PROGRAMMING
A SCORE-KEEPING APP
FOR SPORT TOURNAMENTS

AI Honours Programme 2015/16

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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