



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

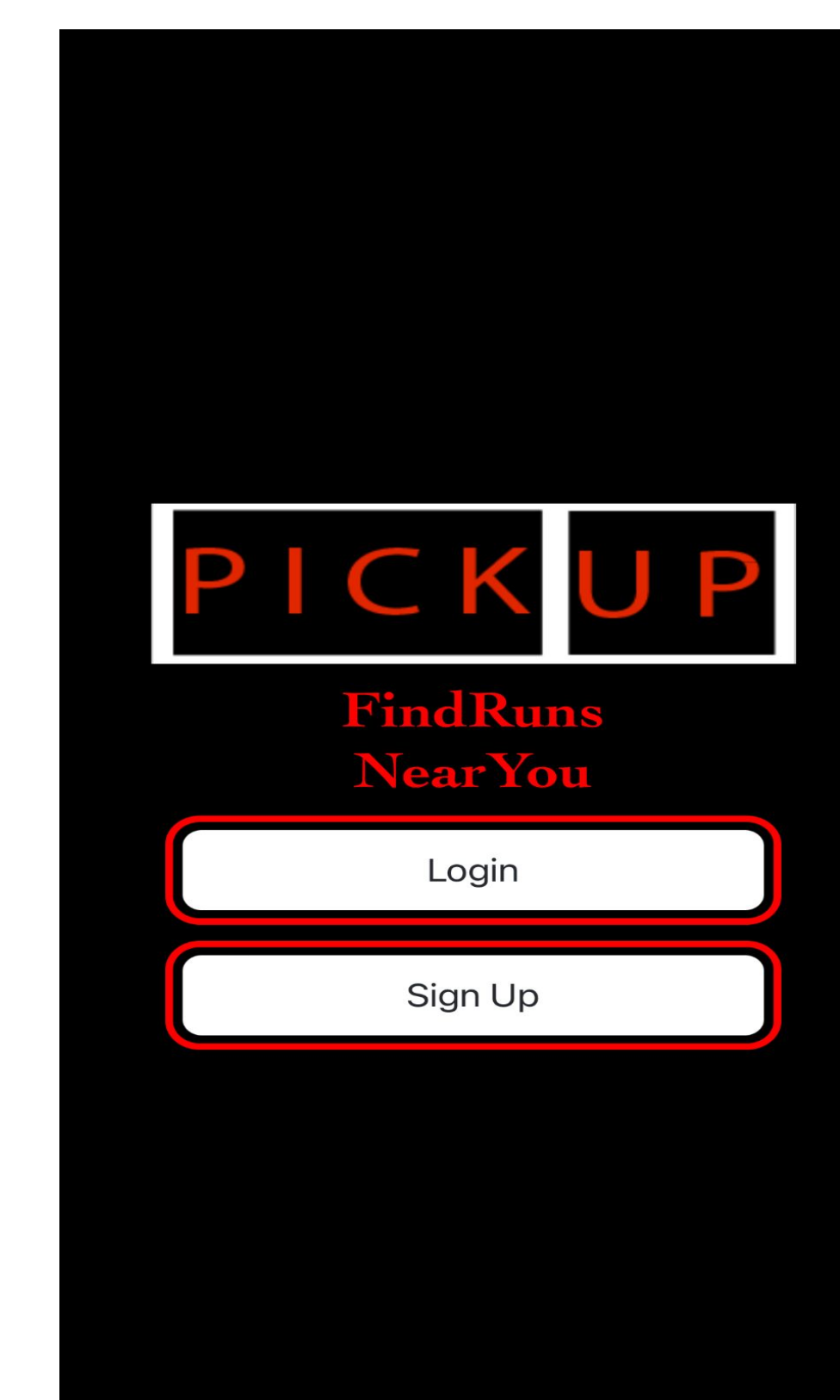
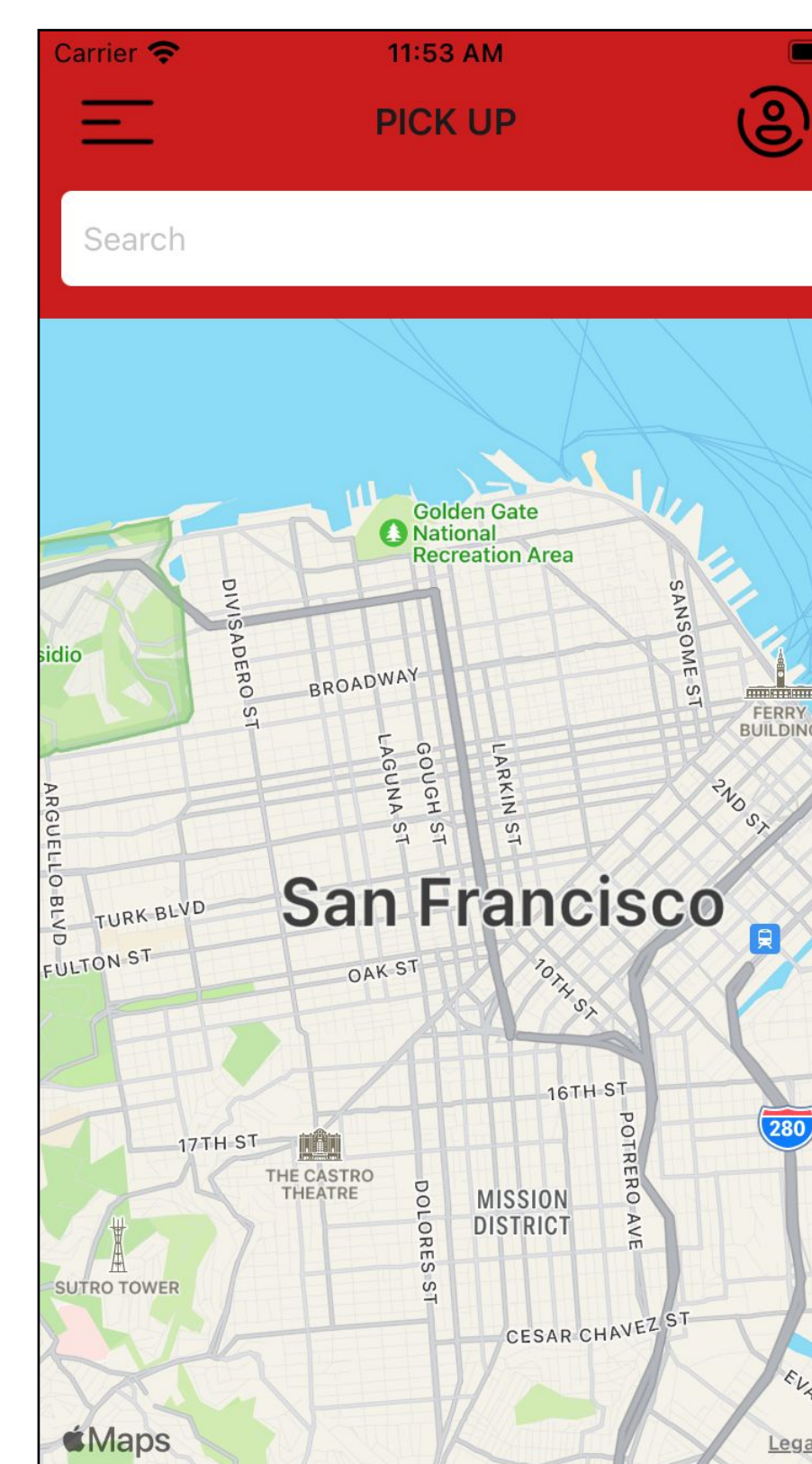
- Hoopers, all the basketball players that are constantly going to the park to play pick-up basketball with random strangers.
- Sporting brands, NCAA, NBA.
- Individuals looking to get some cardio in after a workout at a gym, or people who want to get back into fitness.
- We want to build an inclusive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

