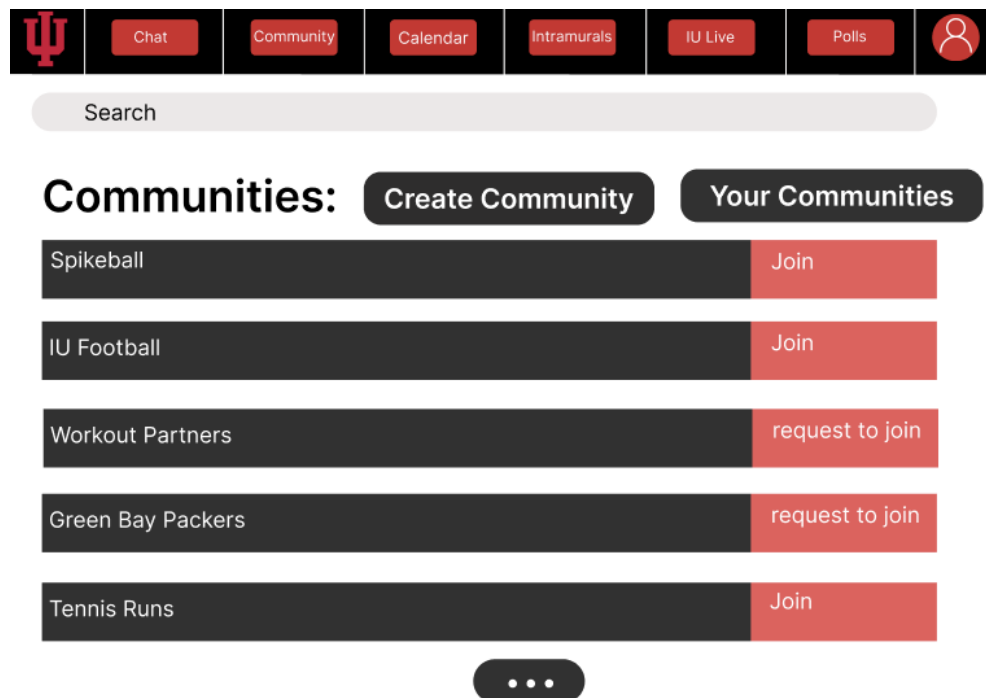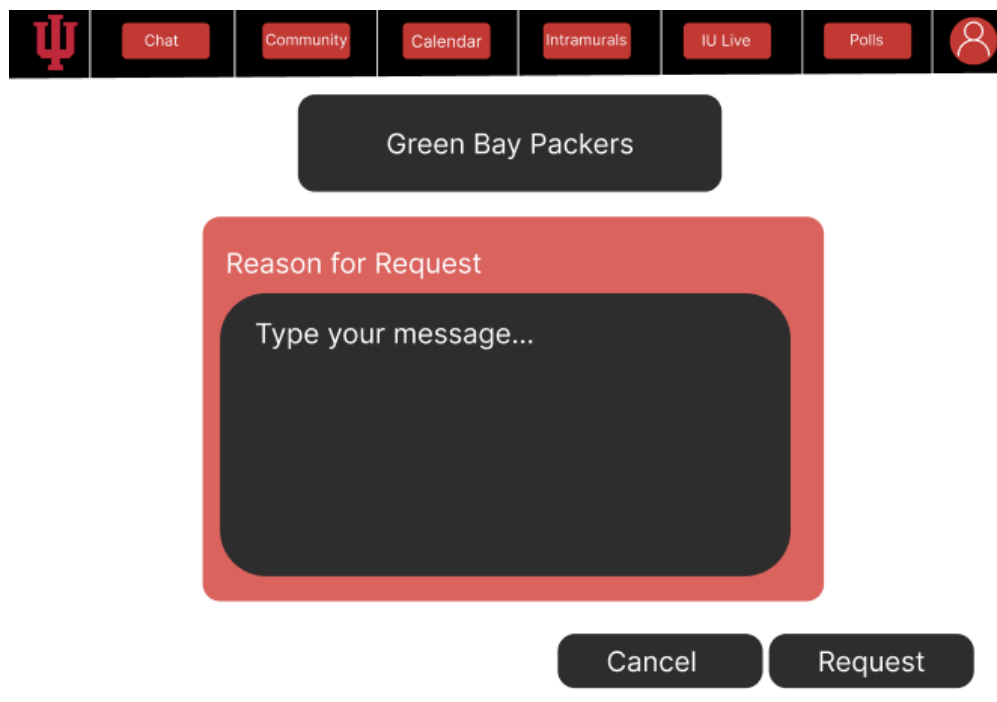
This page has a search bar for users to look for specific communities they might be interested in. It also has a list of communities for a user to scroll through. The red button that says join or request to join is what you click if you would like to be a part of the community. There are also buttons for a user to either manage the communities they already made or for them to create a community they cannot find.

Revisions

People liked the simplicity of this page. They said they would rather have a clean looking page that is easy to navigate and find what they are looking for rather than extravagant design. One change that was made is that the button at the bottom is removed and it is replaced with page numbers. This way when we have too many communities to fit into one webpage we can divide them up into different pages to make it easier for users.

Request to join a community

This page allows a user to request to join a community that is set to private.

We designed this page to have the title of the community displayed at the top, message in the middle, and the buttons to submit or cancel the request in the bottom right. We did this because we feel it is a very easy way to display the different elements that are on this page. We want the user to see that they need to type a message, hence why it is so large, and we also want them to know what group they are tyring to join, hence the title at the top-center of the page.

Revisions

The main change that we made is the text box. After looking at other applications and how they go about this concept we figured it is best to make the look more minimalistic. It is just a request page, not anything that involves the user being engaged in a feature that we will be creating. We also made the text box smaller and optional because we feel a user does not always need to send a message to the creator of a community.

Create Community

This page is used for a user to create a new community.

This page is designed to allow the user to input the elements that will make up theyre community. We made the name and subject of the community a text box as there are many different things someone can make a community about. We made the private / private function buttons that can be clicked. We then provide a large area for the user to give a description of what they envision the community to be like.

Revisions

For this page we re adjusted the layout so the input fields are aligned vertically because our UX tests show that this page was clustered and poorly designed. We also changed the invite button to just say invite friends as "invite users" sound weird from a user perspective.

Your Communities

This page allows a user to see what communities they made and give them options to begin editing them, or make a new one..
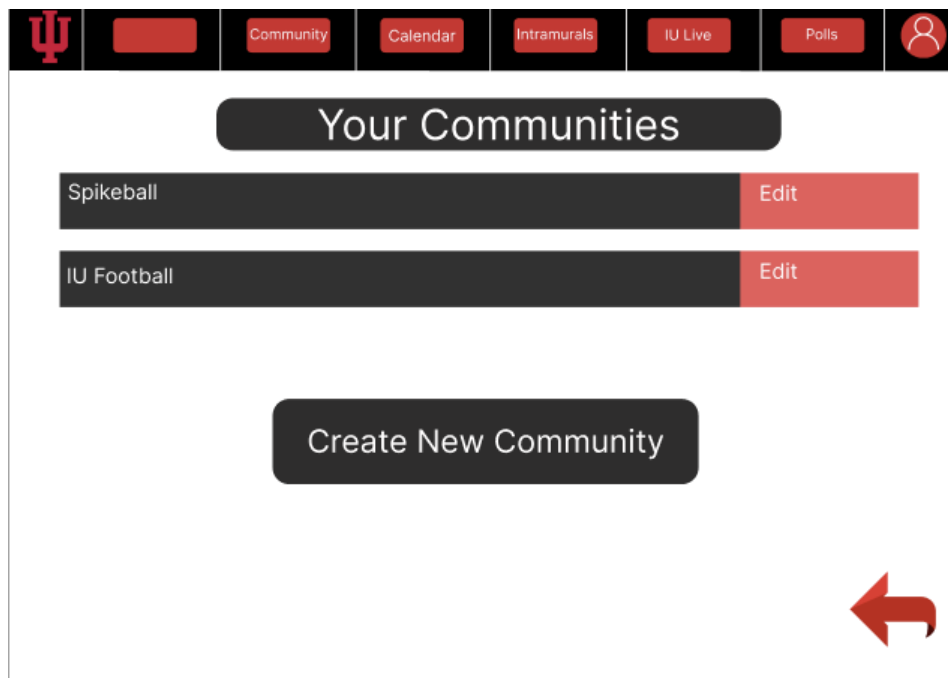
This page was designed to allow a user to see the different communities that they are the leader of (or creator of). They are given an edit button on every single different community they have made if they want to change the subject or maybe change it from public to private. There is also a button to send you to make a new community and a back button that takes you to the main community page.

