

Project Deliverable D: Conceptual Design

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Abstract

This is Deliverable D: Conceptual Design for the Ross video Dashboard group project. The document details the design criteria tables and selection matrix. The main purpose is to outline the conceptual designs for this step in the group project before the second client meeting in order to get feedback on designs.

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Introduction

During the process of this deliverable, our group created rough drafts of each subsection. As you will see, all images for each subsection are included illustrating how each idea may look and work through Dashboard. Additionally, We have completed a selection matrix with an accompanying paragraph titled *The Solution*. This paragraph includes the justifications for our final decision on the best fitting solution.

Figure 1

	Solution 1	Solution 2	Solution 3
Executable	Yes	Yes	Yes
No Glitches or Bugs	none	none	Some
Team information	Y	Y	Y
Crowd prompts	Y	Y	Y
Sponsor Information	Y	N	Y
Adjustable Values	Y	Some	Some
Modular	Some	Y	N
Modern	Y	Y	Y
Neat	Y	Y	N
Intuitive user interface	Y	N	Y

Figure 2

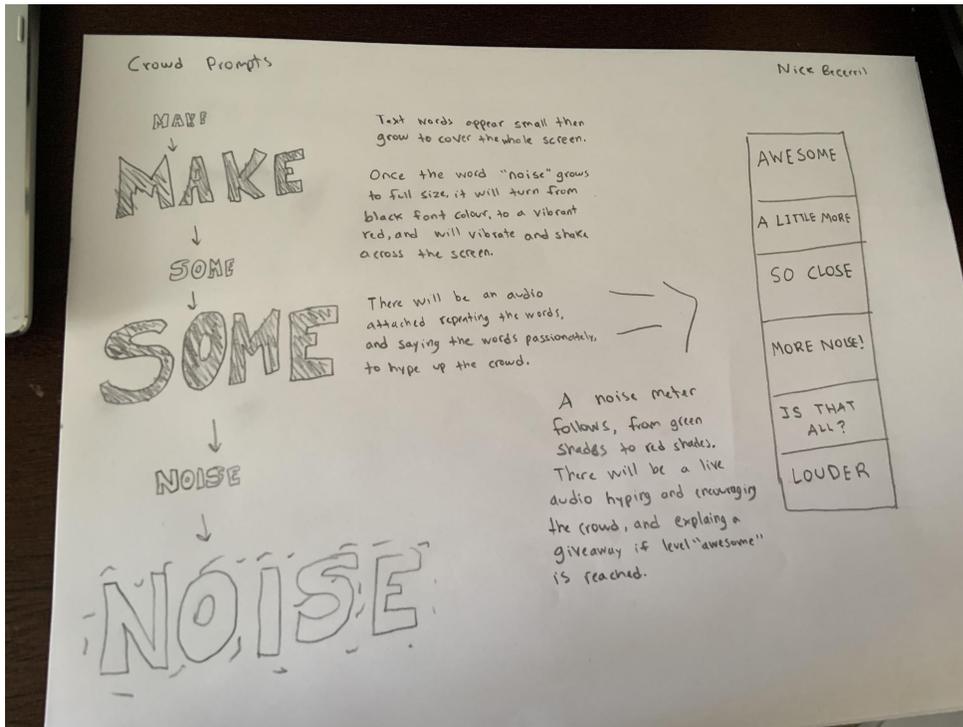
	Importance	Solution 1	Solution 2	Solution 3
Executable	6	6	6	6
No Glitches or Bugs	6	6	6	3
Team information	5	5	5	5
Crowd prompts	5	5	5	5
Sponsor Information	5	5	1	5
Adjustable Values	4	4	2	2
Modular	1	0.5	1	0
Modern	3	3	3	3
Neat	3	3	3	1
Intuitive user interface	2	2	1	2
Total		185.5	181	150

The Solution

Throughout this process, our team reached the conclusion that solution one will be the most effective choice. It accumulated the most points when we compared the three solutions, as it contains the most desirable functions and features that the client and audience want. This solution is also the only solution that does not fall short of meeting any criteria, whereas the other solutions do not meet the standards on one or more of the following: sponsor information, modular, neat, or have an intuitive user interface. If any of these are missing from the final solution, the user will not be satisfied with the product.

