

# Software Engineering Group Project

## Showcase

# 2023



# CONTENTS

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SENG302 Teaching Team 2023 .....	ii
Welcome message.....	iii
Nau mai ki te Whakaaturanga Hanga Pūmanawa mō te tau 2023!.....	iii
Welcome to Software Engineering Showcase 2023!.....	iii
About SE Showcase.....	4
This year's project.....	6
Product: Team Analytics Buddy (TAB) .....	6
Schedule .....	7
Photos/Video.....	7
Abstracts .....	8
ConQuest .....	8
Hopper.....	8
Herds300.....	9
Playbook.....	9
Team Tactus.....	10
Team OK .....	11
My League Metrics .....	11
Tracks.....	12
Prism.....	13
Saturday.....	13
Thanks To Our Sponsors!.....	15

# ACKNOWLEDGEMENTS



As a year-long group project course, SENG302 has many specific requirements throughout the year. We would like to thank the many people that helped give our students the best learning experience possible.

Thanks to:

- ⑤ The Computer Science & Software Engineering Technical Staff for setting up and maintaining the equipment, hardware, and software, as well as for helping with SE Showcase. Peter Glassenbury, Joffre Horlor, Adrian White, Steven Sykes, Henri Shustak, Sophia Rabara – thank you!
- ⑤ Sharon McGregor, Kat Bell, Scott Collier for helping organise the venue and catering for SE Showcase 2023. Also, for keeping the software engineering room bookings in order.
- ⑤ David van Leeuwen for single-handedly looking after Eng-Git, the Source Code Version Control server, and for making himself available to help with it on the many times we needed during the year.
- ⑤ Whānau, partners, relatives, friends, and support networks who have supported our students and provided encouragement during the year. This is incredibly important especially in long and challenging courses.
- ⑤ The Department of Computer Science & Software Engineering including all the staff, for supporting the specialised needs of SENG302 including events such as this and pastoral care of our students. It is great to be part of a close-knit department to provide a world-class learning environment for our students.
- ⑤ Our sponsors (see last page), without whom events such as this would not be possible.

## SENG302 Teaching Team 2023

SENG302 is a team activity not only for students but also for staff who have a number of roles.



Fabian  
Gilson

Product  
Owner



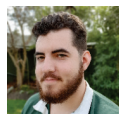
Miguel  
Morales

Quality  
Manager



Morgan  
English

Chief  
Technical  
Officer



Matthew  
Minish

Chief  
Technical  
Officer



Marina  
Filipovic

Product  
Manager



Lydia Looi

Human  
Resources  
Manager

Our Scrum Masters are essential members of the teaching team.



April Clarke



Bede Skinner -  
Vennell



Rachel  
Hodgson



Sam Clark



Sam  
McMillan



# WELCOME MESSAGE

---

Dear students, staff, family members, industry representatives, and members of the wider community,

## Nau mai ki te Whakaaturanga Hanga Pūmanawa mō te tau 2023!

He mihi ki ngā ākonga me ngā kaimahi o te whare wānanga, ki ngā māngai ahumahi me te hapori whānui anō hoki. E manahau ana mātou kua tae mai koutou katoa ki tēnei hui whakanui. Kua poho kererū mātou i ngā whakatutukitanga a ā mātou ākonga i te tau nei.

He mihi ki a koutou katoa i runga i ngā tini tautoko o te tau nei. Ko te ako he mahi ā-hapori, ā,



me kore ake koutou e tautoko mai ana, he iti ake ngā hua ako.

## Welcome to Software Engineering Showcase 2023!

We are excited to celebrate the achievements of our software engineering group project course (SENG302) students. Our students spend a whole year working in a team within the larger SENG302 “organisation”, to develop a substantive piece of software. This is much harder than one might imagine, and the many lessons learnt through experience cannot simply be taught in lecture-based courses. Students learn not only technical skills, but also the important transferable, or “soft” skills that will make them better software engineers.