Revisions

For this we found people didnt like the big create button so we shrunk it and put it up top. While the page looks barron now it will be more filled as the user continues using the app and they will have long list of communities they can join.

Edit Community

THis page is for users to edit the attributes of a community that they created in the past.

This page is set up very similar to the create community page because they function similarly. We allow the user to type in a new name, subject, description, and also change a community from private to public or vice versa. A new feature on this page is the invite users button which will bring up a list of users that you are friends with and you can then invite them.

Revisions

Since this page is meant to be laid out almost exactly like the create page the same revisions apply. On top of that we changed the create button to say edit as it does not make sense to have it say create in this situation.

Invite Friends

This page allows a user to invite theyre friends to a community that they created.

We wanted this page to be very simple. The add button works as a checkbox where a creator of a community can click add on multiple friends and then hit confirm to add multiple friends at once. We have the confirmation button and cancel button to make sure a user has easy navigation of the sight.

Revisions

For this screen we added a fixed search bar that will not move when a user scrolls. This way if a user has a large amount of friends they can search for one of them instead of spending time scrolling. We also added a add friend button so that people can add someone they do not have added at the time.

Community feed

This is the place where you can chat with other users who are also in the community.
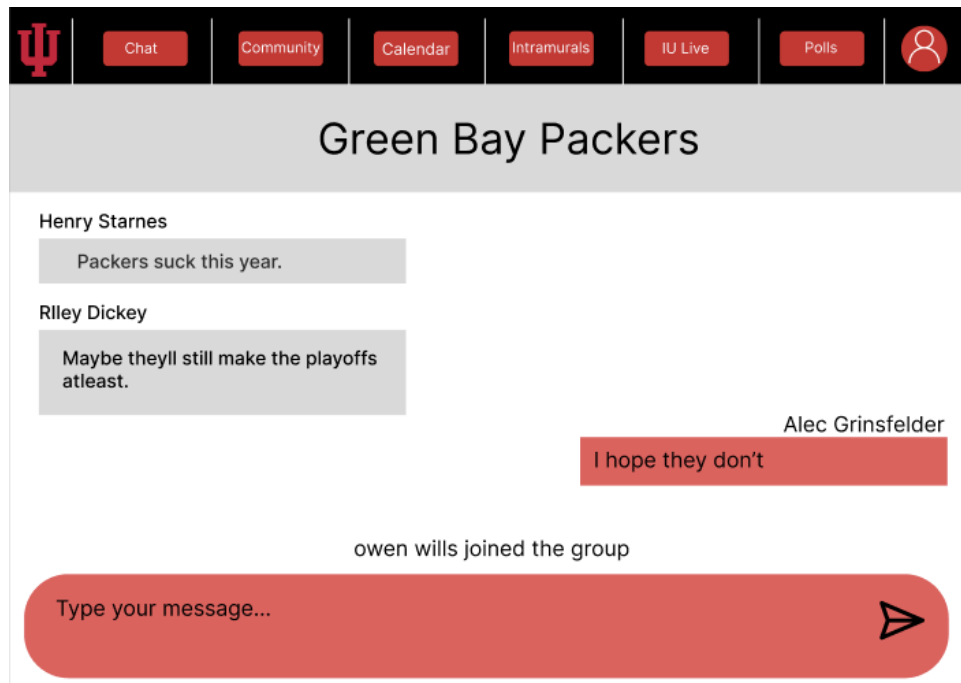
We wanted the design of this to look very similar to a group chat that you would see on imessage. We wanted simple chat features that will allow users to talk about subjects that they are all interested in and hopefully help them connect with each other.

Revisions

We made minimal changes to this screen due to lack of feedback regarding it. We added an information button so that users would be able to view people and items sent into the chat. We also changed the background color where the title of the community is because people said it was repetitive to have a message box and title both be grey.

Intramurals

The Intramurals page is the main page for intramural sports, where users are given a few options to create a team or search for a player or team.
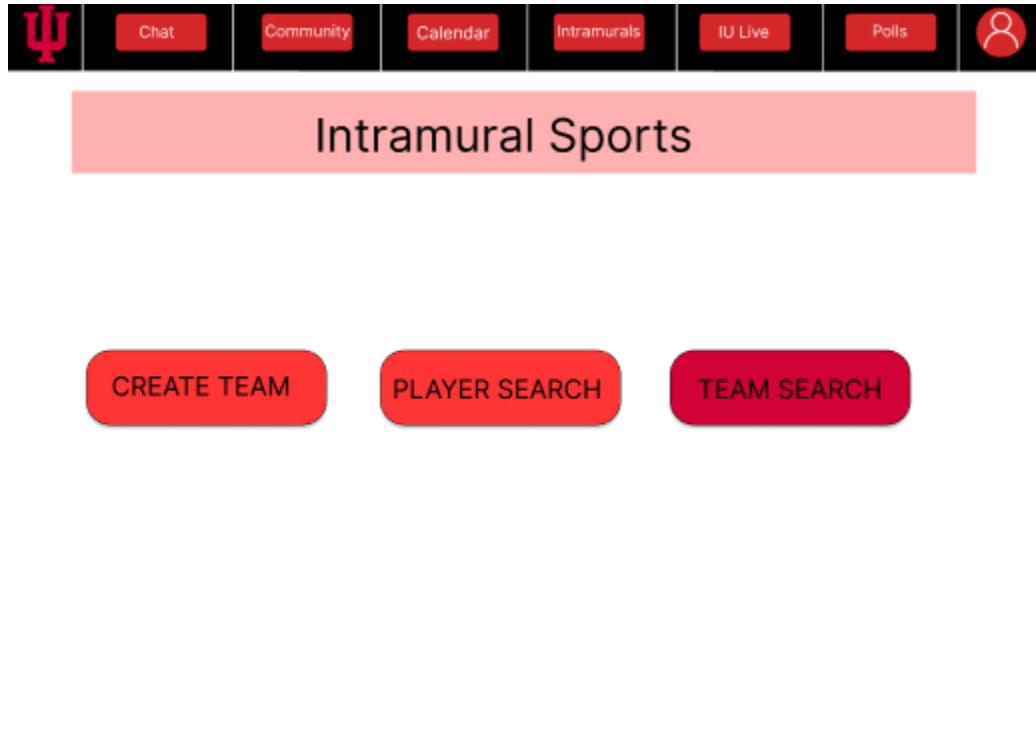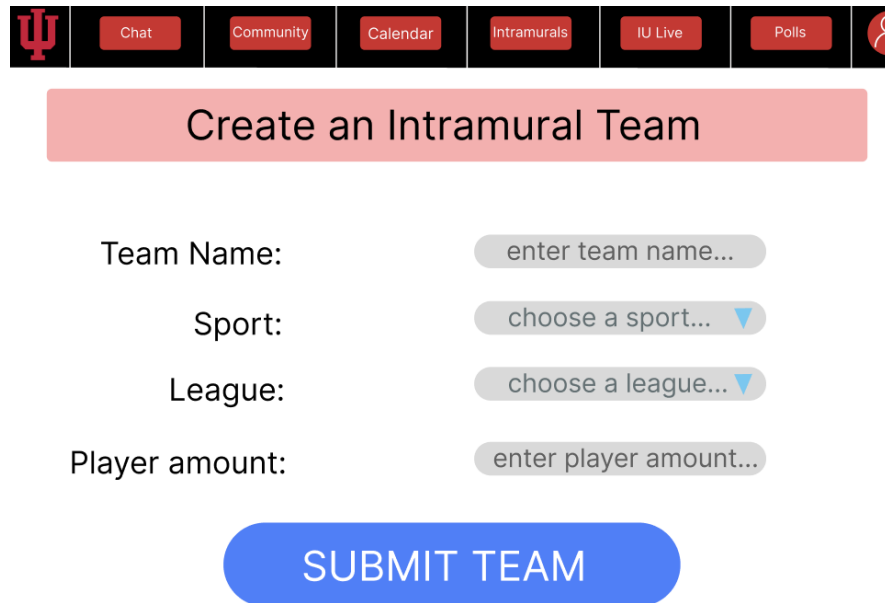

