

Sports Day App – by Jon Evans

Script

Section 1

Step 1

You are world class App developers and have been given a brief by a client ([click here for briefing from client](#)). The Client wants you to build an app for your school Sports Day. Have a think about who are going to be the main users - Adults, children or anyone? Remember the key objectives: to construct an App which allows you to post live scores for your sports day, to allow you to show the Events timetable and to show a list of existing school records. Each of these should be on a separate 'screen' in the app. Initially we are going to build these three different parts of your app and allocate these to the tabs on your home screen. The client would be happy for you to suggest other features which could be included. You should be thinking of these extra features over the next few steps, don't worry, you have plenty of time! Once you have viewed the video, move onto the next step.

Step 2

Let's focus on content. What do you want to see initially on your home screen? The home screen should be impactful, clear and convey the message as to the purpose of the app. This could include a welcome message, a brief description of what the app does, also a school logo or photograph of the school or school sports field/track. It would be very useful to have some photographs of your sports area. Don't worry if you don't have this as you can use the resources supplied in this step and change them later. Watch the help video now and then go on to start on your home screen. At this stage don't worry too much about the background colours and styles, just build the basic content. Also just choose 'standard screens' for your actions for each tab. we're going to focus on the Live scores tab in the next section

Step 3

Now you have created your basic home screen, have a think about the UX (the User eXperience). The UX is very important as it not only defines the way your app looks in terms of colour and style, but makes moving around your app a pleasurable experience. A bad UX will put people off from using your app. What colour choices are you going to make? Do you want to match the colours of your school uniform or school logo/crest to your app or would you prefer to create a whole new colour scheme? What sort of colour scheme would be appropriate to a sports app? Watch the short video here to give you an idea. Included are also some templates with backgrounds that are suitable to a sports related app. You can, of course, use your own backgrounds, but do remember to check the guidelines for sizing your resources.

Step 4 (optional)

What else would people want as *immediate* information on the home screen? Some examples could be live information about sports day, a link to map of the school and event or even a contact number for the school. If you feel confident, experiment with adding this content.

Section 2

Step 1

Lets now focus on the 'Live Scores' tab. In order to present your scores easily and simply, you are going to use a Simple Google doc Extension. Create your own google doc spreadsheet and label it according to your school houses/groupings (You can use the given template and edit it to suit your own school groupings). You are going to use this data and bring it into your app to show your scores from sports day. This will also allow you to update your scores, live, during the sports day event. Think about the appropriate layout. How are you going to present that information on your live scores page? Are you going to use house colours or house logos for the scores? Watch the video demo on creating a spreadsheet for your app.

Step 2

Click on the edit tool (the orange pencil) on the live scores tab to change the action. Choose the 'Change Action' button, select the 'extension' button and choose 'Google Docs Simple'. Copy and paste the 'Sharing Link' from your google document into the spreadsheet URL box. Once you have saved, you should be able to see your scores appear in the app. Have a go at changing the scores in the google doc and navigate back to the tab to check they have changed.

Step 3

Are you going to present overall scores or split the results according to events? At this stage, once you are familiar with the process of adding google doc extensions, you could be more creative as to how you add them. You need to think carefully about how the data is going to be updated and think not only about presentation, but back-end management. How easy will it be to quickly update the google doc on sports day? Will you have internet access on the sports field? (It may be useful to have a smartphone or remote laptop and visit the school sports site to test this 'in the field'). Go back to your Scores tab, and remove the extension. This time create a standard (or icons) screen and add two links - one to Field event scores and one to Track event scores (or whatever categories your school uses). Create two new google docs with the relevant information on each one and add them in as extensions from these new buttons. What else could you add?

Step 4

Finally decide if you want to add pictures/logos to your score sheet. You can upload any image into your image folder within Appshed and copy the image URL from your library of files into the image category on your spreadsheet. Again decide if these images add quality to your app; choose anything too large and they may spread the scores too far apart. Experiment and see what works best.

Section 3

Step 1 (N.B. Longer Step)

Creating the school records. This section will depend on your school policy on keeping track of records from previous sports days, however it's a good opportunity to start if you haven't already! For the school records tab, you will need to create a separate google doc for each year records have been made. How are you going to lay this out in your apps? Each google doc can be linked via the various screen items so decide whether you are going to use a standard screen or an icon screen to display records. This will depend on the presentation of your app and is a good time to think once more about the UX. This will need more organisation in terms of Google docs, so ensure you name your Google docs appropriately. Take some time now to create your google docs (or use the templates provided)

Step 2

Creating the events list - The previous step may take a long time to allow for the creation and set up of the google docs depending on the size of the school archive. This step is to allow you to create an events list for the day of the sports events. Think how you would like to present this in your app. There are several ways this could be achieved and it's important that you decide how you plan to do this. The next steps provide different solutions. You must decide which one is best for you.