SENG302 has a high workload, both for students and staff, with requirements for a sustained effort. This year, as in any other year, the students went through a rollercoaster of emotions as they critically assessed the situations and their own abilities, faced failures, became more self-aware, pushed past their limits, brought together all their learning from other courses to eventually solve problems, and increase confidence in their own abilities.

Our students can be very proud of their learning journey and accomplishments this year. We are pleased to welcome all of you are here to be a part of their celebration. We are also grateful for your support of our students at this event, and for some of you, right throughout the year. Learning is a community activity and without your support, this learning would be limited.

So, thank you.

We hope you enjoy the day and get to talk with each of the students to learn more about their accomplishments, software product, and their learning journeys.

Fabian Gilson, Course Coordinator, adapted from introductory words by Moffat Mathews.

# ABOUT SE SHOWCASE

To understand the history of the Software Engineering Showcase, one needs to know a little bit about the history of the project course. The third-year project course has been taught under various course codes using various methods over the years. However, a year-long project was taught at CSSE for a few decades.

**“A year-long project course ensures students understand what it is to live with the impact of their decisions, and to realise that their decisions may have follow-on effects, even months down the line.”**



Historically, most of the focus in the course was on the end-product; the intent was that focusing on the end-result would build and test the technical performance of the team. The side effect of this unfortunately, was that in reality, it meant that the quality of the product became more important than the learning gained by the team in the process. It promoted “hero culture”, where one or a few developers pulled the project through to completion by doing a heroic effort. Students who were less confident in their abilities did not step up and consequently learn, but instead they let those who seemed confident do the work. In terms of presentations/demos, it meant that students had only one presentation at the end of the year where the team presented their product to the class.

**“Software Engineering is a people-centric discipline.”**

Over the years, the field of software engineering grew, and more process-oriented frameworks and methods were being used in industry to develop software. As in other fields, experts (software engineers in the field and occupational psychologists) discovered the importance of qualitative (“soft”) skills in software development projects. Various studies into project management highlighted the significance of human factors in the failure or success of software projects. We changed the project course to include these aspects. The course moved from more of an RUP (linear, waterfall) process to spiral (with iterations) to XP (agile methodology). With each change, more of the process and team skills were brought into the project course.



**“Continuous improvement requires regular reflection on one’s practice, actions, decisions, and the related consequences. Learning from mistakes becomes a habit.”**

Today, SENG302 students use the Scrum framework to develop software in teams. The emphasis now is not solely on the technical skills, which are still crucial for success in this course and are taught and assessed in other courses, but also on the skills required to build “larger” pieces of software over a longer period within a team of developers in the context of an organisation with stakeholders. Students must learn to communicate and negotiate with people in various contexts (e.g., technical, business, and laypeople). They also need to understand the business’ strategy and help with prioritising and grooming the backlog. At every review (at the end of each sprint), teams do a technical presentation and demo their product to the rest of the class who actively provide feedback. Teams also conduct in-depth reviews of another team’s codebase. Team retrospectives at the end of each sprint enable students to reflect and make changes to continuously improve individually and as a team. Apart from the usual software deliverables each sprint, students also must do in-depth self-reflections and provide feedback for all the peers in their team. The emphasis is on learning. Students learn to take ownership of their mistakes and use it as stepping-stones towards learning.

In 2006, Moffat Mathews with Neville Churcher and Warwick Irwin officially changed the final presentation to the Software Engineering Showcase. SE Showcase has had several changes over the years to reflect the purpose and goals of the presentations. The SE Showcase is now a public event, i.e. the teams need to communicate to both lay and technical people. The SE Showcase is not a technical presentation (like those at the sprint reviews), nor is it a marketing presentation. At this presentation, the students present to the wider community (wider group of stakeholders), letting them know what they achieved in the items they were tasked with over the year and what they learnt. Their achievements are not just the product, but their “personal portfolio” of skills required to work in a team. It is also a celebration of the intense work and learning that each student goes through over the year. At the end of the presentations, the attendance will have the opportunity to talk to students about their products and about their learning experiences.

