PocketSports
A Digital Coaching App

Progress Evaluation
Milestone 6

Team Members:

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4/21/2025

1. Progress of current Milestone (progress matrix)

Task	Completion	Garrett Gmeiner	Tyler Ton	Taylor Carlson	Parker Cummings	To-do
Add feedback feature	100%	0%	0%	100%	0%	
System-wide testing and bug fixes	95%	25%	25%	25%	25%	
Create User/Dev manual	100%	40%	40%	10%	10%	
Create Demo Video	100%	0%	0%	50%	50%	
Add stats of interest to drills	100%	100%	0%	0%	0%	
Create Contact Us form	100%	0%	100%	0%	0%	

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

2.1 Add feedback feature

The feedback feature allows a coach to select an event and a player to send feedback. Once they select the event, a popup will appear at the bottom of the screen prompting them to click from the options of players from the roster. A text box will also appear for the coach to write their feedback. Once the coach hits submit, the feedback will show up on the player's website when they click on the same event. The player will be able to see the coach's feedback to them and how they can improve or what they did good during that practice or game.

2.2 System-wide testing and bug fixes

Simple bugs like the registration code not showing up were fixed. Additional features like team goal creation were created where coaches can make a goal for their players. Another feature would be user team deletion and goal deletion. Additionally another feature would be a forgotten

password functionality. The roster page can now filter roles based on importance. Also, users will only be allowed to do drill creation for their selected sport. A lot of styling was fixed overall over this milestone.

2.3 Create User/Dev manual

The PocketSports User & Dev Manual is a detailed and well-organized document that serves as both a comprehensive user guide and a technical manual for developers. For users, it explains how to get started with the PocketSports digital coaching app by outlining system requirements, account setup procedures, and navigation tips for accessing features such as goal tracking, practice plan management, drill creation, and team roster management. For developers, the manual provides an in-depth look at the system architecture, source code structure, coding standards, version control practices, and debugging methodologies.

2.4 Create Demo Video

The demo videos show how the user can work each feature in PocketSports through a video on the product home page. The videos show in detail how to do each feature for both the coach and the user. The video includes demos for practice plans, drills, roster, goals, team creation, and feedback.

2.5 Add stats of interest to drills

On the drill board, I replicated the drill tags but made them stats. This is so we can choose which stats we want to track in a particular drill. I ran into issues with styling since this made the modal too complex. Therefore, I remade the modal. The field is on the left and on the right you can name the drill, select tags and stats, and save it below.

2.6 Create Contact Us form

The contact field/feature was made functional as opposed to being an empty field. Users can now input their first, last name, and email address. After this all the fields are then stored into a database schema. We did it this way to prevent spam emails to our product email. Information stored in the database can be viewed to verify who wants to contact the pocket sports team.

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

3.1 Garrett Gmeiner

I completed a multitude of tickets during this milestone. To start, I made it so only field layouts of the selected team sport are available for drill creation. Furthermore, I added more layouts for each sport including half field/court views and a womens lacrosse field. I also added stats of interest to each drill and updated how stats are added on the roster view. I fixed the drill and practice plans tabs so they only show up for the owner and coach roles. I also changed team creation so that teams of the same name or organization can be made. I fixed the create drill modal to bring the pdf to view more frequently and I changed the teams page so that a user can click on the team card to go to the team rather than the small select team button. I changed how the team tab looks by moving the join code to the roster page for only owners and coaches to view. I also displayed the current sport of the team since it was unclear before. On the roster, I got rid of the learn more button and added a user profile photo with each user. I changed the settings button by moving it to the right side of the user card. I added a view stats button under each player so that his/her stats can be viewed too.

3.2 Tyler Ton

For this milestone I focused mainly on little bugs/features that we have not implemented yet. The first thing I did was allow coaches to make a team goal where it would show up on all players belonging to their team. The next thing I accomplished was team deletion. Only people with the correct roles are allowed to delete the teams that they own. The next feature I worked on was a forgotten password feature. Users who register might forget their password. I created a google passcode in order to allow users to reset their password though the verification email. I also made it possible to input and store users' profile pictures. These pictures are then stored in the database. I also made it possible to remove goals. The next thing I worked on was sorting the roster page based on roles, with a filter bar. Finally, the last bug I fixed was the verification email code was not showing up.

3.3 Taylor Carlson

During this milestone, I worked on creating the feedback feature and making the coach and player interact with each other. The coach is allowed to give feedback to a certain player about a practice or game, and the player will be able to see it on their website. I also created a feature to edit an event, in case the location changes or the practice plan. The coach will be able to alter the event if needed. Once the practice plan feature was accomplished, I was able to incorporate the

plans into the events so that the coach can choose a practice plan for a specific event and the list of drills from the practice plan will appear on the player's side as well. I worked on creating interactive pages, so the team home page shows the newest practice plans, events, and top goals of the user when they first enter the website for the team. Throughout the milestone, I also worked on fixing up styling and any bugs I found.

3.4 Parker Cummings

During this milestone I worked on several small items that needed to be taken care of before the design showcase. The features I worked on implementing and debugging were as follows. First, the user can now send an invitation to a player through an email invite code. This allows a coach to enter the emails of players and invites them to register for the site. The next feature I worked on was the ability to leave a team as a player, as that had not yet been implemented, and if a player joined the team, they were stuck on that team. Since they are not owners, they cannot delete the team. Another feature I added was the ability to upload a PDF to the drill bank. This allows the user to be able to start their PocketSports journey with pre-existing drills if they have them. I also implemented default drills, allowing players to see a single default drill for each sport once a team is created. This gives users a starting point for managing their team with PocketSports. I also worked on the user and dev manual, dissecting the functionality of the application through the functions and methods. I also worked on recording the use of two of the features for the demo video. This included the practice plan creation/execution, and the drill creation.

4. Plan for the next Milestone (task matrix)

There will not be a milestone 7.

5. Discussion of each planned task for the next Milestone

Again, there will not be a milestone 7.

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

4/15/2025

7. Client feedback on the current milestone

Add curved lines for the drill board.

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

4/17/2025

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: _____