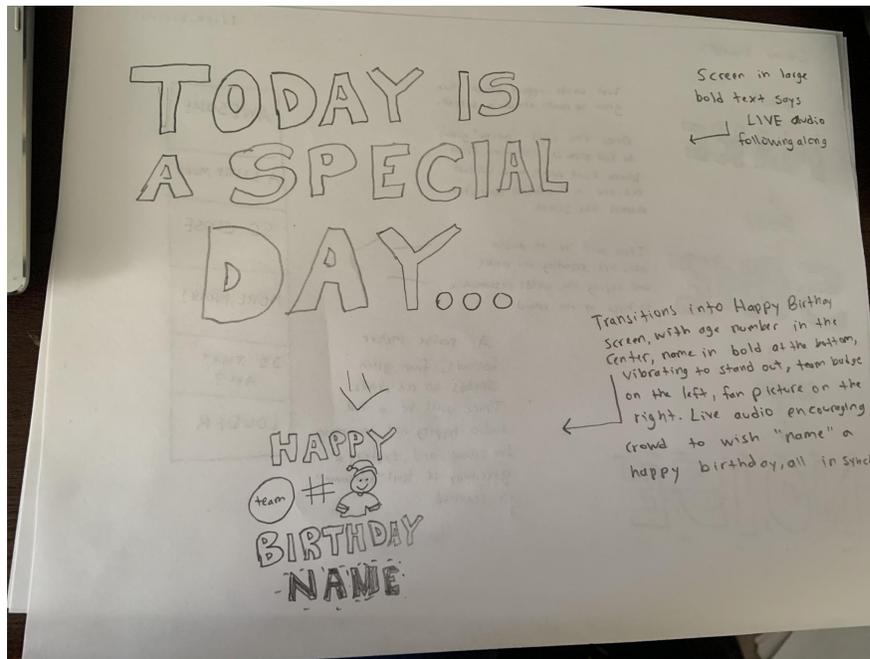
Solution 1

1.1 Crowd Prompts



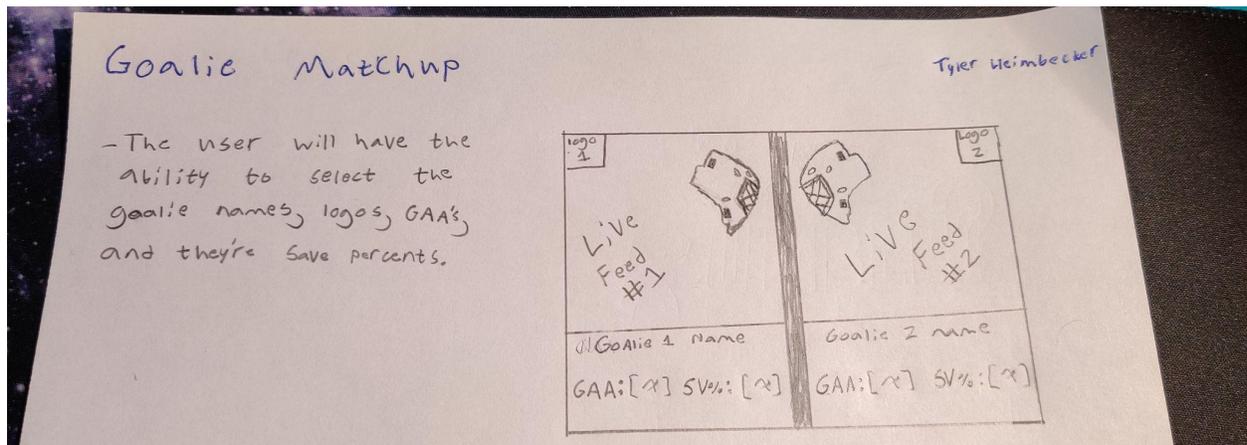
We chose Nick's Crowd Prompt proposal because we really liked his incorporation of a sound meter. We think this would be a really cool feature to include to promote fan participation and improve their experience.