# THIS YEAR'S PROJECT

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## Product: Team Analytics Buddy (TAB)

The SENG302 project for 2023 involved the creation of an application to help teams, coaches, players and whānau plan and share sporting activity information.

“TAB” is designed to make the life of coaches easier by helping them manage their team more efficiently. The application allows them to keep track of players' schedules and provides detailed game statistics for further analysis. It is also a tool for enhances communication with players and their parents in real-time.

The application is designed to support players' development too. Players can plan and schedule their personal sporting activities and review their own performance and health data to monitor their progression and impact in the team.

Whānau can use the application to manage a club, promote a sport or browse statistics related to the teams and players they support.

On top of administrative and team management features, this mobile-friendly web application can gather data from wearable devices (i.e. Garmin smartwatches) to build valuable visualisation for coaches and players that will be used in debriefing or tactical workshops. The mobile app also allows for a live team chat, for coordination and team bonding purposes.

Working in a team to develop a piece of working, usable, and useful software is difficult. Doing this with a set of evolving requirements, even though realistic, makes it even more challenging.

Students gained valuable experience with a range of industry-standard tools and techniques as well as working within a modern software process.

From a common basis with a restrictive set of user requirements, the ten teams delivered very different and interesting pieces of software. Students learnt how to develop a professional product and add their own touch by proposing user stories depending on potential specific audience requirements.

# SCHEDULE

Date: Friday 13 October 2023  
Where: Rehua 226, Ilam campus, University of Canterbury  
Chairs: April Clarke, Bede Skinner-Vennell, Rachel Hodgson, Sam Clark, Sam McMillan

Time	Details
0930 – 1000	Coffee and tea served
1000 – 1005	Welcome (Fabian Gilson)
1005 – 1010	What is SENG302? (Miguel Morales)
1010 – 1025	ConQuest
1025 – 1040	Hopper
1040 – 1055	Herd300
1055 – 1110	Playbook
1110 – 1125	Team Tactus
1125 – 1145	Morning tea break
1145 – 1200	Team OK
1200 – 1215	My league Metrics
1215 – 1230	Tracks
1230 – 1245	Prism
1245 – 1300	Saturday
1300 – 1305	Student Representative (Michelle Hsieh, Celeste Turnock)
1305 – 1310	Closing (Fabian Gilson)
1310 – 1500	Lunch and interactive session

*Please note that this is the intended schedule. The start/end times might vary depending on various factors, such as the actual length of a presentation.*

## Photos/Video

Photos and/or video will be taken at this event. The official photos/videos will only be used for promoting the university and courses. Please let the event co-ordinator know if you do not want your photo taken so that the photographers can attempt to blur your face in the final product.



# ABSTRACTS

## ConQuest

DANIEL NEAL, GEORDIE GIBSON, LIAM CUTHBERT, MUSTAPHA CONTEH, NATHAN CAIN FRONDA, NATALIE KIM, PHYU WAI LWIN, RAIETH FULLAM

Introducing **CONQUEST**:  
Your Ultimate Fitness Companion

# ConQuest.

In a world of chaos, we often overlook our well-being. **CONQUEST** is here to change that. We offer a cutting-edge nutrition & sports management app to empower your fitness journey, providing knowledge and tools for informed decisions.

Unlocking Your Full Potential - At **CONQUEST**, we believe that knowledge is the ultimate source of power. This belief underpins our design philosophy. Regardless of whether you are an aspiring athlete striving to achieve peak performance or someone on a journey to embrace a healthier lifestyle, **CONQUEST** has been meticulously designed with you in mind.

Track Your Nutritional Intake - Say farewell to the guesswork surrounding your dietary choices. **CONQUEST** allows you to effortlessly log every morsel you consume, offering you an in-depth analysis of your daily nutritional intake. **CONQUEST** provides a comprehensive breakdown of the essential components fuelling your body, from proteins and carbohydrates to fats and sugars.

