



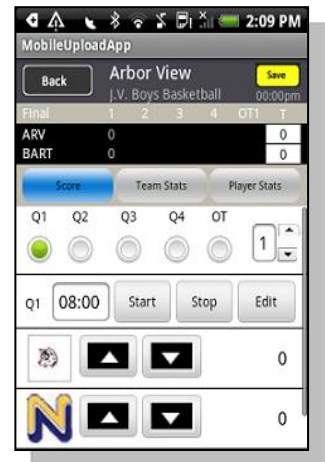
# Statistical Mobile Upload Application

## An Android Solution

### Executive Summary

This case study focuses on the development of a statistics mobile upload application for Android Devices. This application is meant to record statistics of different games like Basketball, Football, and Baseball and display the updates on public websites as well.

Our client – a Sports Statistical Media Company deals with different sporting events. The client had previously developed an Adobe AIR Stat Recorder application with us comprising of, functionalities that can produce box score display for Basketball game. He immediately needed an extension of their application in Android for mobile to record day to day game activity and updates their website also developed by Mindfire Solutions web team. After having a complete knowledge of the Adobe AIR Stat Recorder application functionalities and receiving all the screen layout our Android team started this project and delivered successfully after three months of development.



The development was completed in different phases as per the client's requirement. The Basketball Statistics Mobile Application was developed and then customized by Mindfire's Android team.

### About our Client

**Client** IT Service Provider | **Location** USA | **Industry** Sports

### Business Situation

The project requirement was to develop a mobile application that can be sold by the client to multiple customers that deal with sports management. The approach of developing this application was, by understanding the functionalities of an existing Adobe AIR Stat Recorder application provided by the client. The application had functionalities like: User verification Login System, Game selection, Team Selection, Adding a new Schedule, Edit or delete an existing schedule, Player details entry system, Checking before game starts, Online Game score update on its website for both team in the ongoing schedule, Score entry for each player, correction of score after finishing the game, Deleting the expired game and preparing roster for both team etc.

The client wanted us to study the application thoroughly, understand the functionalities and then develop a mobile version of it for Android devices.



## *Solution Details*

### **The Mindfire Solution**

The entire project development includes multiple phases that can be categorized as follows:

**Phase 1:** The first phase of development involved complete study of existing Adobe AIR Stat Recorder application and other resources provided by the client. After minute study of the application, our Android team was ready with the project architecture. It was little complex but later on as we moved ahead with the work flow, development was easier.

**Phase 2:** During the second phase, our team prepared more than seventeen screens required for the application according to our research and the client's requirement.

**Phase 3:** As our goal was predefined we needed to maintain data flows over the network with the server databases. The third phase saw the development of web services for data transfer.

**Phase 4:** On the verge of completion of the various techniques of testing and implementation was performed as part of the last phase.

The application was now ready to be delivered to the client. Currently, this application meets specific needs/requirement of the client to record game activities like Add/Edit/Delete Game Schedule, Add / Edit / Delete Player in the Roster, Check-In /Start/Finish Game, Record Game Stats and Player Stats.

### *Achievements*

We achieved our goal by finishing the application before the given timeline as per planned. Developing the application as per the project architecture was smoothly done due to maximum utilization of resources and maintaining better coordination among the team members. This application is very easy to setup as it only requires Internet connection to communicate with the server.