1.2 Birthdays



We chose Nick's proposal for Fan Birthdays because it shows the basic features like the person's name, age, and a photo of them, but it also prompts the crowd to wish the person a happy birthday. This feature encourages fan participation and improves their overall experience.

1.3 Goalie Matchups



We chose Tyler's proposal for Goalie Matchups because it is very simple for the user to control, and it incorporates all the features needed.

1.4 Standings

Standings

Eastern and Western Conference Standings, league pts, goals, assists, top 5 leaders (players), top 5 leaders (goalies → GAA + SV%).

Conference Standings

Rank.	Team	GP	W	L	OT/SO	PTS
1						
↓						
10						

League Leaders (both conferences)

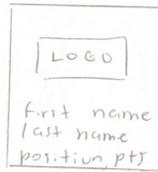
Points

SV% and GAA

Show top 5, names + logos appear in order from left to right (greatest # of pts → lowest # of pts)

can be same format, but

A →

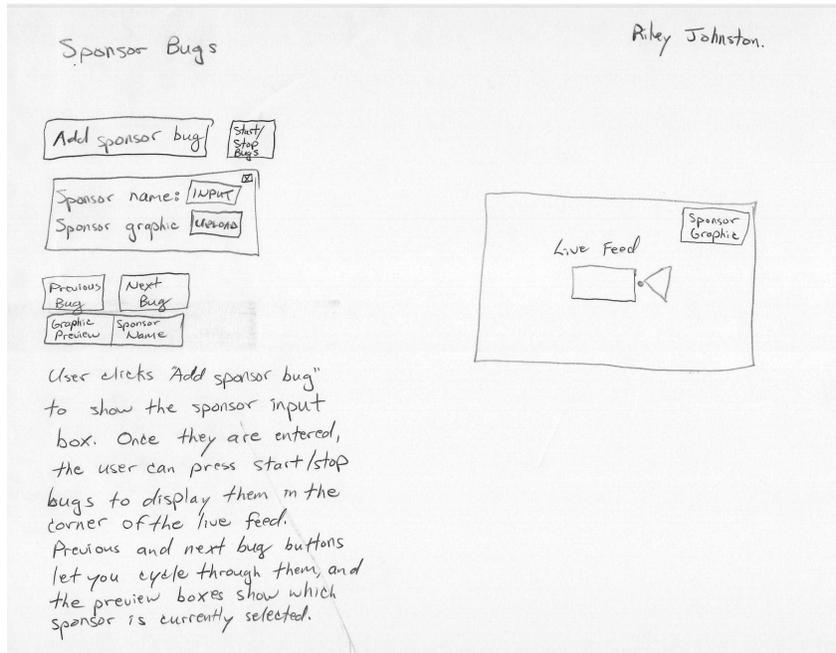


A →



We chose Emily's proposal for Standings because it clearly displays all of the required standing information to the audience. Fan experience is very important, so the standings feature should make reading team standings totally clear and easy to understand for fans.

1.5 Sponsor Bugs



We chose Riley's proposal for the Sponsor Bugs because it shows a simple way for the bugs to be incorporated into the dashboard. Ease of use is important, and this proposal would make it quick and simple to display bugs and switch between them.

Solution 2

2.1 Crowd Prompts

Crowd prompts:

- MAKE SOME NOISE!

↓

MAKE SOME **NOISE!**

Goes across ribbon around rink, displays in time with music/claps, gets progressively faster. Text expands on each beat/clap to get crowd engaged. (ie. 1st beat → "Make" text size increases, 2nd beat → "some" text size increases, 3rd beat → "Noise" text size increases)
- GOAL GOAL GOAL

Text expands on play, announced on screen (goals, power play...)


- Noise meter, announce "make some noise" (ex. + encouraging statements) (ex. "louder", "make more...")
- Graphics for important plays, can be brought up easily.
- Clap on beat when b7's logo shows up on screen.

On-off on

or

Clap 1 Clap 2 Clap 3 then 4 etc

quick succession, claps get faster as logo appears at shorter intervals same as 2, 5 is same as 1 and 2 etc

2.2 Birthdays

Fan Birthdays.

