Problem

As generations pass, more and more people are deciding to stay inside and use technology for lackadaisical means.
Therefore, there is difficulty in finding basketball players and athletes alike looking to run a good game of basketball with other people.

Solution

Develop a multiplatform mobile application dedicated to helping encourage physical fitness, increase social connections, and build a community around basketball in every city and state.

PickUp the basketball run(game) finder.

Target Market

Hoopers, all the basketball players that are constantly going to the park to play pick-up basketball with random strangers.
Sporting brands, NCAA, NBA.
Individuals looking to get some cardio in after a workout at a gym, or people who want to get back into fitness.
We want to build an inclusive and supportive community with maybe a little bit of trash talk mixed in.

Implementation

Geolocation to find the users current location.
Geofencing to find users in parks
Allow users to communicate with other users to meet at parks for pick up basketball games.
Check how many users are in a location and display on map via color.

Application Features

- Login and Sign up
- Attribute Selection (Dunker, Defender, Playmaker, etc.)
- User Profiles
- Social Feed
- Maps API
- Geolocation to find the users current location.
- Geofencing to find users in parks
- Allow users to communicate with other users to meet at parks for pick up basketball games.
- Check how many users are in a location and display on map via color.
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System Architecture Diagram

User --> Frontend (React.JS) --> Backend (Express.JS, Node.JS) --> Database (MongoDB)

Technical Resources

Development Timeline

- Oct. 17th - Nov. 14th: Familiarity Project(FAM), research, app design, mock-ups for UI.
- Nov. 14th - Dec. 26th: Decide programming languages and resources, backend wireframes.
- Mar. 13th - April 24th: Finalize frontend and backend to work synchronously, Successfully implemented our Map using Mapbox.
- April 24th - May 14th: Polish GUI for current features, publish in appstore to make our app public and accessible to the world.