Since there is not really any data to be displayed, the team opted for a rather simplistic look for the design. A red color theme is used throughout to compliment IUs colors. Since we don't want the user to be overwhelmed, and want a simplistic design, we added 3 simple buttons on the page to fit the theme. From here, a user can navigate to the next page that they desire.

Revisions

Based on the usability tests that we conducted, we learned that many of the red colors don't match, throwing off the design. We changed all the reds to the same color, and we added some more text to clear up some white space.

Create Team

This is where a user can create an intramural team on the website.

We chose another simplistic design on this page as well. Each input box will have a grayed out message displaying to the user what to enter. There are also blue down arrows to indicate that there is a drop-down menu, and that the user doesn't need to type. The submit button is large and blue so that the user surely sees the button and clicks it before exiting.

Revisions

We decided to clear out some white space. To do this, we moved around some of the text boxes, making it an easier-to-read design with a more-centered body.

Team Search

This page will display all the intramural teams in the database, where the user can scroll to view more

In this page, there are borders in between each field to make it easier to read. The table format also makes it very efficient for the user to know where things are. There is a button on the bottom of the list that indicates to the user that there are more entries. Teams that are full of members will not be displayed on the screen, only teams that users can potentially join.

Revisions

We decided that clicking a button to load more options is not very intuitive. To change this, we added an arrow indicating more data, where the user will now have the ability to scroll down, instead of clicking for more options.

Player Search

This page will display to the user all of the players willing to join a team, as well as their preferred sports.

This page has a very similar design as the team search, because it is used for a very similar reason. This will show all the people who have indicated that they are willing to join an intramural team. The three dots indicate that there is more information for the user, if they either click the button or scroll down. Two columns of information need to be displayed, so using a table-like design displays the data very efficiently.

Revisions

To revise, we added an email spot on the player search so people can contact each other much easier, and also clears some white space. We got good feedback from our navbar, so we kept that the same.

IU Live

This is a screen where you can see scores of IU sports teams as well as the schedule for the team.

We designed the screen to be interactive for the user. In the top left you will be able to select from other sports besides football and based on that choice the schedule, stats, and big picture will be different. We want to give users the chance to see the outcomes of games before clicking anywhere so we decided to display the score of the game at the top.

Revisions

Based on the feedback users like the look of this layout and we will be sticking with this. One minor change that might be made is the background color but we are still experimenting with that.

View Stats

This allows a user to view the stats of a IU game that is going on.

This is a screen that can be accessed by clicking on the game you want to see at the top. We designed the screen to be very simplistic and show the basic team stats, as well as show the in-game stats that are updating live.

Revisions

One thing that we were suggested is to change how the data is displayed. We ended up added borders to the data below matchup so that it is more like a table. Also another thing we did is get rid of the word thrown and just have int for interception so the word isn't so close to the 15-20.

Notifications On

This screen is basically the same as the IU live screen except the bell button is clicked, which turns on notifications for that game.

This design is the same as IU live as we needed an extra wireframe to show that there is a notification button that can be turned on. We wanted the button to be small and not distracting so we put a small bell next to the games that are located under the navbar.

Revisions

No revisions for this page based on feedback. People liked the look and design that we had.

Polls

This is a screen where users can vote on the teams that they think will win.
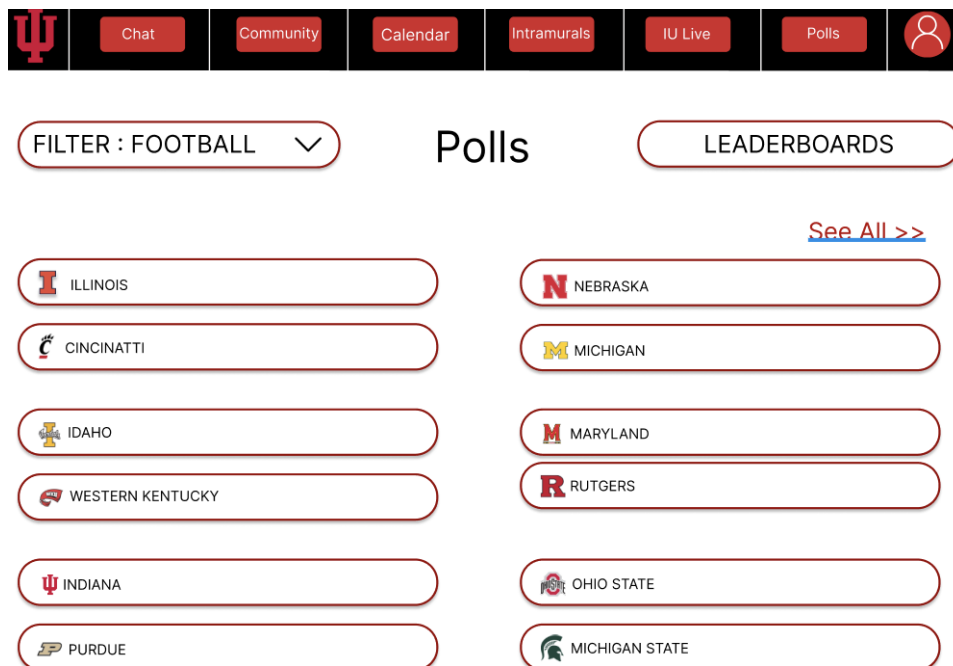
We wanted the design to be simple and easy to follow. The teams above and below from one another are the ones playing each other. We wanted the user to have the ability to look at any sport of their liking so we have drop down to choose different sports. We also have the navbar for them to navigate away from the page as well as a see all and leaderboard button for more functionality.

Revisions

We are going to color code the games so that users can more clearly see who is playing eachother. It was brought to our attention that it is hard to tell whether the teams across from each other or above and below play each other. Color coding was something we thought of that would be useful for users.

