

SkillCourt

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PROBLEM

SkillCourt is currently being developed to address the strict and challenging training regiment that soccer players endure. SkillCourt allows players to train anywhere by themselves without any assistance.

However, we have some current problems:

- There are problems with creating a raspberry pi emulator to simulate the connection for the pads.
- There is a library required either needs to be fully researched or created to connect pads to flutter application

SYSTEM DESIGN

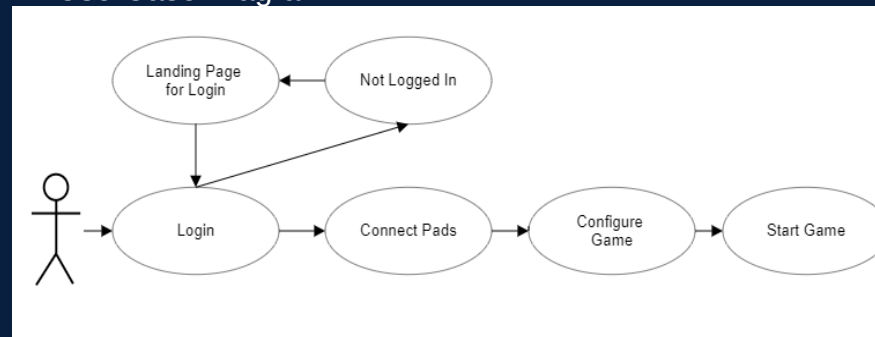
The System is designed to use a raspberry pi to connect the LED pads to the application. Using a custom-built firmware application to connect the inputs to the mobile application. The mobile application is being developed in Flutter. This will then be connected to a database to store user profiles and user statistics.

CURRENT SYSTEM

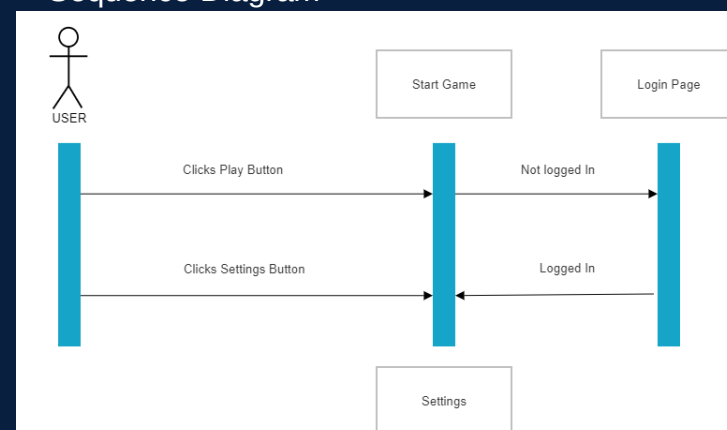
The current iteration of the project is being implemented with the use of Flutter, which in turn uses Dart as it's programming language. Flutter allows the developer to write in Dart and then it is transpiled into both Swift and Kotlin depending on the device you are targeting.

