

Request for Proposal: Creation of a Mobile Spirit of the Game Scoring App

Introduction

The WFDF Spirit of the Game (SOTG) Committee, consisting of representatives from 8 regions worldwide, has established the need to create a mobile Spirit of the Game Scoring App. This app would facilitate teams to submit SOTG scores for games played at events, while enabling tournament directors (TDs) to reduce input errors, accurately determine ranking, and highlighting possible problems. The scoring system used is based on the [current WFDF scoring system](#):

http://wfd.org/about/meeting-minutes/doc_download/76-sotg-scoresheet

The WFDF is looking for someone to create this app based on the criteria setup below and have it fully functional (ie ready for beta testing) by April 30, 2013. If you are interested, please read on.

System requirements

Must Have's

- Open source, preferably hosted at something like Github.
- UTF-8 and easily translatable, automatically using Browser / System language
- Hosting: Either centrally hosted server or easy installation for tournaments
- Ready for future changes of SOTG categories etc., i.e. handle different versions of scores

Good to Have's

- Data should be easily exportable.
- Easily translated to different languages

Event Setup requirements

Must Have's

- Online management of games and scores should be optimized for a desktop browser
- A TD should be able to setup the SOTG Scoring system for any event in two ways:
 1. Enter and edit a list of teams (with games, dates, times, field number, and divisions) through an easy to use process. This can be online or through the upload of a .csv file, and
 2. Use the database of an Ultiorganizer instance as well as Leaguevine (probably through its API).
- The TD should be able to enter and edit scores for all games through a PC
- A link for each team should be generated where this team can only add/edit scores for games they play. This link should contain part of a cryptographic hash which makes it unfeasible to guess

Good to Have's

- The ability of a staff member to lock scores so that teams cannot change it anymore.
- Send the links automatically to team captains

Reporting requirements

Must Have's

- The application should have tools/indicators for the TD to quickly discover problems
 - Teams with missing score sheets (ranked by time missing)
 - Games with low scores (Flags for games with a 0, or total is <8)
 - Teams giving extraordinary high scores (Flag any '2', or the total is 15+)
- A publicly available event summary page with final ranking per division, overall scores, and category averages for each team. This page should be clean/factual so it can be iframed into any existing event website

Good to Have's

- All games exported to comma separated file

- Email/SMS alerts to TD's when a problem has been discovered

Nice to Have

- The capability of branding the summary page

Score Input requirements

Must Have's

- Input through mobile devices using native or WebApp (should work on iPhone and Android)
- Input should be fast, intuitive and resemble the score sheet layout
- The definition of each category should be easily viewable/accessible
- Input should be possible even if there is no online connection and upload/submit them later when connectivity is available
- Teams should be capable of viewing previously submitted scores
- Input scores for only one team per game at a time, do not require both teams' scores at once

Good to Have's

- Have a "Save for later" and a "Commit" button
- Work on a Windows 8 phone

Other requirements

Must Have's

- All solutions show include documentation for TD and team on how to set up and enter SOTG scores.
- Documentation on the app's functionality and its content
- One fully functioning setup on the WFDF server to be used for all WFDF events

How to respond to this RFP

To respond to this RFP, please send an email to patrick.vandervalk@wdf.org and [a short discussion will be arranged to discuss the scope of the project and pragmatic considerations](#). The written proposal should include:

- An overview of the project, addressing the requirements above
- Itemized fees for the development of the application and its implementation
- Timeline and final delivery date
- Ongoing maintenance requirements (if any) and form of documentation to be prepared
- Platform on which the application will be developed
- Qualifications of developer(s)

Links

- Prototype (more to come): <http://cschneid.com/sotg/>
- Leaguevine API: <https://www.leaguevine.com/docs/api/>
- Ultiorganizer source: <http://sourceforge.net/apps/trac/ultiorganizer/>
- WFDF SotG [downloads](#): [Score sheet](#), [score sheet explanation](#)
- Ultiorganizer contact: Kari Tolonen kari.tolonen@mail.suomi.net
- Leaguevine Google Group:
<https://groups.google.com/forum/?fromgroups#!forum/leaguevine-developers>