

Athena App

ECE 564 Final Presentation By Sportcraft

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Agenda

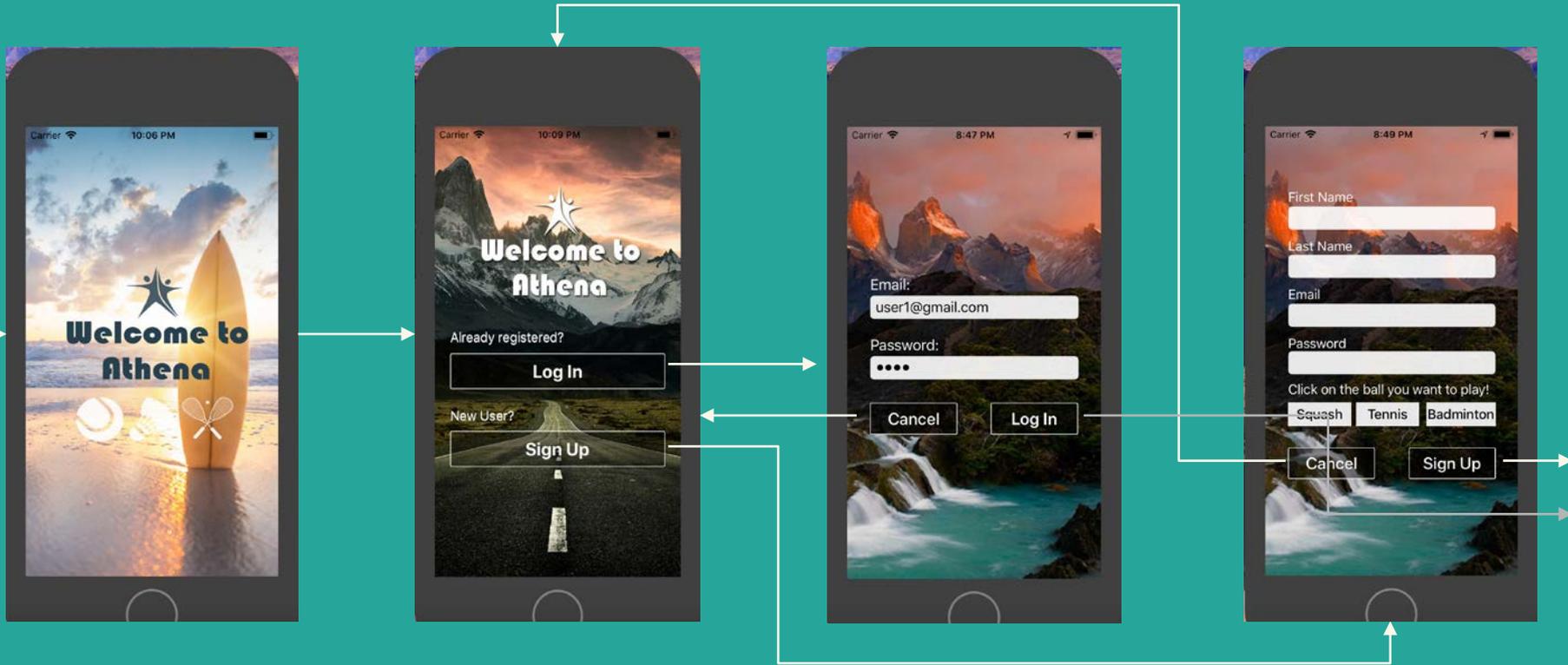
1. Development Scenario
 2. App Design & Implementations
 - 2.1 Implementation Logics & Functions
 - 2.2 Other Functions & Highlighted Features
 3. System Architecture
 4. Project Prospects
 5. Demo
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Development Scenario

- ◎ Increasing number of people interested in playing sports
- ◎ Hard to find players, book courts and find time
- ◎ Reduce physical inactivity is necessary
- ◎ Encourage sports participation is necessary
- ◎ Target customer in specific area/group (e.g. IBM, Duke)
- ◎ Needs solutions to resolve current situation