OBJECT DESIGN Diagrams for SkillCourt Pad Pugin

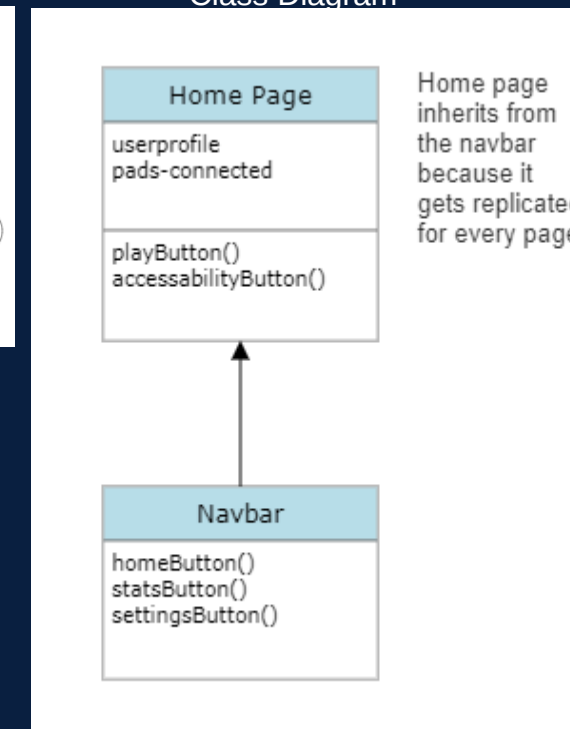
Use-Case Diagram



Sequence Diagram



Class Diagram



REQUIREMENTS

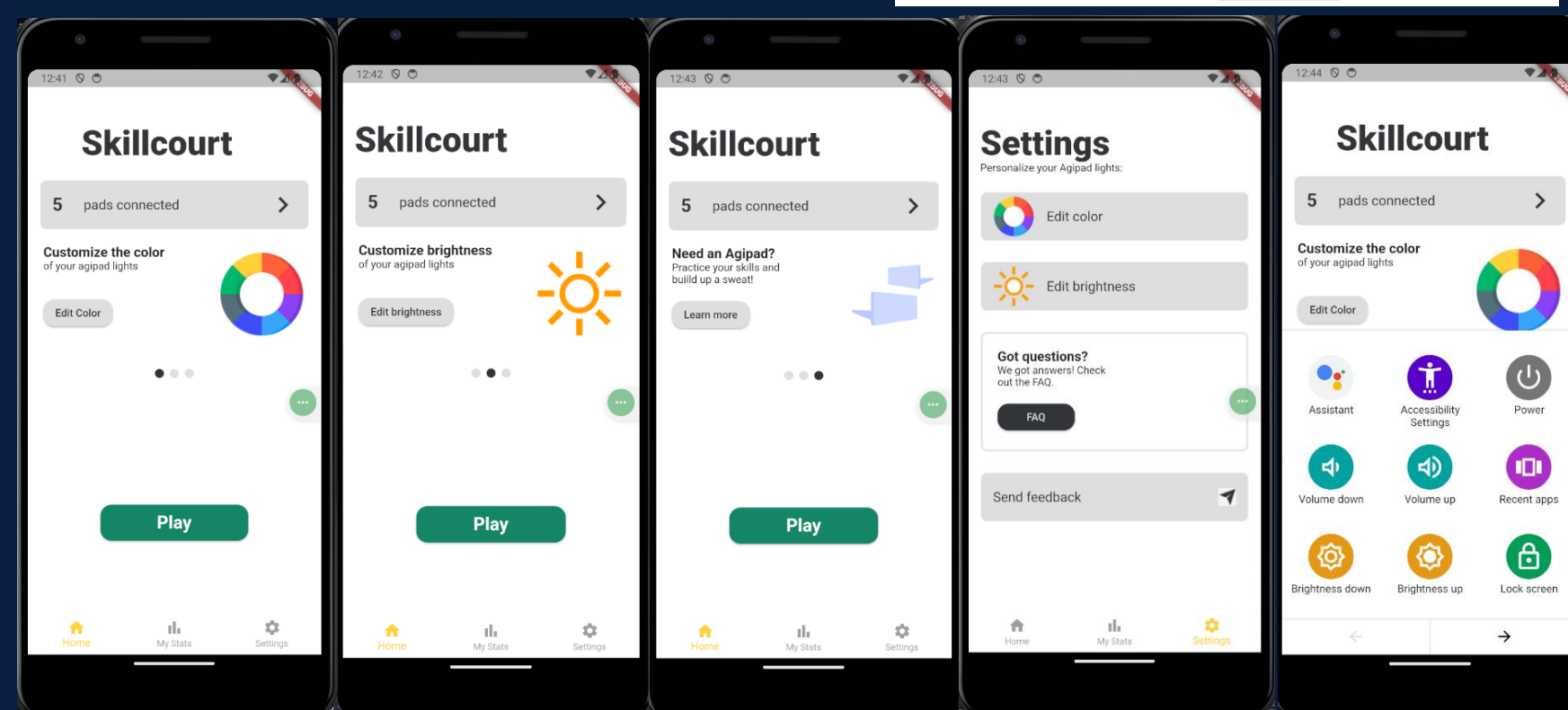
In order to work on this project, the proper environment is needed. The following is necessary:

- Git
- Android emulator
- Flutter SDK along with Dart
- Java JRE version 1.8 or greater
- Python 3 (for the pad emulator)

IMPLEMENTATION



SCREENSHOTS



SUMMARY

- Created new Home Page
- Created new Page for NavBar
- Created Navigation to other Pages
- Added Accessibility options

FUTURE

Finish other pages:

- Saves
- Pad customization
- Play configuration
- Game Creation
- Play timer screen
- Pad sequence generation

ACKNOWLEDGEMENT

The material presented in this poster is based upon the work supported by Gummi Traustason. Thanks to all my Capstone 2 members and Franz who provided the re-design for the application