Polls Clicked

This screen shows the results of the poll that a user votes on.
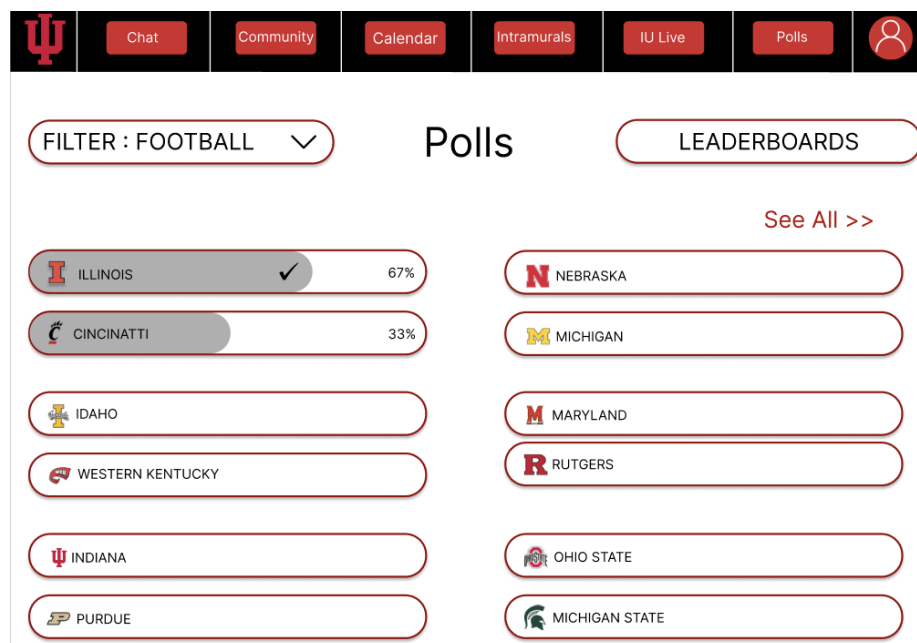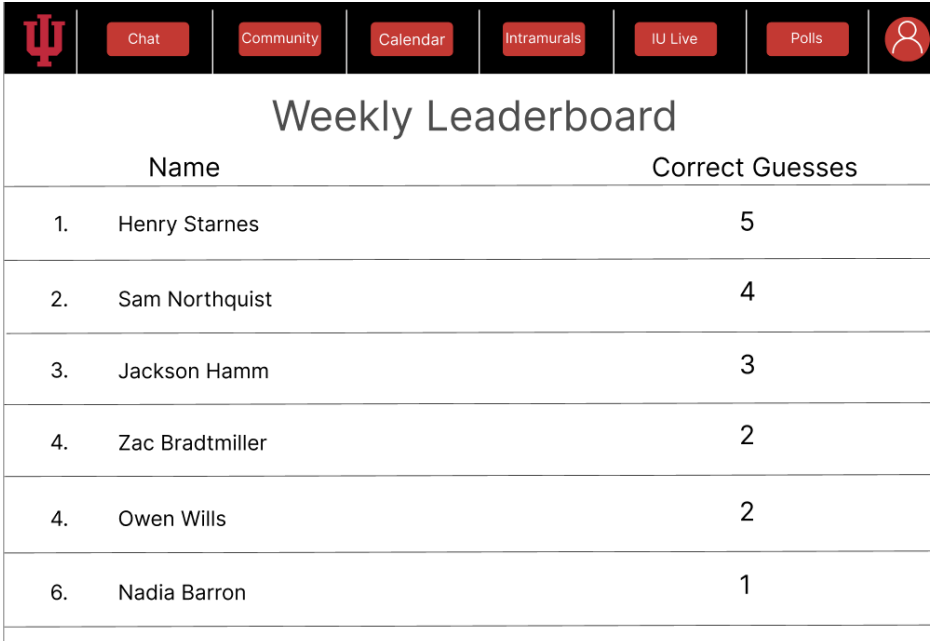
This screen shows the results of the vote that the user partakes in. We show this as a percent becuase it looks nicer than just having the number of votes. The design is very similar to the original polls screen with the only difference being that we added a shadow in the games that the user votes on to represent the percent of votes the team has received.

Revisions

Based on feedback we decided to keep this screen mostly the same outside of the changes from polls page. We also think that we may change the layout so that the team matchups are horizontally alignes so we can but 'vs' between them to help clarify who is playing who.

View Leaderboard

This will show the weekly leaderboard of the people who have correctly answered the most polls.

This page will show the top correct guessers of the week. The page has a very simple design with a white background to make it very easy to view. Since there is not a lot of information to display, bigger text was used for easier reading. Borders also separate all entries.

Revisions

No changes to this page feedback suggests that users don't care about the design of a leaderboard, they care about it being easy to read. One thing that is still being debated is having a gold silver and bronze medal next to the top 3 scorers.

UX Results

Our UX study methods helped us gain a lot of valuable insights on our overall idea, functionality, and design of our website application. We learned a lot of details about the design that we need to adjust to not only help the aesthetic, but the functionality. We learned that there were some design aspects that hurt our functionality because it was distracting the user. Another thing that we learned about our functionality was that we were missing some of the tools that were needed to completely function. In our final design we will need to incorporate all the details that we plan to have. One of the big things that we learned when running through our different methods was that our persona we were gearing our system towards is very similar to what we expected. Our persona that we now know we are geared towards is college students typically between 18-24 age group that enjoy watching or playing sports. We know that our users will include a diverse population which will help our application grow overtime. Overall, the UX studies are very important to do because they give you information about your system that you as a creator do not see. UX studies also allow for breakdowns of errors and to establish unintended consequences that occur. For our system, we have many ideas and revisions to take into consideration for the future, but these UX studies allowed for us to create iterations based on feedback.

Observation #1

In our initial observation we gathered a lot of valuable information about both the design and the functionality of our web application. The observation provided data on how our web application could be improved, for instance making some pages look more detailed. We were also able to conclude from the observation that we need to ensure that each page had the proper functionalities to allow the user to navigate and use our web features. During this observation it was clear to see which pages needed more design and which pages looked professional and final. The participant in this method allowed us to get insights from someone who would likely use our product and is from out of state which is a potential persona we would use. Overall, the observation had clear insights in to our design and some of the features that needed to be added or taken away.

Observation #1 Raw Results
Date/Time: 11/18/2022, 3:10 pm - 3:30 pm
Location: In-Person (House)
Observer: Zac Bradtmiller
Subject: Aidan Bossi

About Subject:

Aidan Bossi is a 22 year old student at Indiana University who is currently enrolled in the Kelley School of Business as a senior. He has average technical skills as he has taken a few computer based courses. He played football in high school and is originally from the Washington D.C. area. Aidan is the perfect participant for our observation because we want to know the insights from a student that is from out of state and he also enjoys sports. Finding insights about a student from another state has an impact on our gatherings because it will allow for thoughts on how our application will help students not from Indiana.

Observation Overview:

In this overview the participant was asked to navigate through the wireframes and pick out details about the design that could be improved. I specifically asked for design features that take away from the overall functionality of the application. The participant was not given any time restraints or restrictions on how to navigate the application, we just needed quality feedback on how the application functioned and design. The overall goal of this observation was to get valuable data on how the applications design aspects add to or take away from the functionality.

See appendix for observation 1 results

Takeaways

- The use of the Indiana logo is key for the user to recognize this is an Indiana based website.
- Chat feature on community does not make much sense since the user can just access that through messages
- Since the chat feature already exists, take out that from the community. Our group needs to figure out a way for the user to be able to talk in a community group chat on the message feature. This could be done by adding a feature.
- Need to make sure that pages have some delimiting factors to the text such as images instead of buttons. Images would help it look more professional.
- The create profile page needs to be fixed to look more like a registration page and not a working feature inside the application.
- Think about ways we could incorporate other colors without taking away from the overall Indiana colorway.

Observation #2

Results from observation #2 were extremely helpful to our group to understand the design concept that we have created. The participant provided us valuable information about specific design features that could use some updates and others that could stay the same because they accomplish their job. The participant in this observation was able to identify on some pages extra features that need to be added in order to make the design aesthetic to its full potential. One of the key takeaways from this observation was that our participant liked the Indiana themed colorway because it supports the idea that this application was created for Indiana University students. Overall, this observation gave us insight to the thoughts of a potential user for our application on how our design was shaped.

Observation #2 Raw Results
Date/Time: 11/18/2022, 4:15 pm - 4:32 pm
Location: In-Person (House)
Observer: Zac Bradtmiller
Subject: Trey Williams

About Subject:

Trey Williams is a 22 year old Indiana University student that is studying marketing. He was originally enrolled in the School of Luddy but decided to go a different route. Trey has been involved in club and intramural sports since his freshman year of college and loves watching sports. Trey was chosen for this observation because he would be a likely user of our application. He has been invested in sports and frequently searches for teams to play on. He will be able to give us valuable information and feedback on how our web application is designed.