Comprehensive Sports Management - **CONQUEST** goes beyond just personal fitness tracking and extends its capabilities to empower sports enthusiasts with teams, clubs, players, and activities. With our sports management features, you can now efficiently organize, track, and enhance your sporting experiences.

Team and Club Management - For team leaders, coaches, and club organizers, **CONQUEST** offers a robust platform to manage your sports teams and clubs. Easily create and manage rosters, schedule practices, and games, and keep track of team statistics and performance. Stay connected with your team members and ensure everyone is on the same page.

What are you waiting for? - Embrace the certainty and confidence that **CONQUEST** provides. Download **CONQUEST** today to seize control of your health, amplify your sporting performance, and embark on an awe-inspiring journey of self-discovery. Your body is deserving of the utmost care and attention—let **CONQUEST** be your beacon of light. Your body, your adventure!

## Hopper

BEN MENEGHINI, BEN WILLIAMS, DANIEL CHA, FINN VAN DORSSER, JAMES BILLOWS, JACOB TINNING, KANE XIE, MICHAEL ALPENFELS

**HOPPER** is a new fun and interactive platform for teams, clubs, players and whānau involved in sports and athletic activities. **HOPPER** enables rewards and incentivises players to complete real world challenges for hops (experience) towards unique cosmetics (exclusive profile badges and borders), tracking along a levelling system. We want to encourage a social experience on **HOPPER** by allowing clubs and teams to have adequate social channels to coordinate and share sporting events with other users through a personalised feed.

**HOPPER** is designed to allow our coaches and managers to create interactive experiences for their club and team members by providing them the tools to create and place their games, training activities and general club activities and rewarding their members for attending and participating in these activities.

# HOPPER.

Our team at **HOPPER** is a dynamic and passionate group of eight individuals who share a common vision: to create a unique and interactive social sporting platform, encouraging all ranges of people to participate in sports and activities.

Putting together developers, designers, and creative minds, our team harnesses a diverse set of skills and experience, allowing us to tackle every aspect of **HOPPER**'s development with success. We are a close-knit group of individuals who have great synergy with one another, enjoying every moment of collaboration. Through lighthearted conversation, and collaborative development, our team always manages to come together. We believe in the power of teamwork and the strengths that cross-functional teams offer. We take pride in our ability to provide a personalised and social experience on **HOPPER**, and are committed to creating a fun and socially engaging application to serve the sporting community.

## Herds300

EMMA BADGER, HARRY MARISCOTES, JESPER MORITZEN, KATIE FIELD, LUCAS REDDING, MICHAEL GEALOGO, RONAN DALTON

In a world filled with complex technologies and digital noise, our vision is to create a basic and intuitive social media application tailored for sports teams. Our aim is to connect users together for the shared love of sports providing the basic functionalities to do so. Inspired by the collaborative nature of animals that thrive in herds, our product aims to provide a user-friendly platform that fosters collaboration and communication among sports enthusiasts and teams.

The key functionalities include:

- Registering users
- Creating teams
- Join teams and changing member roles
- Viewing teams and users
- Following teams
- Friending users
- Creating blog posts and view posts of friends and teams followed
- Viewing and creating activities
- Sharing posts on other platforms



With a commitment to simplify the sports social experience, we are confident that our application can foster seamless interactions for users of all backgrounds. We aim to build a sense of unity within the sports community, inspired by the natural harmony observed in the collaboration of herds in the wild.

## Playbook

SEBASTIAN CONAGHAN-CARR, OLIVER GARRETT, ANDREW HALL, AMY PAULL, CAMERON PEARCE, NIRJIAH SELVARAJAH AND ANGELA YU

### Description:

**PLAYBOOK** is an online team management tool that will enhance your coaching experience. **PLAYBOOK** allows you to create, save and share coaching tactics for your team and the wider community on our app. This application was developed by 7 computer science and software engineering students who are passionate about sports and whiteboards.

**PLAYBOOK** began its life as a team scheduling application but evolved to target coaches and provide a platform to aid them in their coaching journey.