Riley Johnston

The audience would see something like this.

ADD BIRTHDAY PLAY BIRTHDAYS

Enter name:
Age:
Photo: BROWSE
Save

Time: minute seconds

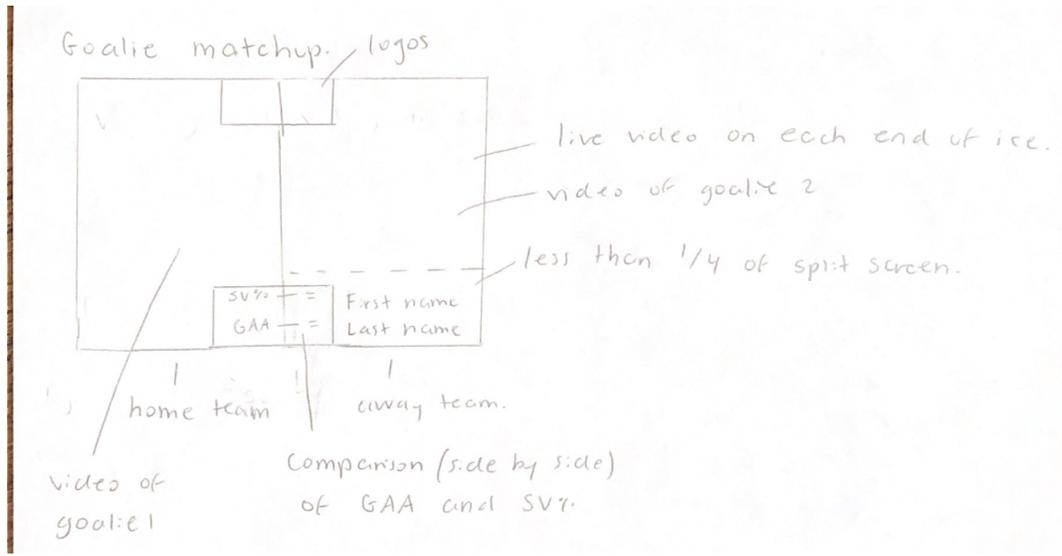
User can click on "Add Birthday", and will be prompted to input a name, age, and to upload a photo.

They can enter a time which is how long the birthday slideshow lasts. When "Play Birthdays" is pushed, the slideshow starts, the duration of each shoutout is the total time divided by the number of birthdays.