Observation Overview:

In this observation the participant was asked to click through the wireframe screens and make comments about the design. Two of the items that the participant was asked to specifically speak on was the continuity of the design and if the colorway was fitting for the site. The goals of the observation were to observe user interaction to figure out key design elements that need to be changed and also, find elements that are excellent and should continue into the next iteration.

See appendix for observation 2 results

Takeaways
- On the report message screen, the user needs to have a way to clear and enter the text inputted.
- Colors on all screens should have continuity. Specifically some of the red colors have different shades when they should be the same.
- The chat feature should be continued into the next iteration since the user had familiarity with design and made the usability rather easy.
- The calendar view displays necessary information for users to easily understand the layout.
- Make sure that all parts of each screen are equally designed, the create function feature on the calendar seems less designed.

Survey #1

From the initial survey, we got a lot of valuable information. We surveyed an IU student to get his take on the design and features of the application. We learned that the design is good, especially for Indiana University students, with an IU colorway. We found the application was relatively easy to navigate for someone with average technical abilities, given the navigation bar. We should still work on usability and allowing the users to navigate through the application more effortlessly. We learned from an IU student's perspective that they would be willing to use this application in the future, as well as recommend it to other IU students. We now know that we should try to make the application with a focus on students who may not like sports, as our application currently is optimized for sports lovers.

Survey #1 Raw Results
Date/Time: 11/20/22, 6:15 pm
Location: Online (typeform survey)
Surveyor: Sam Northquist
Subject: Jack Roemer

About Subject: Jack Roemer is a 21 year old at Indiana University studying Business. He is a great subject because he possesses average technical abilities, allowing for a great usability report. He is also very passionate about sports, especially IU sports, so his thoughts and critiques could be useful for the application. Jack has also been active in intramural sports throughout his time at IU, which is a very important part of our application that we need reviewed.

Overview: In this survey, the participant was asked a series of questions about the application, being asked to rate things such as the design, navigation, or if they would recommend the application. After being allowed to navigate through the application and thoroughly observe it, these series of questions allow us to know exactly what our application is great at, and exactly what we need to improve. They are allowed to rate features 1-10 and provide justification.

See appendix for survey 1 results

Interview #1

In this interview, we looked for information about the design, navigation, usability, and features of our application. We interviewed a current IU law student, Brandon Wiggins, about his insights on the app. From this interview, we learned that some design features are off. A lot of the red colors are different shades, which throws off the design a little bit. Apart from that, the navigation seems to be great, and Brandon really enjoyed the features we are going to implement, stating that it will help the IU community out for sure.

Interview #1 Raw Results
Date/time: 11/20/2022 3:00 pm
Location: Online (Zoom)
Interviewer: Sam Northquist
Interviewee: Brandon Wiggins

About Subject:
Brandon Wiggins is a 22 year old law student at Indiana University. He is active in some IU clubs, and occasionally plays intramurals at IU. He is very passionate about sports, so his insights are valuable to the application. He does not have much of a technology background, so observing his ability to navigate and use the application will let us know whether our usability on the app is good.

Overview:
In this interview, the participant was given some time to navigate through the application and note design features. After some time, the participant is then asked a series of questions pertaining to the user's experience. From this, we can gain insights about the many features of the application.

See appendix for interview 1 results

Interview #2

For this method, we wanted to determine how people would feel about IU offering students an application like Sports Social. We also wanted to get a feel for people, like us in team 36, who had trouble making friends in college and did not have anyone to play sports or work out with. We wanted to not only get feedback on our existing ideas but hopefully get new ideas that would be nice to implement into our web app.

Interview #2
Date/time: 11/16/2022 1:00 pm - 1:35 pm
Location: Zoom (Virtual)
Interviewer: Henry Starnes
Subject: Nadia Barron

About the subject:
Nadia is a Junior at IU who loves both gymnastics and soccer. Throughout high school, she was always actively playing these two sports, but at college, she could never find an easy way to fit these activities into her schedule. We chose her because we wanted to know what the specific factors that made her stop being active and see if an application like ours would motivate her to find a workout buddy and get active again.

Interview Overview:
This interview was structured in a way to get feedback on our idea and make changes based on our subject's responses. The questions that we asked were: Do you find it hard to find people with similar sports interests as you? Do you get anxious when trying to work out alone? Would you use an application to meet IU students with similar interests as you? Would you feel comfortable meeting new people through a web application? What reasons do you have to not want to work out at IU? Would you be more inclined to work out if you had a partner or group of people who you could go with? Would you ever participate in a watch party for your favorite sport that was posted on our web app? The purpose of this was to see how a former athlete who likes to stay active would use our app and how they would feel about it.

Results:[2]
- We learned that overall Nadia stopped workout due to the fact that the people she meant and became friends with were not interested in sports and she did not want to go to the gym alone
- She also explained that she did the gymnastics club but stopped because of the fees and she did not want to keep paying too much money to do gymnastics. She went on to explain that having friends with who she could just go to a field and do things like "floor" she would have been more than happy to keep doing gymnastics
- She said that she would feel safe meeting new people through a web app and she thinks that it would be a good way for students to make new friends and be more active
- She said that while she was not interested in getting back into playing soccer, going to a watch party with people to watch big games would be fun and as long as she could view a user's profile and message them about it, she would feel safe and excited to go.
- This interview gave our team good insight into how important it is to have a good chat and profile system in our app so that users feel safe when meeting other students. It also gave us clarity that our idea would be useful to students.

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[2] Interview 2 in appendix

Interview #3

This interview has the same goal as number 2. We want to find more information about if users have a good use for our web app. Also, by looking at what the differences are in their responses and how our web app works we can make adjustments to each of our epics. We want our epics to be features that will actually help IU students meet people so by seeing if people would feel comfortable meeting people through our app and asking about features we can get feedback on how a student feels about them.

Interview #3
Date/time: 11/17/2022 12:00 pm - 12:45 pm
Location: Zoom (virtual)
Interviewer: Henry Starnes
Subject: Brianna Hess

About the Subject:
Briana is a junior at Indiana University studying biology. She is big into working out and also loves to watch IU sports. She does not work out consistently due to the fact that she does not have any friends who work out and she doesn't like walking home alone late at night which is when she typically works out. We chose her because we thought she could give us good insight about watch parties for IU sports and also how she would feel meeting workout partners through our app

Interview Session:
The questions that we asked were: Do you find it hard to find people with similar workout interests as you? Do you get anxious when trying to work out alone? Would you use an application to meet IU students with similar interests as you? Would you feel comfortable meeting new people through a web application? What reasons do you have to not want to work out at IU? Would you be more inclined to work out if you had a partner or group of people who you could go with? Would you ever participate in a watch party for your favorite sport that was posted on our web app? Based on the responses of these questions I would ask follow up questions about why she rescinded a certain way. The purpose of this was to get a better understanding of how people who do not particularly play sports would make use of this app. We want people who may only be looking for workout partners to also have a place in our app so we wanted to interview someone who isn't an athlete.

Results: [3]
- Brianna said that she would like an app that would help her find workout partners and that it would motivate her to workout if they set a specific time to meet.
- She also said that she would be more comfortable meeting someone through an app knowing that they are an IU student.
- She said that she does find it hard to meet new people especially because she transferred here and most of her time is taken up by studying.
- She also said that even though she is not that much into sports, a watch party posted on our app would be a cool thing to have and help students around campus make new friends.
- She also pointed out working out alone at IU facilities is intimidating due to the fact they are so busy so having someone with you would reduce the stress and anxiety she gets from the atmosphere.

