
The Locker Room

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Clients: Soccer players



What is The Locker Room?



The locker room is a new approach to organizing recreational soccer games or sweats as we call them. The locker room will allow players to browse sweats and find other players that they would like to play with in a much more efficient and organized way than was previously available.

Goal & Motivation



- The overall goal of this project is to both enable soccer players to efficiently organize unofficial games (sweats) and find people or groups to play with
- Currently, when soccer players are planning sweats, or simply looking for people to play with, they utilize social networks such as Facebook and Whatsapp
- These social networks have limitations such as:
 - Information such as venue, time, confirmed participants and other announcements are not readily available
 - Players find it difficult to find new friends/groups to play with
 - Players are unable to track their personal statistics
 - Few persons who play sports are aware of where they can go to play with a team

Approach



In order to solve these problems and achieve the overall goal, the following key features and functionalities will be implemented:

- Player/Sweat search/invite
- Sweat Pages
- Recording of personal statistics
- Friendliness Rating

Novel Features



Due to the unique nature of our system, many features being implemented are relatively new.

Novel features include:

- Create a sweat event which allows users to efficiently manage relevant information such as date, venue and time or sweat, as well as keep track of sweat participants
- Search for new players to invite to sweats
- Search for sweats to request to attend
- Track events of sweats either during or after the sweat
- Record personal statistics based on sweat events

Technical Challenges



- Becoming familiar with database tools such as php and SQL to store and retrieve data for the website and further database manipulation
- Learning javascript, html, and CSS to aid in the development of the website and its functionality

Milestone 1



- Compare and select technical tools
- Provide small (“Hello World”) demos to evaluate chosen tools
- Resolve technical challenges
- Compare and select collaboration tools for software development, documents/presentations, communication, and task calendar
- Create Requirement Document
- Create Design Document
- Create Test plan

Milestone 2



- Implement, test and demo feature creating and maintenance of profiles for users
- Implement, test and demo feature adding and maintenance of friends

Milestone 3



- Implement, test and demo chat implementation
- Implement, test and demo making and maintaining group chats