Implementation

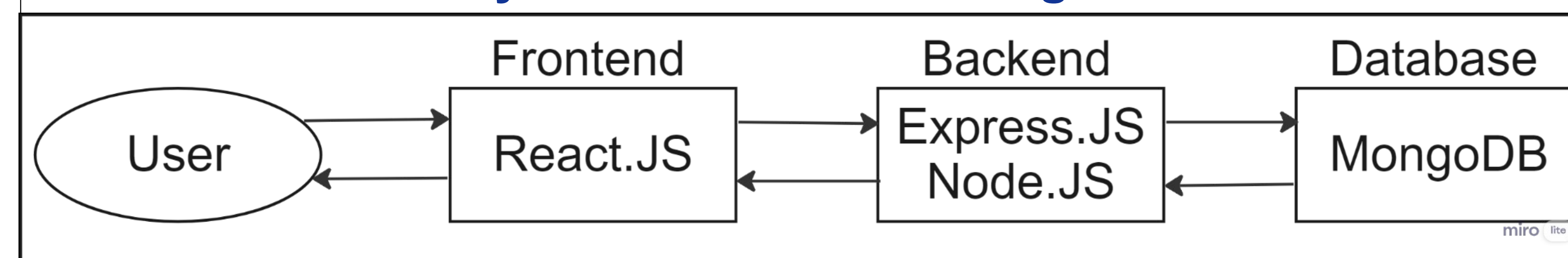
- Geolocation to find the users current location.
- Geofencing to find users in parks
- Allow users to communicate with other users to meet at parks for pick up basketball games.
- Check how many users are in a location and display on map via color.