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[3] Interview 3 in appendix

Usability Test #1

I think this highlighted a couple of problems. First is that it isn't super obvious that each calendar element is clickable. Users need to know that if calendar elements are clicked, they reveal more information about the event. A way to fix this might be to add a hover function so when the user hovers their mouse over the element it highlights to let them know it is clickable. Another small issue was the user wasn't immediately able to identify the profile page. A way to fix this might be to make that part of the navigation a little bigger.

Usability Test #1
Date/Time: 11/20/2022, 4:36 PM - 4:44 PM
Location: In Person
Test Conductor: Jackson Hamm
Subject: Zack Hamm

About the Subject: Zack Hamm is Jackson Hamm's younger brother. He is fairly tech savvy and will be a good test for the system. Zack is familiar with most forms of social media and has some experience in creating apps.

Session Overview: In this session I gave Zack a series of tasks to complete. He was asked to navigate to different sections of the mock app I gave him, and to think aloud when completing these tasks. The purpose of this test is to see what the potential problem points in our design are and how to make them better. The mock app I gave Zack is based on the wireframes that we made in Figma. Some of the tasks that I gave Zack included "Please Navigate to the Calendar Page", "Please identify which day Indiana Men's Basketball plays", "Please state where the game will be played", "Navigate to the intramurals page", "Please navigate to the team creation page", "please navigate to the profile page", "state the name of the user"

See appendix for usability test 1 data

Usability Test #2

This test showed a couple of problems with the app. The biggest issue is there is no way to get out of a chat thread after a user clicks on it. The only way is to use the nav bar to go to a different page or click on the chat again in the nav bar. Another thing that can be done to improve the site is to make each team in the poll section bigger. The user had a little trouble finding Indiana at first, and it would be easier to identify if the icons and text were bigger.

Usability Test 2

Date/Time: 11/20/2022, 7:12 PM - 7:22 PM
Location: In Person
Test Conductor: Jackson Hamm
Subject: Taylor Hamm

About the Subject: Taylor Hamm is Jackson Hamm's younger sister. She is an active user of computers and should be fairly familiar with most basic website designs.

Session Overview: In this session I gave Taylor a series of tasks to complete. She was asked to navigate different sections of the mock app I gave her and to think aloud when completing the tasks given to her. The purpose of this test is to see what the potential problem points in our design are and how to make them better. The mock app I gave Taylor is based on the wireframes that we made in Figma. Some of the tasks that I gave Taylor included "Please Navigate to the Community page", "Please find the button to create a community and click on it", "press cancel to go back to the communities home page", "please navigate to the chat page", "Send a chat to Owen Wills", "Exit out of the chat threat with owen", "please navigate to the polls page", "Place a vote for Indiana", "What percent of users voted for Indiana?", "Please find the user with the most correct guesses this week"

See appendix for usability test 2 data

Project Timeline

Sprint	Task (Owner)	Dependency
SP-08	Database Set-Up (Sam) Database Set-Up (Henry) Application Design (Jackson) Application Skeleton (Zac)	None None Application Skeleton None
SP-09	Intramural Task (Sam) Profile Creator(Henry) IU Live (Jackson) Calendar Public (Zac)	Database setup, profile Database setup Database setup Database setup
SP-10	Community Task (Sam) Autofill (Henry) Polls (Jackson) Calendar Private / Chat (Zac)	Database setup, profile setup Profile creator, database setup Database setup Database, profile
SP-11	Reviewing Epics (Sam) Work on Design(Henry) Review Epics (Jackson) Chat / Review (Zac)	Completion of epics Completion of epics Completion of epics Completion of epics
-	Spring Break	Spring Break
SP-12	Interviews (Sam) Usability Testing (Jackson) Usability Testing (Henry) Survey (Zac)	Completion and review of epics Completion and review of epics Completion and review of epics Completion of website
SP-13	Revisions (Sam) Revisions (Jackson) Revisions (Henry) Revisions (Zac)	Interviews Usability Testing Usability Testing Survey
SP-14	Grading	Grading

SP-08 (Weeks 01/02): Preparation, Database, Ramp up.

- Database set up (Sam): Database will be set up to allow for the data to be stored. Not dependent on any other tasks.
- Database set up (henry): Database will be set up, creating tables based off of our ERD from last semester. Not dependent on any other tasks.
- Application Skeleton (Zac): Create a base skeleton for the database to be able to display information to. Create test data to allow for this process to be tested. Not dependent on any other tasks.
- Application Design (Jackson): Create the colorways through CSS and HTML on application to allow for the first iteration of design. This is dependent on the application skeleton.

SP-09 (Weeks 03/04): Epic for all team members.

- Intramural task (Sam): Sam is responsible for making sure intramural epic works by allowing data to be inputted/stored and viewed on the website. Teams should be able to be created/edited/viewed/deleted. This is dependent partially on the database setup and profile setup.
- IU Live Task (Jackson): Jackson is responsible for making sure the IU Live epic works by taking information off the web and being able to view it on our website. Users should be able to view team related information as well as receive notifications. This page is partially dependent on database setup.
- Calendar Public task (Zac) Zac will create the calendar epic that allows for users to see the Indiana public events. Users should be able to view any upcoming sporting event that Indiana University will be participating in. When they click on these events they should see all the details involving the event and return to the calendar page. This will be dependent on the database being set up properly.

SP-10 (Weeks 05/06): Epic for all team members.

- Community Task (Sam):Sam is responsible for making sure users can create/edit/view communities within the application. Communities should be able to be created/viewed/edited/deleted. This is dependent on Database setup and profile setup.
- Polls (Jackson): Jackson is responsible for making sure that users can view/vote/filter polls and see leaderboards. This will require data to be inputted, stored, and received from the database. This page is partially dependent on the database setup.
- Autofill (Henry): Henry will work on the auto fill epic so that users will not have to re enter information when logging in a second time. This is dependent on having database setup as well as the login and profile functioning.

- Calendar Private / Chat (Zac): Zac will finish up the private portion of the calendar which allows users to add private events to their own calendar, but cannot be seen publicly. After that small task he will then create the chat epic where users can communicate with each other. This will be dependent on the profile feature.

SP-11 (Weeks 07/08): Epic for all team members.

- Review epics (Sam): Sam is responsible for making sure all the epics work in their designated way. This is 100% reliant on the completion of each group member's epics.
- Work on Design (Henry): Henry will work on the design of each page and make it look better and cleaner in preparation for presentations. Dependent on all epics being completed
- Review epics (Jackson): Jackson will review epics and make sure they work the way they are intended. This is reliant on the completion of all epics.
- Chat / Review (Zac): Zac's first job will be to touch up any leftover issues for the chat feature that will allow for users to communicate with each other. After he will then help with the revision of epics, which is dependent on the completion of all epics.

DEMO (Week 09): Teams schedule into demo sessions to show off projects. Epics should all be completed.

Spring Break

SP-12 (Weeks 10/11): UX studies and revisions/continuing to revise and improve projects.

- Interviews (Sam): Sam will be responsible for conducting interviews with IU students. They will be allowed some time to navigate and look through our application, where this will be followed by a series of questions to help us edit and review our project. This is dependent on the completion and review of our epics.
- Usability Tests (Jackson): Jackson will be responsible for conducting usability tests of our site. Users will be asked to accomplish a set of tasks and think aloud when completing the tasks. This will give our group a better idea of what needs to be improved on our site and what works well. This is reliant on the completion and review of all epics.
- Usability Testing (Henry): Henry will also be doing usability testing so we can get a lot of feedback about the design and functionality of our system. Users will be asked to do different tasks than Jackson has. Henry will ask the user if they are having any difficulty and ask about any part of the website that feels hard to use

or confusing. This is dependent on the completion of all of the epics and having our web app built out.

- Survey (Zac): Zac will conduct a survey on the overall design and usability of the application. This will allow for users to give honest, anonymous feedback about our application without having to talk to us directly. This will allow for users to give a more honest opinion and be more crucial about details that need adjustments. This is dependent on the completion of our website.

