PocketSports
A Digital Coaching App

Progress Evaluation
Milestone 5

Team Members:

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3/26/2025

1. Progress of current Milestone (progress matrix)

Task	Completion	Garrett Gmeiner	Tyler Ton	Taylor Carlson	Parker Cummings	To-do
Create goal page for coaches with trackable metrics of individual player goals and team goals	100%	0%	50%	50%	0%	
Create goal page for players with trackable metrics	90%	0%	50%	50%	0%	Needs to display goals created by the coach for the team
Implement saving a drill to a PDF and sending it from coaches to players	50%	0%	0%	0%	100%	Currently can be saved, not sent to others
Create practice plan feature	100%	0%	50%	0%	50%	
Create event feature for the calendar	90%	0%	25%	75%	0%	Create feedback feature for coach
Execute practice plan feature	90%	0%	0%	0%	100%	Styling
Roster user removal	100%	100%	0%	0%	0%	
Create E-book page	100%	100%	0%	0%	0%	
Create Poster	95%	100%	0%	0%	0%	Update and add more photos when styling is done

2. Discussion of each accomplished task (and obstacles) for the current Milestone (at least a few sentences, ie a paragraph)

2.1 Create goal page for coaches with trackable metrics of individual player goals and team goals

On the goal page for the coaches, they will be able to create a goal for the team and give it a title, description, and amount wanted. We also want to be able to grab the stats from the team and have different components of each sport available as a dropdown to select for the goal. For example, in basketball, free throws, 3-pointer shots, and layups could be a dropdown and be accumulated throughout the season. The goals will be able to show up on the players' screens as well so they can keep track of goals. A progress bar shows up in each goal box where the progress is tracked. To update the progress bar, the coach can also manually enter a number into the goal or the stats can automatically update it. Once the goal is complete, the goal title shows up with a badge on the top of the screen. A progress circle also shows up on the screen to show the total of goals completed ratio to total goals.

2.2 Create goal page for players with trackable metrics

On the goal page for the players, they will be able to create a personal goal and give it a title, description, and amount wanted. We also want to be able to grab the stats from the team and have different components of each sport available as a dropdown to select for the goal. For example, in basketball, free throws, 3-pointer shots, and layups could be a dropdown and be accumulated throughout the season. Their personal goals and team goals will both be displayed so that they will be able to keep track of both. A progress bar shows up in each goal box where the progress is tracked. To update the progress bar, the player can also manually enter a number into the goal or the stats can automatically update it. Once the goal is complete, the goal title shows up with a badge on the top of the screen. A progress circle also shows up on the screen to show the total of goals completed ratio to total goals.

2.3 Implement saving a drill to a PDF and sending it from coaches to players

The implementation of this feature will have the coach be able to select a drill from the drill bank and send it to the players on the roster. This feature due to time constraints was only partially completed. The feature will look similar to the following: A coach uses the drill bank feature to email or share by

some other means a drill. This allows the coach to notify players what kinds of drills they will be performing at the practice for that day. The feature will utilize nodemailer, similar to the way our confirmation codes are sent, and will be able to email the PDF of the drill for the player to download, as well as any other information the coach wants the player to know.

2.4 Create practice plan feature

The practice plan feature combines the drills into one singular user interface for the players and coaches. The practice plan is essentially a full list of drills, in which each drill has a certain period of time for execution. The feature utilizes the drills being stored in MongoDB, and displays them to the user as available for the practice plan. This feature utilizes the Modal library to be able to display to the user the available drills and be able to add them to the practice plan.

2.5 Create event feature for the calendar

The event feature for the calendar will have the coach add an event for the selected date and have them enter the category, event name, location, drills, and time. The event will then be saved and appear every time the user clicks on that date. The event will also show up for any of the players that are a part of the team. When the coach clicks on the event, the event details will appear as well as the drills and a place for the coach to enter their feedback. The coach will then be able to select a player and send feedback to them about a game or a drill they did for that event. The feedback will appear on the player's event where they can read and improve what the coach said.

2.6 Execute practice plan feature

After the creation of a practice plan, a plan can be executed. After execution, the different drills can be displayed to the user along with a timer. This will allow the coach to see what drill is currently being executed, and a timer to track how much remains for this drill. This feature uses SwiperSlider to ensure that the drills are being displayed correctly and in a slider-type window. I also utilized the react-timer-hook to be able to use a timer for each of the drills. The current default time is 15 minutes for each of the drills. Each of the drills is executed, but it is not a requirement, the practice plan can be closed at any time. The time is not saved.

2.7 Roster user removal

If the user is an owner, they will have a 3 dot's settings button next to each person on the roster. With the owner, he/she can only edit his own information. However, with the other n-1 users, the owner has the option to change the role of the user or remove the user. If he/she chooses to remove, the user is removed from the team and the database "UserOnTeams".

2.8 Create E-book page

The ebook page was created with the following topics: Project Description, the Design Problem Statement, Major Challenges, Solution Methods, Data Analysis, and a Summary Sentence. A photo of the drill creation board was included as well.