Solution 1

Using a PDF file. This is the easiest method, however once created is set in stone so may not be useful if the events list changes closer to the day. Upload an existing PDF file of the sports day program and link it to the Events tab. You can remind yourself of how to do this by referring to the 'Using PDF files' module

Solution 2

You could create a bespoke timetable by creating a standard screen and creating links to the various events. This allows for a more flexible timetable of events, but does involve more work initially.

Solution 3

Using a Google doc: building on previous experience construct a google doc outlining the various events and bring into the app - This benefits from being able to update on the fly. Think about the pros and cons of each method. Can you think of any more methods?

Section 4

Step 1

The next three Sections allow you to create more individual content. You have covered the initial brief, but now you are going to add value to your app by adding more functionality to impress the client. These sessions will give you extra experience and allow you to decide what you want to add. Additional time will be given in the final session for polish and error checking. This session covers the addition of image galleries. You should already know how to add images but how are you going to implement it for the best impact in this app? For this session it is important that you have a bank of images available for use (You could use the provided resources or pick a sunny day to go and take some photographs with a digital camera). This is where the 'more' tab comes in useful. You can add your image gallery link under the 'more' tab, or if you prefer, somewhere on your home screen. The subsequent action depends on what choice you make from the suggestions in the next step.

Solution 1

Image gallery. Using your own images or the ones provided in this lesson, create an image gallery (see previous module 'How to create a picture gallery' - This is a static solution as extra images need to be added in-app. It is the easiest to set up and allows further links to be created from each picture.

Solution 2

Flickr extension. This will require a school Flickr Account. You may already have albums created before this step. refer to the 'Using the amazing Flickr Extension module' and create an image gallery. You can also upload photographs live from the event, using your smartphones. Again you may need to refer to your teacher when setting this up.

Solution 3

Adding images from a Google Doc Spreadsheet. This is a more complicated solution - however you have had plenty of practice with the Google Docs extension in this unit, so may want to use it . With this solution you can add extra information about each picture.

Solution 4

Building the standard screens with images embedded. This solution is more like building a web page - with content and text embedded in the same page. This solution is more time consuming, however, but could lend a more personal touch to the app.

Step 2

Create your picture gallery. It would be useful to have a go at all these solutions (depending on what is available to your school and what access you have to Flickr). You can always delete later if it doesn't suit your app.

Section 5

Step 1

This section presents the opportunity to add value to the app by adding in useful tools for parents at sports day to use. Again it is a chance to add your own content. This is going to be a 'communication' area which could be either linked to via your homepage or via the 'more' tab. This depends on the design of your app. It would be useful if the parents could contact the school during sports day. Think about the different ways the school and parents could communicate with each other. Have a go at adding email and phone links (ensure you have permission to give out the respective details). Ideally you would use an email address such as 'info@school.org.uk' and use the school office phone number.

Step 2

Now add your school's official Facebook and Twitter feeds to the app. You might decide you want to add the twitter feed to the home screen to show live info about sports day. Again you will need access to the school twitter feed/facebook page. You may want to ask your teacher for help with this and it also depends on the School's policy on social media. Your teacher could input the authorisation details for you. How do you intend to use this information for the best impact?

Step 3

Finally add RSS feeds to your app. This is a very powerful tool as it allows a variety of content to be added to your app from exterior sources. What RSS feeds could be used in the context of the sports app, some good examples are news feeds from BBC Sport or the Olympics. If the school has your own feed for content, this could be added, as it would allow another means of adding content externally and may be a safer alternative to twitter. RSS feeds can be quite tricky to add as some feeds are often broken so you may want to test a few different sources.

Section 6

Step 1 (longer Step)

This final section is to give you time to finish your apps and add any extra content. It is also a chance for you to test your app to see all the links work and comment on the overall experience. The process of 'de-bugging' is an important part of app design and is essential before official release. Make sure to check every link and this needs to be tested on your smartphones as well as the web interface. Use the QRL code generator to put your app on your phone.

Step 2 (optional step)

You may also want to add any extra content, relative to your app by linking to other html5 web content. Remember that this is an App for sports day and should not be too whimsical. A good example would be linking to the website www.timer-tab.com which would allow the parents to time their children as they run or you could add a simple weather based web app like 'Sun' by linking to <http://pattern.dk/sun/>

Step 3

At this stage it would be advisable to set up a mock sports day and test the app in the field. Perhaps you could perform a mini sports day during one of your games lessons and use the app to post live scores? You could also test the social and communication aspects with some children pretending to be parents. Make sure you have permission from your teacher before doing this.