SP-13 (Weeks 12/13): UX studies and revisions/continuing to revise and improve project.

- Revisions (Sam): After conducting interviews, Sam is responsible for revising the epics. Any problems that were outlined in the interviews need to be fixed at this point. This task is reliant on the completion of interviews.
- Revisions (Jackson): After completing usability testing, Jackson will be responsible for revising any epics that need fixed. Any problems that were identified in the usability test will be addressed here. This task is reliant on the completion of the usability tests.
- Revisions (Henry): Henry will take the results of the usability tests and will be responsible for fixing things that users found to be confusing and poorly built. This is dependent on the completion of the usability tests.
- Revisions (Zac): Once the surveys have been completed, Zac will be responsible for going into the application and fixing any revisions that were suggested. This will require debriefing from the team to ensure that the revisions are necessary and improves our site. This step is dependent on the completion of the surveys.

SP-14 (Weeks 14/15): This does not need to be included on your timeline/plan because this will be grading and turning in any non-project deliverables.

Successful Teamwork

Online Communication

We will meet via zoom so that we can share the documents and look at the work we did by ourselves and get each other caught up with the current state of anything we are working on. In order to set up these meetings our main form of quick communication is via text messaging. This allows us to set up emergency meetings or reschedule meetings on the fly if absolutely necessary.

Storing Information

We will store our documents in a shared google drive so everyone has access to the documents at any time. We will add notes to any assignment that can be done in google docs by leaving comments whenever we find something we need to change we can leave a comment that everyone would be able to see. This also allows us to create our own presentations, sheets, documents, and more while working on it at the same time. We believe that each team member should have their own form of notes in order to maximize efficiency and comprehension of the assigned tasks. Also it is vital to take notes individually when working on individual assignments because it will allow us to see where mistakes started happening and find a reasonable solution.

Meeting Plan

We plan to meet for 20 minutes on Tuesdays and Thursdays at 5pm. Our expectations of the meeting is to communicate the problems we are having with our project. For instance if I am struggling to fix my code that would be a time to get help from other members. We plan to be very specific with our progress and give each member time to talk about what they have been working on, how it is going, and what their plan is until we have the chance to meet again. Our policy for missing a meeting includes communicating the absence at least 2 hours prior to the meeting. We plan to try to resolve schedule conflicts and reschedule for a time later that day or the next. As far as penalty for missing a meeting, we feel that it is required to still communicate with the remaining groupmates what we did via email or text prior to the meeting so we can still discuss.

Expectations

One of our main expectations as a group is that when we are meeting and working together is that everyone participates and works hard. While working hard is subjective, we know how important it is to do work efficiently and successfully. We believe in timely work as well, cutting it super close to the deadlines is unacceptable unless there is an emergency. Another one of our expectations is that everyone participates actively in group meetings and discussions to make sure everyone is on the same page. If we need to update our expectations or add to them then our group has decided it will sit down again and go through them as a

group. Communicating when these changes need to happen will be up to the discretion of the team.

Interpersonal Issues

If group members have interpersonal issues we will first start by sitting down as a whole team to get to the bottom of the issue. We will begin by listing each problem that one another is having and why. We will discuss these steps as a team to ensure that everyone gets a fair share when talking. We will set up a week plan to try to resolve such issues and then meet once again after a week to discuss how the plan is working. If this plan is working we will continue to that plan as long as it helps resolve issues. If it does not work we will reach out to either a UI or AI to sit in on the discussion and ask for advice as needed. If this plan we set again still does not work we will then have a decision on what is best for the team and how to continue around the issue. The overall goal of setting up meetings and plans is to allow for problems to de-escalate quickly and minimize the effect on the team. If worse comes to worse and we still have a problem in the team the majority will make the decision on if it is appropriate to request a removal.

Training Plan

Our team will need a little bit more training in MySQL and the database aspect of the project. More proficiency in extracting and manipulating data from the database will also be needed. While our team is pretty proficient in Python and HTML, we could definitely improve on some website styling. The ITPs will be a great tool for learning more about how the database can interact with our application, while also strengthening our knowledge in the parts we are already good at. Past assignments can also be looked at to help guide us in the right direction in case we get stumped.

Our team will definitely have to do some external research outside the class to ensure we are proficient enough to deliver a quality, efficient application. Some good tools that we have been guided to use in past classes are websites such as W3Schools. These provide great tutorials on almost any kind of program available on the web. Research will be done on this website in an attempt to strengthen our understanding in our weak areas. Other websites offer great tutorials as well, where members of our group will periodically do tutorials on the parts of themselves they deem the weakest. Most of this training will need to be done in the first semester, making sure that we have all the knowledge and experience we need to finish the application in a timely manner.

To hold each other accountable, we will discuss what training we have completed during our meetings. Each team member will be expected to put effort into their training periodically throughout the first semester. During our meetings, team members will have to describe what they did, and why they did it. If a team member does not attempt to train, they will be expected to make up the training in the following week(s). Periodically talking about our training together and holding each other accountable will encourage our team to make sure their training is done on time.

Risk Factors/Exposures

1. Covid / Health

One thing that is always something we want to be careful about is the health of our group members and ourselves. We will need to be ready to still complete work even when we may have to quarantine due to a sudden sickness. In the case of something like this happening we will make sure to make extra meetings online so that even if we miss classes due to being sick, we will still be getting quality work done.

2. Technical Proficiency

There is always the possibility that our group has decided to try and tackle too big of an issue than we can handle. As outlined in our training plan we are going to be doing research every single week to assure that we have the technical skills needed to create a sufficient project. In the case where we cannot find a solution after hours of research and all else fails, we will make our way to office hours to ask for assistance. We will not come empty handed, we will outline what exactly we researched and what we are confused about. By doing this we feel that we will be able to overcome any technical hump that we face in the future.

3. Time Management

During the course of this project time management will be vital to success. However, it can also be something that could be the downfall of our team. Something that we do not want happening under any circumstance is planning too much work in the time span we are given. We will make a plan of what we want to be done for the entirety of the second semester so that we know what is the focus for that week. If we have a certain epic that we want done quickly, we will schedule it for the next week's work load so that we can keep track of what we have done and what still needs to be done.

4. Lost Files

Throughout the project there will be many files to keep track of as a team. This includes when we have to merge our files together and share them as a team to work on them together. One risk associated with this could be losing or misplacing files. Misplacing files is a time consuming issue that can be frustrating especially when trying to do further work in the file. Also, losing a file completely can be extremely overwhelming and hard to recover as you would have to start from scratch. A solution that we can use to ensure this does not happen includes proper naming of files. We should not allow for "Project step" or other basic names as they can get confusing and not efficient when trying to locate. Instead we believe by properly naming items it will be easier to keep organized. Another step to the solution is to make sure all work is backed-up into the Google folder or the GitHub repository we created as a team. Following these steps will ensure that we do not lose or misplace files.