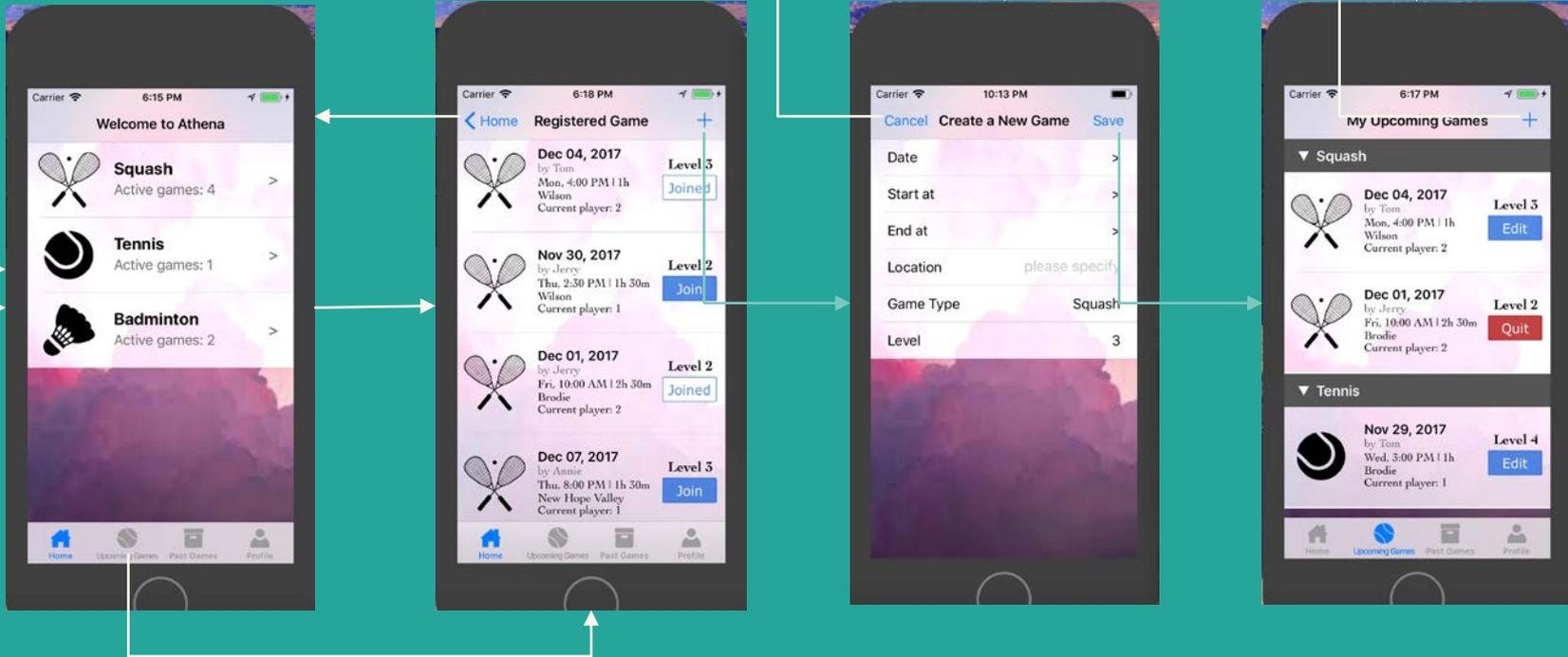
App Design & Implementation

Implementation Logics & Functions



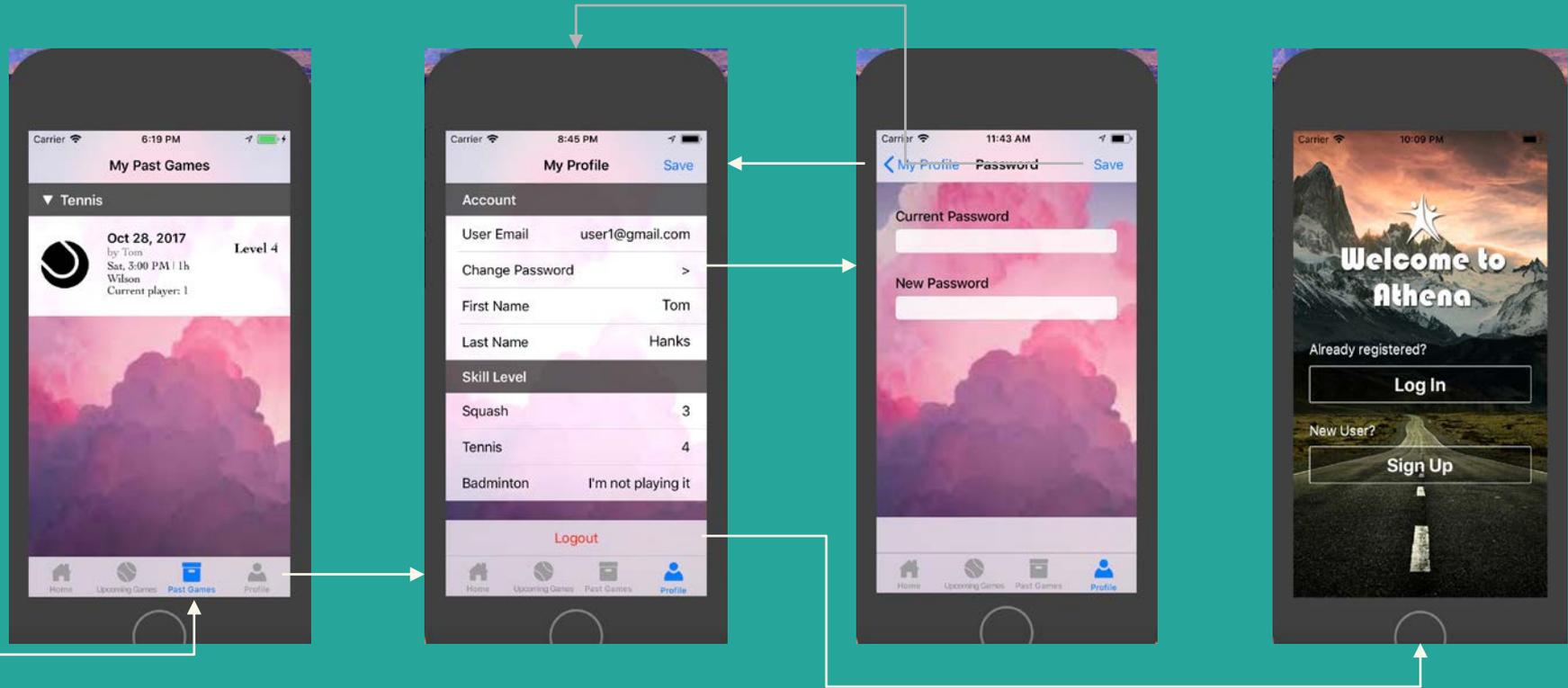
App Design & Implementation

Implementation Logics & Functions



App Design & Implementation

Implementation Logics & Functions

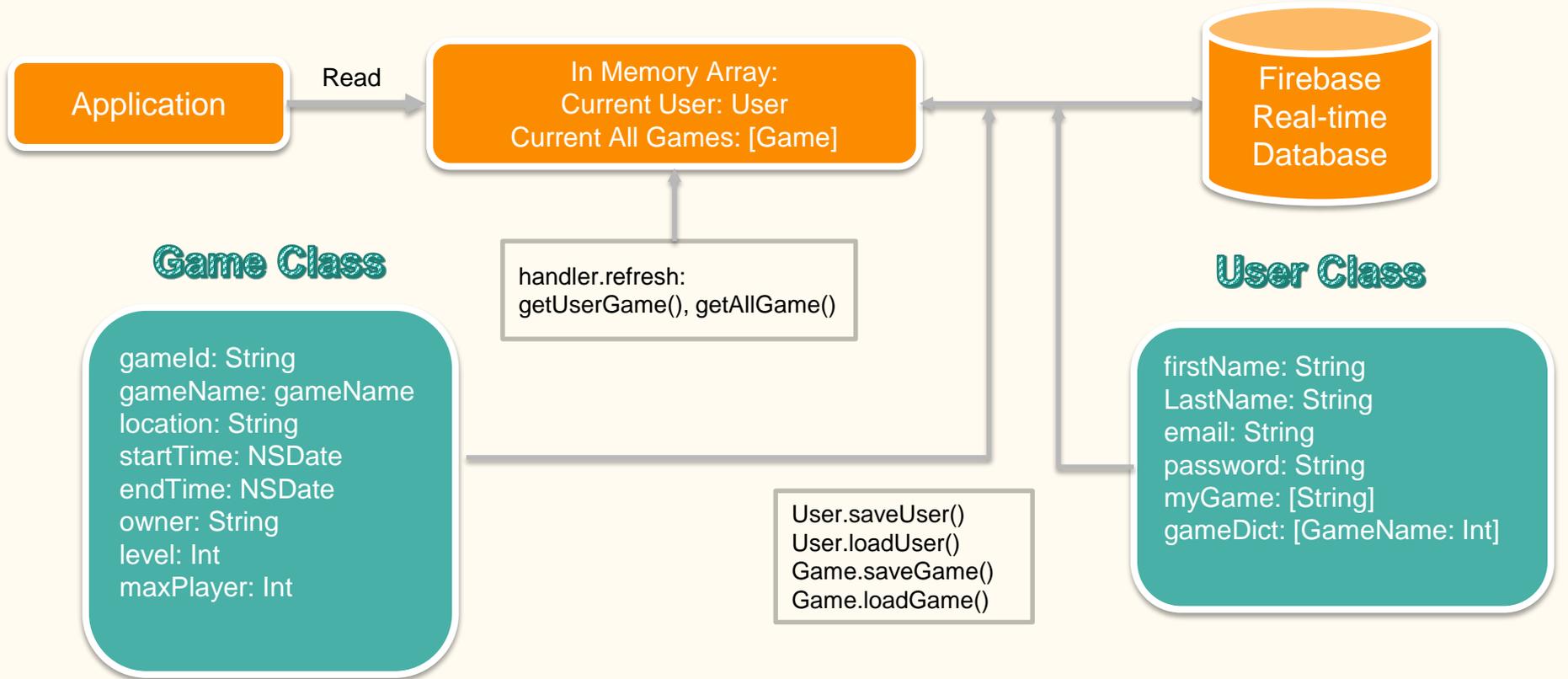


App Design & Implementation

Other Functions & Highlighted Features

- Rating your skill levels
- Refresh Page (Fetch updating data from database)
- Validation when create new games
- Button configuration (Define the behavior for button actions)
- Expandable header view

System Architecture



Project Prospects

- Feedback collections for App improvements
- Notification for all involved players when game edited
- Increasing variety of games
- Cloud storage, real-time data updating
- Game Invitation between friends (Profile sharing)

Demo