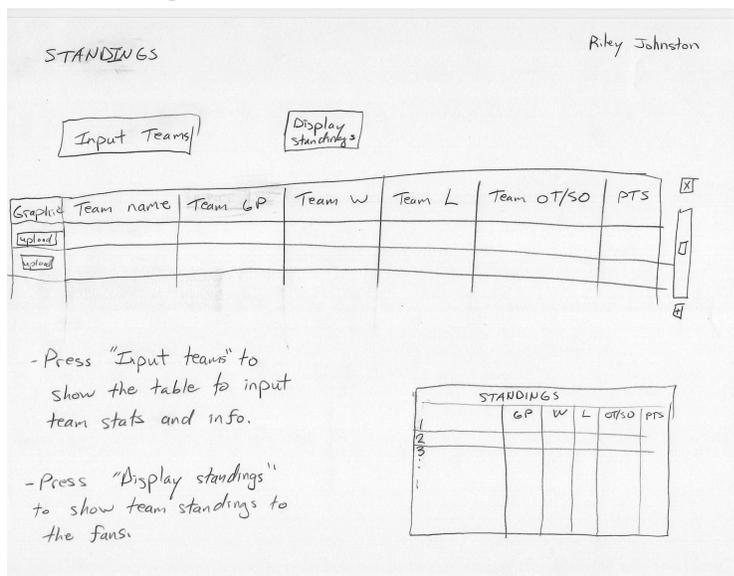
HAPPY th BIRTHDAY
to
Fan McPerson



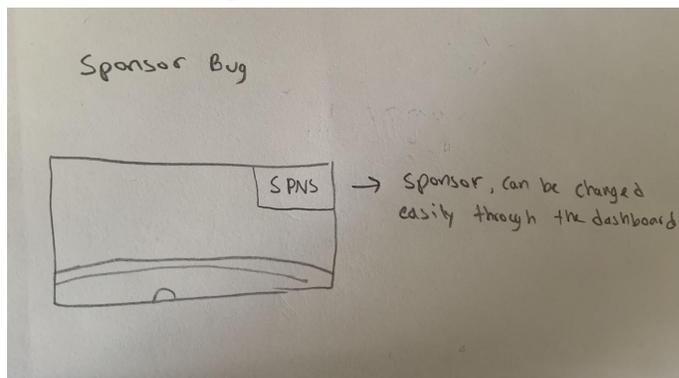
2.3 Goalie Matchups



2.4 Standings



2.5 Sponsor Bugs



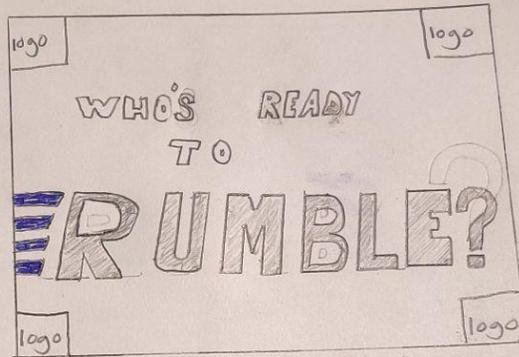
Solution 3

3.1 Crowd Prompts

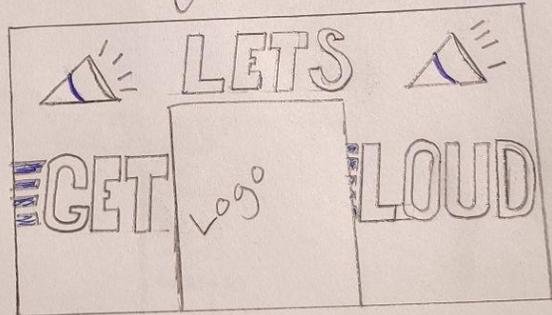
Crowd Prompt

Tyler Heimbecker

- There is a button on dashboard to activate the prompt. Additionally there is a box to upload the desired team logo.
- An audio clip will also play "Who's ready to rumble?". after the clip is finished it will display "lets get loud" with the according audio clip.



↓ (wait 5 sec)



3.2 Birthdays

Birthdays Tyler He

- The user must enter all information including name, age, message, and image.
- The user will also need to adjust the length of time that the birthdays are displayed

Birthdays

1. required: image + short birthday message.

A design must allow for quick changes

3.3 Goalie Matchups

Riley Johnston.

Goalie Matchup Disp

Enter name: X
 Enter goalie, GAA:
 Enter goalie, SV%:
 Goalie, team:

Enter name₂:
 Enter goalie₂ GAA:
 Enter goalie₂ SV%:
 Goalie₂ Team:

Live feed

Live feed.

Graph	Goalie 1 Name	Graph	Goalie 2 Name
1	X GAA X SV%	2	y GAA y SV%

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20)

When the user presses "Goalie matchup", they can enter the info for the 2 goalies and select their team from a dropdown menu.

3.4 Standings

Tyler Heimbecker

Standings

- The user will need to enter all data for both head to head and conference standings
- The user will have a button to toggle between the two.

Head to Head

Team: [x]
 GP: [x]
 Wins: [x]
 Losses: [x]
 OT/SO: [x]
 Points: [x]

Team: [x]
 GP: [x]
 Wins: [x]
 Losses: [x]
 OT/SO: [x]
 Points: [x]

logo
1

/

logo
2

↓

Standings

Team	GP	W	L	OT/SO	PTS

3.5 Sponsor Bugs

Sponsor bugs

2 different sponsors: power play and penalty kill

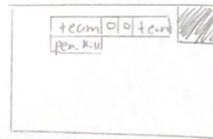


or



company logo inside box complimenting colour of logo, or transparent background so more ice is shown.

on screen:



region for logo ("sponsor bug") to be placed.