Acknowledgments

Appendix

Observation #1

Results:
Notes - (*Times are estimates based on a time marker that was clicked when notes were taken)
3:10:00 - Participant begins interaction with wireframes.
3:12:34 - Participant notices Indiana logo and makes statement "I like the IU logo as it helps me recognize right away this is an IU based website".
3:13:40 - Participant clicks through IU live and analyzes images.
3:15:22 - Participant navigates to Intramural sports page and questions why design levels dropped. Notice the IU live page looks a lot more professional than others.
3:17:32 - Participant navigates to the community and clicks through. "The search bars are different on this page than the past couple."
3:19:13 - The chat on the community page seems unnecessary as there is the messenger that the user could send messages to.
3:21:11 - Participant gets stuck on polls pages as there is no navigation on these pages. The only navigation for these pages is the navbar, no access to the leaderboard page.
3:22:56 - Statement made "A lot of you page designs have only text and shapes, the difference between the sports page and these pages are images with layovers that do not make it seem so blocked"
3:24:23 - Participant navigates to profile and reads through text. Confused on profile edit page, there needs to be clear editable buttons.
3:25:23 - Participant makes a remark that the create profile needs to be different than a typical page as you would not be able to have access to a navigation bar when creating a profile.
3:27:07 - Statement made "The overall idea of having the colorway themed IU helps the consistency across the site, but I would like to see other colors incorporated so the entire thing isn't just red, white, and black."
3:29:50 - Participant navigates through the last of the pages and notes that we have some good designs and some that need work, but felt that those pages were obvious. When asked to clarify the participant stated "You have some screens that look like you spent hours designing and others that look like you spent 15 minutes, make all your designs look like you spent time."
3:30:00 - End Observation

Observation 2

Results:

Notes - (*Times are estimates based on a time marker that was clicked when notes were taken)
4:15:00 - Participant begins interaction with wireframes.
4:15:23 - Participant enters the homepage.
4:17:50 - Participant reads through the homepage and decides to click the navbar to chat.
4:19:28 - Participant stops and compares messaging feature to phone chat.
4:20:30 - Statement made "I noticed the messaging feature that is created is very similar to my phone which is good for continuity on a website."
4:21:47 - Participant clicks through message windows, but does not spend time reading information.
4:22:10 - Participant stuck on report message window, no way to enter the report.
4:22:52 - Statement made "I noticed a lot of red, black, and white is used to show the IU theme, but on some screens the shades of red are different."
4:26:14 - Participant shuffles through the calendar without much issue.
4:27:50 - Remark made that the create event seems less designed than the rest of the calendar.
4:29:47 - Participant gazes through the community page, spending a decent amount of time analyzing the chat feature in the community.
4:31:50 - Participant concludes walk through with statement, "I thought that the design was consistent throughout the website, but some of the colorways slightly differ. I would like to see the colorway consistent on every page to capture the full continuity of your design."
4:32:00 - End Observation

Interview 1

Interview:

Please navigate through the app.
What do you think about the design?

I like how it is an IU theme. Lots of the reds seem to be different shades from each other, which kind of throws off the design a little bit.

Was it easy to navigate through?

Yeah, the navbar makes that easy. I had no problems

What do you think of the features we are going to implement?

I think they could be really helpful to the IU community. I know I would appreciate a place to look and sign up for intramural teams and communities. I think the live scoring feature is also nice, although there are many other places where I can find the live score. I think the polls are a great way to keep the community engaged.

Would you use the app as an IU student?

For sure. I struggled with making friends when I first came to IU, this app would have helped a lot. I think this could be very helpful for future IU students.

Interview 2

Transcript:

Do you find it hard to find people with similar sports interests as you?
'Ya sometimes, it's hard to find people interested in gymnastics in general'
Do you get anxious when trying to work out alone?
'Yes I've had bad anxiety since I was a kid so in any crowded space I get anxious'
Would you use an application to meet IU students with similar interests as you?
'I think so, I would be a little nervous but I think it'd be a good way to make friends'
Would you feel comfortable meeting new people through a web application?
'I think as long as they have a profile I can view and see they aren't weird I would be comfortable'
What reasons do you have to not want to work out at IU?
'Mainly the fact it is so crowded and I don't really have friends who workout'
Would you be more inclined to work out if you had a partner or group of people who you could go with?
'Yes I think it's make it more fun and it'd make me less nervous'
Would you ever participate in a watch party for your favorite sport that was posted on our web app?
'I don't watch sports a ton anymore but I think it would be a good way to meet new people and have a good time'

Interview 3

Transcript:
Do you find it hard to find people with similar sports interests as you?
'I'm not a huge sports fan, but I workout and I feel like its hard to find people to get to go with me"
 Do you get anxious when trying to work out alone?
'A little bit. It's more about walking home alone because I usually workout at night"
 Would you use an application to meet IU students with similar interests as you?
'Yeah I think that'd be a great way to meet more people. Most the people I meet in class don't share any particular interests so I would enjoy an app that would help me meet more people'
 Would you feel comfortable meeting new people through a web application?
'Yeah as long as it's a IU student I wouldn't be too worried'
What reasons do you have to not want to work out at IU?
'I hate how busy it is and I hate waiting to use a machine"
Would you be more inclined to work out if you had a partner or group of people who you could go with?
'Yeah I would definitely feel safer. I still think walking home alone would be scary, but if the other person walked a little bit with me id feel better"
Would you ever participate in a watch party for your favorite sport that was posted on our web app?
'Yeah I think it would be a lot of fun, plus I don't have espn so I don't really ever get the chance to watch sports"

Survey 1

Survey: *Please navigate through the application and observe design features and navigability.*
How would you rate the design?
        6-8. I like how the design has an IU theme. I think some whitespace should be cleared through.
Would you be able to easily navigate through the application?
        8-10. Navigation bar helps very much. Pretty much everything is accessible from any page.
How likely would you be to recommend this app to another IU student?
        6-8. I think this app could definitely be great at bringing students together, but focuses too heavily on sports. People who don't like sports likely would not use the app.
How likely would you be to use this app?
        8-10. I like the live score features, as well as creating communities and intramural teams.
How helpful do you think this will be for the IU community?
        6-8. I think this can definitely help bring students together, but as said before, needs to have more things for people who dont like sports.

Usability test 1

Notes

4:36 - Usability Test Begins

4:36 - Moderator Explains the Test to User

4:38 - Moderator asks User to "Please Navigate to the Calendar Page"

4:38 - User successfully navigates to the Calendar Page

4:39 - Moderator asks User to "Please identify which day Indiana Men's basketball plays"

4:39 - User correctly identifies which day Indiana Men's basketball plays (11/20)

4:39 - Moderator asks User to "Please state where the game will be played"

4:40 - User looks around the page at first before clicking on the men's basketball event on the calendar. User correctly identifies location of the game (Gainbridge Fieldhouse)

4:41 - Moderator asks User to "Navigate to the intramurals page"

4:41 - User successfully navigates to intramurals page using nav bar

4:42 - Moderator asks User to "Please navigate to the team creation page"

4:42 - User successfully navigates to the team creation page

4:42 - Moderator asks User to "Please navigate to the profile page"

4:43 - User successfully navigates to the profile page

4:43 - Moderator asks user to state the name of the user

4:44 - User successfully identifies the name of the user (Zac Bradtmiller)

4:44 - Usability Test Concludes

Usability test 2

Notes

7:12 - Usability Test Begins

7:12 - Moderator explains test to user

7:13 - Moderator asks User to "Please Navigate to the Community Page"

7:14 - User successfully navigates to community page using nav bar

7:14 - Moderator asks User to "Please find the button to create a community and click on it"

7:14 - User easily identifies the create community button and clicks on it

7:15 - Moderator asks User to "press cancel to go back to the communities home page"

7:15 - User successfully clicks on the cancel button

7:15 - Moderator asks User to "Please navigate to the chat page"

7:16 - User successfully uses nav bar to navigate to the chat page

7:16 - Moderator asks User to "Send a chat Owen Wills"

7:16 - User successfully clicks on Owen Wills to open the chat thread

7:16 - Moderator asks User to "Exit out of the chat thread with Owen"

7:16 - User states "I don't know how to exit"

7:18 - User clicks on the chat button in the nav bar to return to chat home page

7:19 - Moderator asks User to "Please navigate to the polls page"

7:19 - User successfully navigates to the polls page using nav bar

7:19 - Moderator asks User to "Place a vote for Indiana"

7:20 - User searches for Indiana before correctly identifying and selecting Indiana

7:20 - Moderator asks User to "What percent of users voted for Indiana"

7:20 - User successfully identifies the percent of users that voted for Indiana (74%)

7:21 - Moderator asks User to "Please find the user with the most correct guesses this week"

7:22 - User selects the leaderboard button and correctly identifies the user with the most correct guesses (Henry Starnes)

7:22 - Usability Test concludes