CGT Capstone Project

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Semester and Year:

Each project must have a sponsor and an advisor. The **sponsor** is the person that proposes the project and has the overall project vision and idea. The **advisor** is the person that provides operational support and guidance to the project, as well as potentially technical expertise. Each role could be a CGT faculty member or an industry representative; however, each project must have CGT faculty and industry (external) participation and engagement.

Project Title: Mobile App for local youth soccer club

Anticipated problem to solve (in general): Consumers to the club have several pieces of software they have to be familiar with to their activities. The mobile app would provide one place for the consumer to conduct all their activities.

Project Description (500 words or so): Currently the soccer club uses software provided by Got Soccer to stay connected to the Indiana Soccer League, tournaments the club teams play in, and other functions related to playing within a State league. This requires consumers (players and their parents) to stay connected to the software through individual accounts. The software is not very user friendly for these consumers, and lacks mobile functionality. Got Soccer also provides a structure for the club's website, but the options for the website are limited.

Many teams within the club use an alternative app called Team Snap for internal team communications, scheduling, etc. Information has to be added into Team Snap manually and then some functions come at a cost (e.g. availability for a given event).

The club would like to create an app for mobile platforms that can pull data from Got Soccer when related to team rosters, schedules, etc., and push data related to an individual user. Then use the same app to incorporate functions such as instant messaging to teammates, availability for events, updates on schedules, etc.

This solution could eliminate several problems the club has when dealing with consumers that may not have access to computers and therefore lack the ability to login to Got Soccer software to retrieve information from or update their accounts. Trying to do such from mobile devices has proved unreliable. It also provides additional opportunities for the club to stay more connected to one another, and reduce mistakes one may make when taking information from one system and manually loading it into another.

Anticipated obstacles (if any):
There are limitations within the website platform we use and/or required knowledge in coding. Security of the app must remain paramount. The Got Soccer information contains personally identifiable information such as names, dates of birth, addresses,

etc. This information must remain protected. Because of potential limitations with such, the app may have to be limited to a combination of the club's website and the functions of the Team Snap app.

Anticipated outcomes:
A clean mobile platform our consumers find easy to use and streamlines club processes.

Resources provided by the company (i.e., financial support, software licenses, hardware, etc.): Can provide some support with the current website information. We could potentially provide access to Got Soccer information or "dummy" Got Soccer accounts. Finally we can provide an expertise in what user's desire from the app.

Resources expected from student team (i.e., time, software access/availability, transportation, etc.): knowledge in app development