PROGRAMMING A SCORE-KEEPING APP FOR SPORT TOURNAMENTS

AI Honours Programme 2015/16

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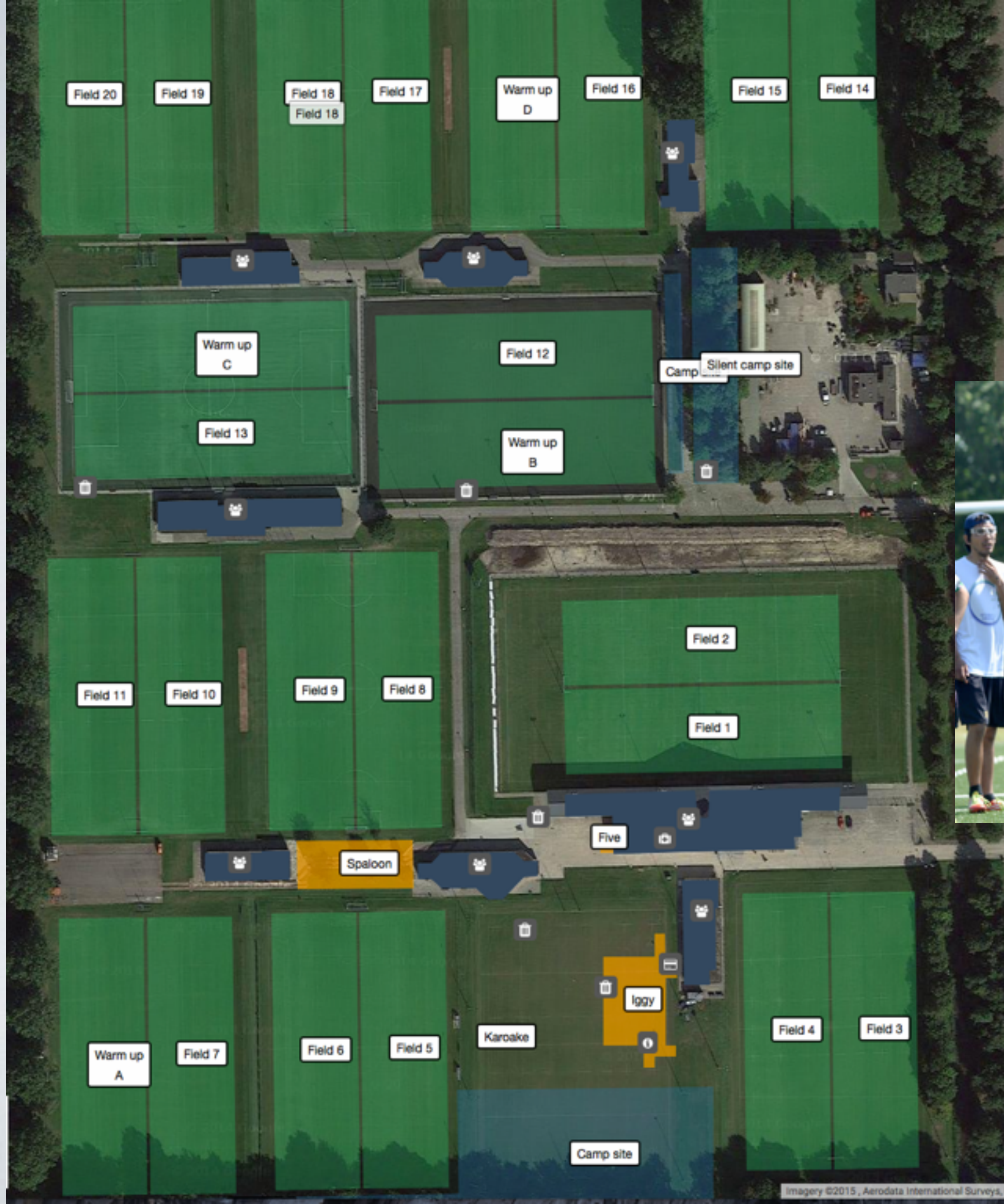
JUNE 12-14, 2015

WINDMILL

RESULTS

Field 20
Field 19
Field 18
Field 18
Field 17
Warm up D
Field 16
Field 15
Field 14

Warm up C
Field 12
Camp
Silent camp site
Field 13
Warm up B

Field 2
Field 11
Field 10
Field 9
Field 8
Field 1

Five
Spaloon
Iggy
Karoake
Field 4
Field 3
Warm up A
Field 7
Field 6
Field 5

Camp site

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Field 20   Field 19   Field 18   Field 17   Warm up D   Field 16   Field 15   Field 14

Field 18

Warm up C

Field 12

Camp   Silent camp site

Field 13

Warm up B

Field 11   Field 10   Field 9   Field 8

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Camp site

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MOTIVATION

Situation at big sport tournament:

- multiple matches played simultaneously on a large number of fields

- as spectator: difficult to keep overview of playing teams and current scores

SOLUTION

- write a javascript website which is usable on smartphone that allows

- to check who is playing where

- keep track of scores

TECHNICAL CHALLENGES

- smartphone sites have to be responsive and able to handle touch events

- retrieve and push data from a server

- handle poor connections

APPROACH

- programming project

- use open-source JavaScript framework Meteor

- get familiar with open-source programming on the github.com platform

PREREQUISITES

- programming experience in JavaScript

- setting up a web front end