2.9 Create poster

The showcase poster was created with the following topics: Abstract, System Architecture, Methods, Tools Used, Limitations and Improvements, and Acknowledgements. Photos included for the system architecture and drill creation board. Will add more photos in the templates.

3. Discussion of contribution of each team member to the current Milestone

3.1 Garrett Gmeiner

For this milestone, I revamped the roster page. If the user is an owner, they will have a 3 dot's settings button next to each person on the roster. With the owner, he/she can only edit his own information. However, with the other n-1 users, the owner has the option to change the role of the user or remove the user. If he/she chooses to remove, the user is removed from the team and the database "UserOnTeams". Furthermore, I created drill tags for the drill creation. Each drill can have tags associated with it which are used for goal and performance. I added the ability for players' details to be shown and a check box to turn on and off the details. The details include position, height, and weight. Finally, I created the ebook page and the poster.

3.2 Tyler Ton

For this milestone I created most of the core functionalities for the goal page where coaches and players can create basic goals with title, descriptions, and amount fields. I then saved all of these fields into the goal schema for easy access. I created all the basic all, remove, and update goal operations. When players have achieved their goal it will be marked as completed to remove any old lingering goals. Another part that I worked on was the styling of the page because initially it was just a blank page with nothing in it. I had to change the css so it would work with all of the other site pages. Overall, I completed most of the goal page except for the goal metric badges and progress.

3.3 Taylor Carlson

For this milestone, I worked mainly on the goal page where I designed the cards that will hold the goal with the title, description, and amount wanted. The user will then be able to update their progress through a button in the card and keep track of their goal through a progress bar to see how close they are to completing it. I also created badges at the top of the page that will appear every time a goal is complete. The badge will show up with the title of the goal completed. I also implemented a progress circle where it shows a ratio of the total goals completed to the total goals of the user. Their overall goal is to complete all of their goals for the season. Another part I worked on was the calendar and adding events to the calendar that show up on players calendar as well. I created a card pop up that has the coach enter the category, event name, location, drills, and time. The event will then appear on the calendar when the date is clicked. When the event is clicked on, the coach will see all the event information and give feedback to a certain player for the game or drills. I also then worked on some styling issues and figuring out how to make the pages flow together.

3.4 Parker Cummings

For this milestone my main tasks were to complete the practice plan feature, both the creation and execution of them. Once a user has the role of coach, that user can create and execute practice plans. To create a practice plan, you simply click on the create button. Then you select the name of the practice, which could be something like "03/25/25 Tuesday Practice". You then select the date that this practice will occur on, and then finally you choose from a list of the available drills in the drill bank. After this, the practice plan is added to the database with several different fields like the name, the date, an array of the drills, and the type (offensive or defensive). Next was the ability for the user to execute a practice plan. This allows the user the "simulate" a practice with the drills and the times. The current default time is 15 minutes for each drill. The drills are displayed as a slider with the timer displayed below the PDF of the drill. This allows the coach to see the PDF of the drill the players need to do, as well as keep track of the time for each of the drills. I also made some editing to the styles for some of my previous tasks from past semesters.

4. Plan for the next Milestone (task matrix)

Task	Garrett Gmeiner	Tyler Ton	Taylor Carlson	Parker Cummings
Add feedback feature	0%	50%	50%	0%
System-wide testing and bug fixes	50%	25%	25%	0%

Create User/Dev manual	25%	25%	25%	25%
Create Demo Video	0%	0%	0%	100%
Add stats of interest to drills	100%	0%	0%	0%
Create Contact Us form	0%	0%	0%	100%

5. Discussion of each planned task for the next Milestone

5.1 Add feedback feature

The coach will be able to select a player and send feedback to them about a game or a drill they did for that event. The feedback will appear on the player's event where they can read and improve what the coach said.

5.2 System-wide testing and bug fixes

We have many miscellaneous Jira tickets that could be completed for quality-of-life fixes and general touch-ups. We should work to complete these. Example tickets include Implementing a forgotten password, making the landing page less wordy, and allowing drill creation for the selected sport only.

5.3 Create User/Dev manual

A user/dev manual should be created so that users know how to use the application and devs know how to add to/fix the application in the future.

5.4 Create Demo Video

A demo video should be created showcasing how to use the application

5.5 Add stats of interest to drills

Currently, the particular stats we want to track are not able to be entered with the drill. We should add stats of interest in the same way we added the drill tags for each drill.

5.6 Make Contact Us Form

Currently, the contact us button does not work. We should implement a forum that sends an email to the pocket sports email.

6. Date(s) of meeting(s) with Client during the current milestone

3/24/2025

7. Client feedback on the current milestone

Curved lines on the drill creation

8. Date(s) of meeting(s) with Faculty Advisor during the current milestone

3/25/2025

9. Faculty Advisor feedback on each task for the current Milestone

Faculty Advisor Signature: _____ Date: _____

10. Evaluation by Faculty Advisor

○ Faculty Advisor: detach and return this page to Dr. Chan (HC 209) or email the scores to pkc@cs.fit.edu

○ Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real number between 0 and 10)

Garrett Gmeiner	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Tyler Ton	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Taylor Carlson	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Parker Cummings	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Faculty Advisor Signature: _____ Date: _____