### Key Features:

- Team Whiteboard

**PLAYBOOK** allows you to demonstrate tactics for your team, from either a blank pitch, existing formation or a lineup of players. You can record and save your demonstrations for your team to review.

- Coaching Resources

**PLAYBOOK** offers the ability to create and share coaching resources through the team whiteboard. When creating a whiteboard recording you can choose to save it publicly so that the wider community can view it to help them in their own coaching journey.

- Activity Scheduling

**PLAYBOOK** allows you to schedule activities for yourself and your team. When an activity is underway you can add statistics such as goals, substitutions and general facts about an activity.

- Team and Activity Statistics

**PLAYBOOK** aggregates your in-game statistics automatically, giving you an insight into the performance of your team members. This can be viewed from an overall team perspective to find out information such as top 5 scorers or per activity to see a detailed breakdown of when a goal or substitution occurred.

Discover how **PLAYBOOK** can elevate your coaching experience. From tactical insights to seamless scheduling and team management, our app is designed to make your role as a coach easier and more enjoyable.

## Team Tactus

ANGUS KIRTLAN, BEDE NATHAN, DANIELLE SIM, JACKIE JONE, JUSTIN MEYERS, NATHAN BRIGGS, PRISCILLA ISHIDA-FOALE

**TEAM TACTUS** is a tight-knit team of seven with an ongoing commitment to a lively team culture. Along the way in developing **TACTUS GRAMEN**, we bonded over board games, cupcakes, and crying cat cartoons to cope. Our positive energy and shared interests fuel our collaborative spirit, helping us overcome challenges and bring our project to fruition. Through **TACTUS GRAMEN**, you can witness the outcome of our hard work and enthusiasm.

**TACTUS GRAMEN** is a fitness-focused web and mobile app that allows people to manage their fitness and sports activities, both individually and in teams. In today's digital world, where we tend to have many reasons to stay inside, **TACTUS GRAMEN** incentivises exploring the outdoors and interacting with sporting groups to improve our personal health and fitness.

The app utilises integration with Garmin Connect so that individuals and teams can track their fitness data collected from their Garmin wearable, and visualise it in immersive and insightful ways via statistics dashboards. Combined with a friendly interface, even the least analytical person can identify their progress and pinpoint areas of improvement to maximise their sports performance and personal health.

With collaborative activities in mind, **TACTUS GRAMEN** allows teams to plan activities for the future, keeping everyone on track and on the same page. To maximise the potential of the team, coaches and managers can map out team formations and lineups to strategise the team's upcoming activities such as games and competitions. Activity statistics and formations can be looked back on at any time to remind coaches and players how well they did and to identify tactics to take on the opponent next time and claim victory.



## Team OK

CORENTIN MANTI, DANIEL PEPLOE, FIONA BAO, JAKIB ISHERWOOD, JAMES LAWS, MICHELLE HSIEH, ZYROMME BAYSON

### TEAM OK:

Our team consists of three Asians, two red-heads and two generic white people. Of these people, we have two females and two people who require glasses (not mutually exclusive). Not only are we diverse in appearance, but we are also diverse in skills and personality. We are a practical team with a sense of humour, and we have enjoyed working together to create this application that focuses on inclusivity in sports clubs.



### ECKO:

Introducing **ECKO: Revolutionising Sports Communication and Analytics**

In the dynamic world of sports, staying connected, tracking performance, and making informed decisions are vital for success. **ECKO**, our groundbreaking sports communication and analytics application, is designed to empower athletes, clubs, teams with a suite of powerful features that can elevate sports teams and clubs to new heights.

### Club Chats, Activity Tracking, Posts, and Announcements:

**ECKO** serves as the central hub for your sports community. Whether you're part of a professional club or a local team, our application simplifies communication. Communicate with club members easily by using our live chat or use a private chat room to stay connected. Stay on top of your game by tracking activities and sharing achievements with posts. Club owners and administrators can make important announcements that each club member can see on the main club page.