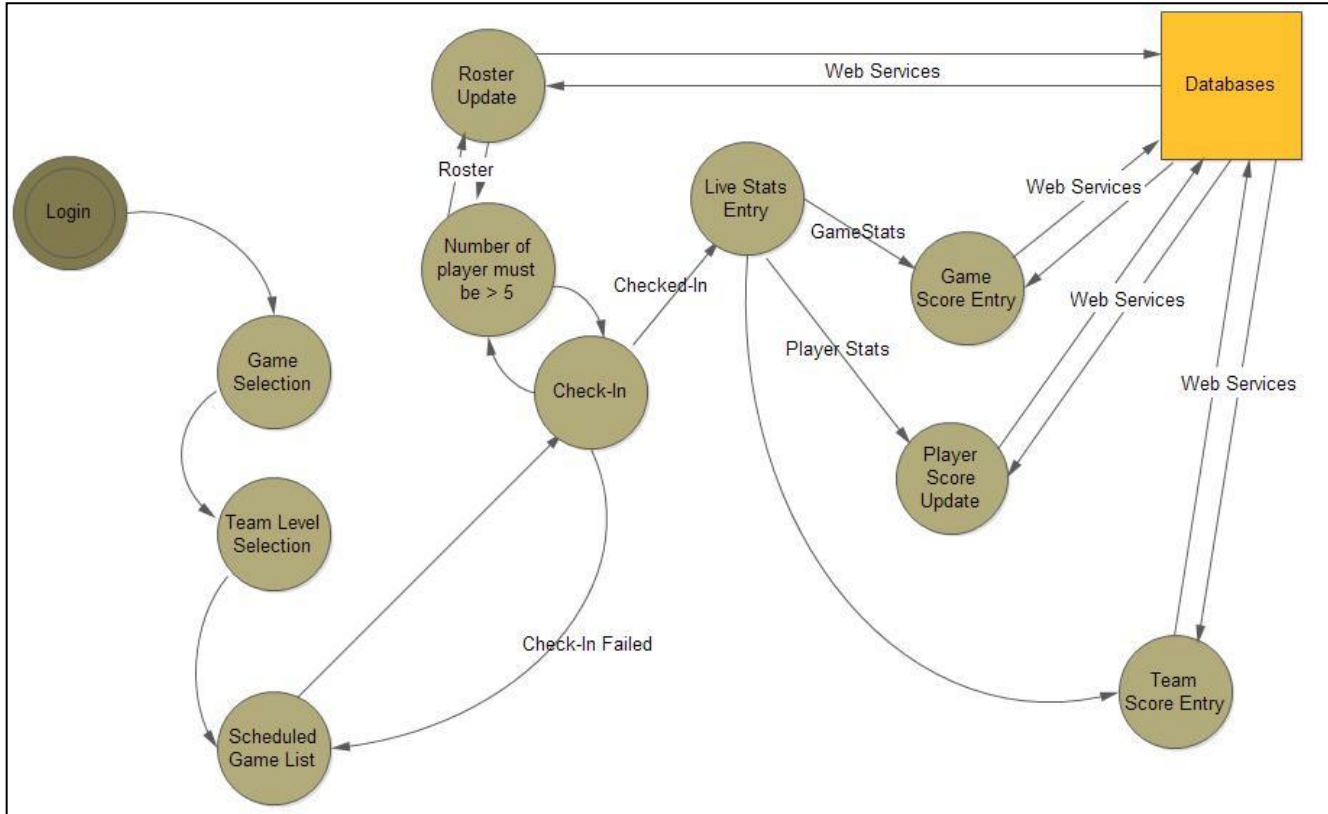
### *Technologies*

Android OS (2.1 and above), SQLite, ColdFusion web service, MYSQL 5



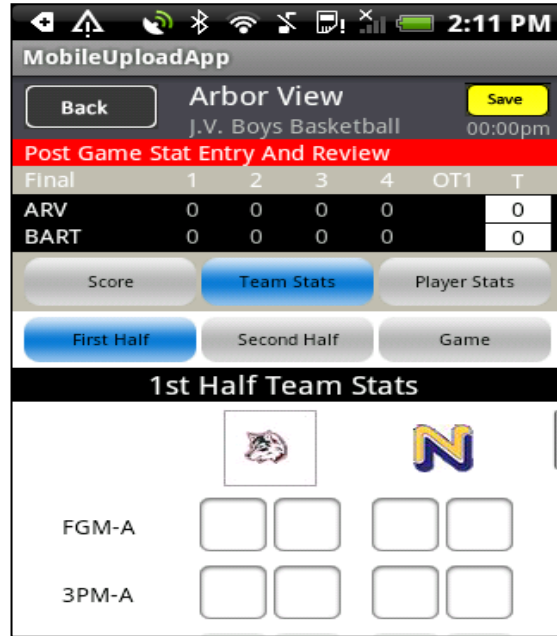
### Final Results Software System

Our project architecture and deployment process is described diagrammatically with the following Data flow Diagram given below.





Another picture is the snapshot of the Application used to enter Team Stats, Game Stats and Player Stats. These will be updated in the databases on the server reflected through the website for web user.



### Customer Benefits

Since, it is a complete solution to record a gaming event; user can maintain records online for complete scoreboard and receive updates from the website for each schedule. So, being an owner of the most useful product in day to day activity the customer will be benefited by selling it to multiple users.

Due to Mindfire’s skilled and efficient developers, a perfect application could be developed even before the project deadline at a reduced cost.

### Future relationship

The client was happy to receive such an application and has asked the same team to develop an extension of the product for Football and Baseball too.

