

Project Name The Locker Room**Team Lead:** Matthew Rampersad**Team Member(s):** Dexter Elumelu, Jordan Ramkalawan, Saeed Binsalman**Faculty Advisor(s):** Dr. Eraldo Ribiero, Dept. Of Computer Sciences, Florida Tech**Project Topic:** Soccer Web Application

In recent years, soccer has spread like wildfire around the world and is now the most popular sport worldwide. Whether it be 11v11 games or a simple 3v3 game, soccer continues to connect and bring people together. As such, there is a need for a mechanism that allows players to efficiently plan and organize games. Current systems prevent players from readily accessing important information (such as venue, date and time), keeping track of attendance, scores, personal statistics, and playing with new people. The Locker Room is a web application designed to better connect players to one another by empowering its users to better setup unofficial games (referred to as Sweats) and meet new persons who share the passion for the sport.

In an effort to eliminate the current struggles previously mentioned, the Locker Room application is comprised of components associated with various functionalities and features. The Profile component enables users to create, login and logout of their personal profiles, as well as keep track of their personal statistics. The Friends component allows users to search, add and remove friends. The Sweats component, which is the highlight of the system, provides users with the mechanisms needed to create and join a sweat of varying types such as 3v3 or 11v11 to name a few. Moreover, users will be able to invite non-friends to their sweats and users may request to join a sweat consisting of strangers. A google maps implementation has also been integrated in the system so users can find where sweats are taking place easily. An additional feature which can play a vital role in the decision making process associated with joining sweats is the friendliness rating. This feature serves as a personal review page for each user and reflects the type of player each user. This rating will be influenced by past encounters with other users in sweats.

Throughout the development of this project, one obstacle which slowed the rate of production was the lack of familiarity with tools used in the construction of the system. Initially, Node.JS was used for server-side processes. The team planned to learn the tool along the way, but this proved to be more difficult than anticipated. As such, the decision was made to use PHP instead, as more members were familiar with the tool and as a result progress was being made quicker.

Due to the above constraints, the model available at the time of showcase is incomplete. However, the team has expressed interest in further development of the system to improve the speed, security and user satisfaction with the application. Additionally, more work will be done on the implementation of sweats, groups and chat rooms.