Application Features

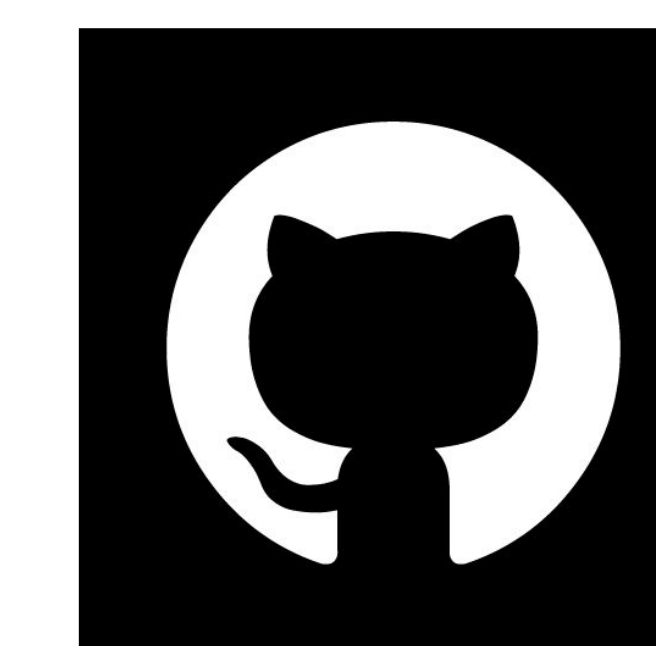
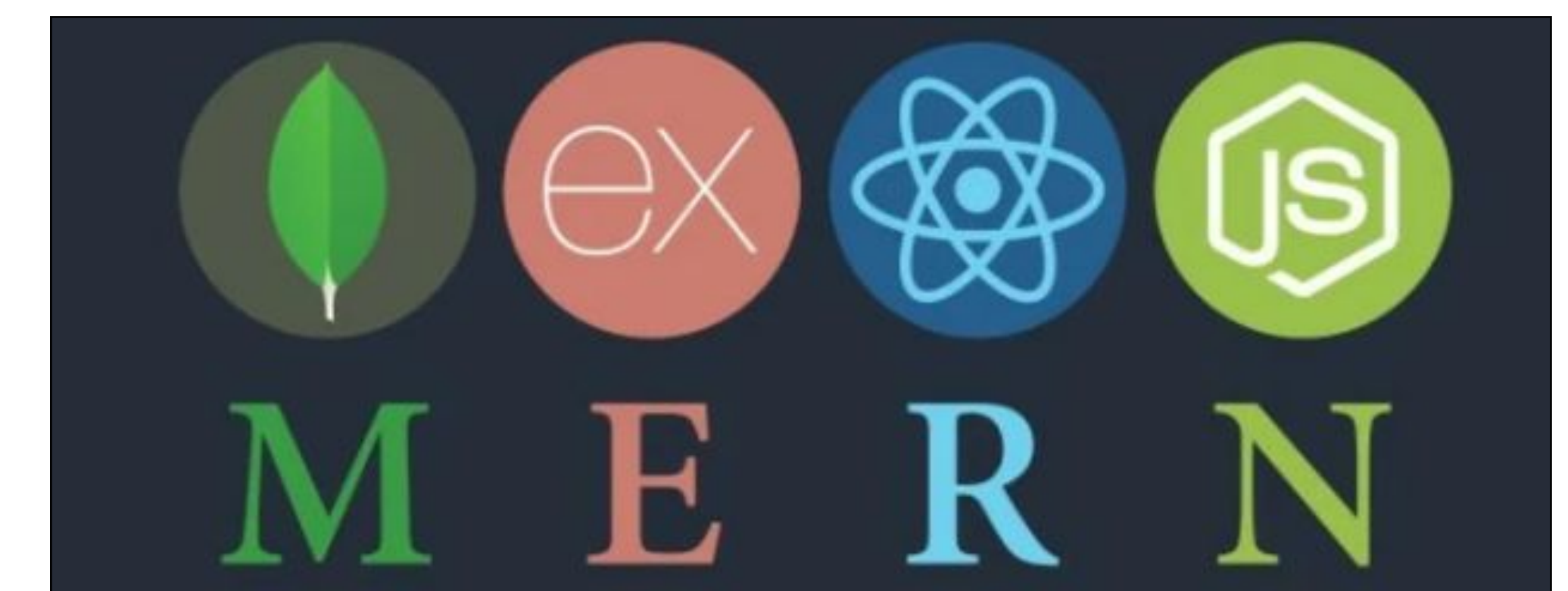
- Login and Sign up
- Attribute Selection (Dunker, Defender, Playmaker, etc.)
- User Profiles
- Social Feed
- Maps API



System Architecture Diagram



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.
- **Jan. 23rd - Mar. 13th:** Initial frontend and backend development, database deployment.
- **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.