### Team Statistics and Trends:

Monitor team statistics and trends, providing valuable insights to team managers and players. Understand your team's strengths and weaknesses and strategise effectively. With **ECKO**, data-driven decision-making becomes second nature.

### Lineup Creation and Activity Tracking:

For coaches and team managers, **ECKO** streamlines the process of creating formations and lineups for game and friendly activities. Build your ideal lineup, and during the activity, track substitutions, goals, and key facts. This feature ensures that team managers have a comprehensive view of the game as it unfolds, allowing for on-the-fly adjustments and strategies. It can also prove useful for tracking past events for statistics and trends.

## My League Metrics

ALEXANDER HOLTON, ANU AHUJA, FRANCIS PHAN, GIFT MKWARA, GINNY SMITH, HARRISON TYSON, VICTORIA HENDERSON

**MY LEAGUE METRICS (MLM)** is a cloud platform dedicated to all things sports.

With **MLM**, you can get fit and stay active by doing activities and conquering challenges. Challenges allow you to set targets for yourself, and as you complete activities, you make progress in reaching those targets. **MLM**'s advanced data analytics model also recommends challenges to help you discover new kinds of activities, or improve yourself through elevated new targets.



To understand your achievements better, **MLM**'s reporting feature, Personal Statistics, aggregates how you have performed, giving you an in-depth overview of your sport goals. And when it's time to get competitive, you can earn points and rank among other global players in

the Leaderboard. Or get social by connecting with your fellow players that are close to you, or by creating or joining a team. Whatever your goal is in playing sports, **MLM** is designed and optimised for you to help you best achieve it.

**MLM** users are highly mobile, and that's why **MLM** leverages mobility from the very start. So whether you're out in the sun playing sports, or using **MLM** at your desk, **MLM**'s highly intuitive and easy-to-use user experience is optimised to make it the perfect tool to help you reach your sport goal with ease.

## Tracks

CALEB DAVEY, ELIZA DIXON, ELLA CALDER, ETHAN BRITTAİN-MORBY, JACK FAWTHORPE, MATTHEW HARPER, MICHAEL WILSON, PATRICK WHITING

We are **Tracks**, the creators of **PickPocket**, a novel platform that reimagines sports betting. **PickPocket** introduces an innovative twist by allowing users to make predictions on global and community competitions. **PickPocket**'s key features include account creation, team formation, competition participation, and predicting match outcomes.



**PickPocket** begins by offering users a straightforward account creation process, granting them access to an exciting world of sports betting with a personal touch. The platform's user-friendly interface ensures a smooth entry into this unconventional betting experience. A standout feature of **PickPocket** is the ability to create and join teams. Users can gather like-minded enthusiasts to form their teams or join existing groups. This team-oriented approach fosters a sense of community and friendly competition, enhancing the overall sports betting experience.

**PickPocket** takes competitions to a new level by allowing users to create and participate in competitions centred on sports they or their families are involved in. Competitions encourage users to put their betting skills to the test against one another, elevating the excitement of sports betting. What sets **PickPocket** apart is its focus on local competitions. This feature adds a personal and familial dimension to sports betting that has never been explored before. By enabling users to wager on their kids' sports as well as others, **PickPocket** transforms every bet into a meaningful and emotionally charged experience.

Additionally, **PickPocket** provides a prediction feature that allows users to forecast the outcomes of upcoming sports matches. This element adds a strategic dimension to the betting experience, challenging users to analyse the game, rely on their sports knowledge, and make informed decisions. It fosters friendly competition among users and enriches the overall betting experience.

In conclusion, **PickPocket** represents a unique approach to sports betting by blending the excitement of sports with a novel twist on personal engagement. Its features, including account creation, team formation, competition engagement, and locally based betting, make it a groundbreaking platform in the world of sports gambling. By infusing the world of sports with a personal touch, **PickPocket** invites users to reconsider the way they approach sports betting, transforming it into a memorable and distinctive experience.



# Prism

CELESTE TURNOCK, CELIA ALLEN, DANIEL LOWE, KAHU GRIFFIN, NATHAN HARPER, SEAN MARRIOT, TOM BARTHELMEH

**PRISM** have bonded closely over the course of the year, and we would all consider ourselves friends. We are all happy with the blessing that is a decent set of group members. We pride ourselves on the easygoing nature and the humour that we all bring to the table. As a team, we have faced many challenges in developing our application, yet remarkably few between team members. Here's a little bit about each of us:



Celia "I'm Hungry" Allen - Has five muesli bars and a container of Skittles in her bag at all times

Tom "Always Eating Lunch" Barthelmeh - If you're looking for him, he's probably out eating lunch

Kahu "The Walking Red Card" Griffin - Given more yellow cards than everyone else combined

Nathan "The Walking Brown Card" Harper - Never thinks before blurting out whatever's on his mind

Daniel "100 Tasks a Minute" Lowe - Finishes half the sprint before everyone else looks at it

Sean "Energy Drink" Marriott - Consumes approximately 7 metric tonnes of caffeine an hour

Celeste "Emoji Extraordinaire" Turnock - Drew so many emojis that only ended up being used in the slack

Carl "The Deserter" Chen - Fun while he lasted but left us :(

**PRISM** believes that a sense of community is at the heart of teamwork.

With this in mind, our product is dedicated towards fostering a central hub for communication, within and between teams. Through an emphasis on social media, our application excels in providing a platform for users to organise activities and build a sense of camaraderie within teams.

Some integral features of **PRISM** include the activities calendar for planning and managing games and competitions, the teams feed for communication within teams, and the club's homepage to encourage competitive spirit between teams.

## Saturday

HUGH AVERY, JOSHUA BROWN, LEX NICOLIVAN RAMIREZ, MATTHEW DOONAN, NUTCHA SIRAWATTANAKUL, TARA LIPSCOMBE, VINCENT, ZAKI GUMAUA

**SATURDAY** is a revolutionary sports and fitness application created by a dynamic team of third-year software engineering and computer science students. Our journey was driven by the aspiration to excel and grow both individually in the software development industry and collectively as a team. Over the past seven months, we have collaborated and learned together to create our innovative and successful app, **SATURDAY**.



At its core, **SATURDAY** is a groundbreaking sports and fitness application that redefines how teams and fitness enthusiasts connect and engage with their athletic passions. Our vision for **SATURDAY** was to provide a comprehensive platform where users can seamlessly integrate various aspects of their sports and fitness lifestyles.

Powered by Garmin, **SATURDAY** offers a wealth of features to elevate your sports and fitness experience:

**1. Connections and Friendships:** **SATURDAY** fosters meaningful connections within the sports and fitness community. Easily send friend requests, connect with fellow enthusiasts, and manage your connections. **SATURDAY** transforms your sports circle into a close-knit community.

**2. Dynamic Feeds, Posts, and Exploration:** The Feeds page is where the action unfolds. Create captivating posts with images, descriptions, and location tags. Share achievements and follow

friends' sports journeys. React and comment to engage in lively discussions. Explore the sports world with public posts, finding inspiration and fresh perspectives.

**3. Garmin-Powered Insights:** What sets **SATURDAY** apart is its integration with Garmin, offering users the power to enrich their profiles with sports and fitness statistics. Connect your Garmin account and watch as your daily stats, goal progress, and week-long performance data come to life.

**4. Activity Management:** Plan and manage activities effortlessly. Create events, practices, or games with descriptions, types, dates, and times. Link your related Garmin activity to your post, connecting your achievements with your sports community. Our journey in creating **SATURDAY** has been transformative, and we're excited to share it with you. Join us on Saturday and experience a revolutionary approach to sports and fitness. Connect, compete, and celebrate the sports and fitness lifestyle like never before.

# THANKS TO OUR SPONSORS!

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Constant Connect



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INNOVATION & EMPLOYMENT**  
HĪKINA WHAKATUTUKI



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