

# 5-A-Side Finder

## Statement

I am Benjamin DeSouza, a 'Digital Media' student at Coventry University aspiring to continue pushing my creative digital boundaries. Having had a strong passion for the creative digital world from an early age, I knew I found the right course when I discovered this course.

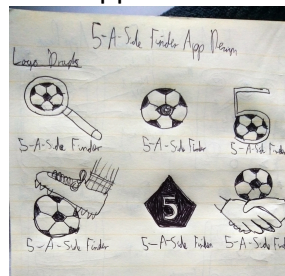
During my four years studying here I have enhanced my creative skills and confidence in a variety of University projects and placements. I always love the journey of creative projects, watching them grow from mere concepts to fully fledged digital media assets and '5-A-Side Finder' was no exception. Having experienced the problem of having a limited range of players to play with or against, I knew an idea to network like-minded casual football players together was waiting to be realised.

I took a major risk with the project as it involved learning a variety of new techniques and software which I wasn't sure I could grasp at first. Nevertheless, I pursued through the snags and faults and figured out the necessary elements to bring this project to life. My time studying at Coventry University has been an amazing experience and I am so happy to share my project.

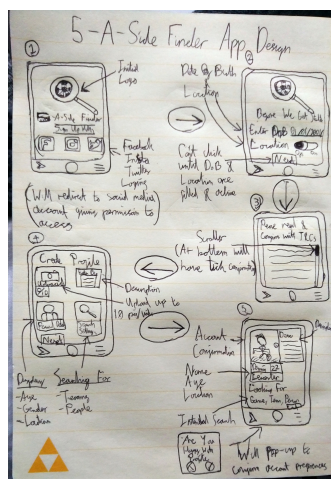
## Project Journey

### Initial Sketches

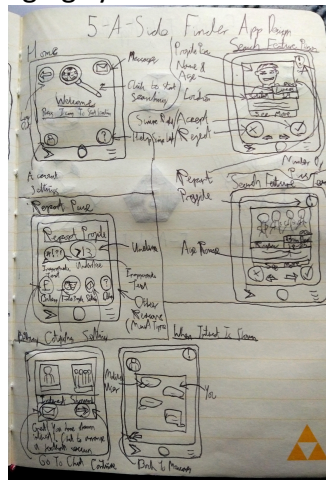
1: The first logo sketches I made. I chose the magnifying glass with the football as I felt this would best represent the purpose of the app



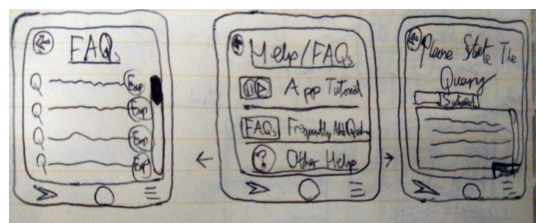
2: The first sketches of the app pages based on my initial conceptualisation. These include the register screen, location activation, terms and condition, profile creation page and profile confirmation.



3: The remaining sketches based on my initial ideas. These pages include the welcome screen, the main swipe activities for individual and team searches, the report profile page, match confirmation and the messaging system.



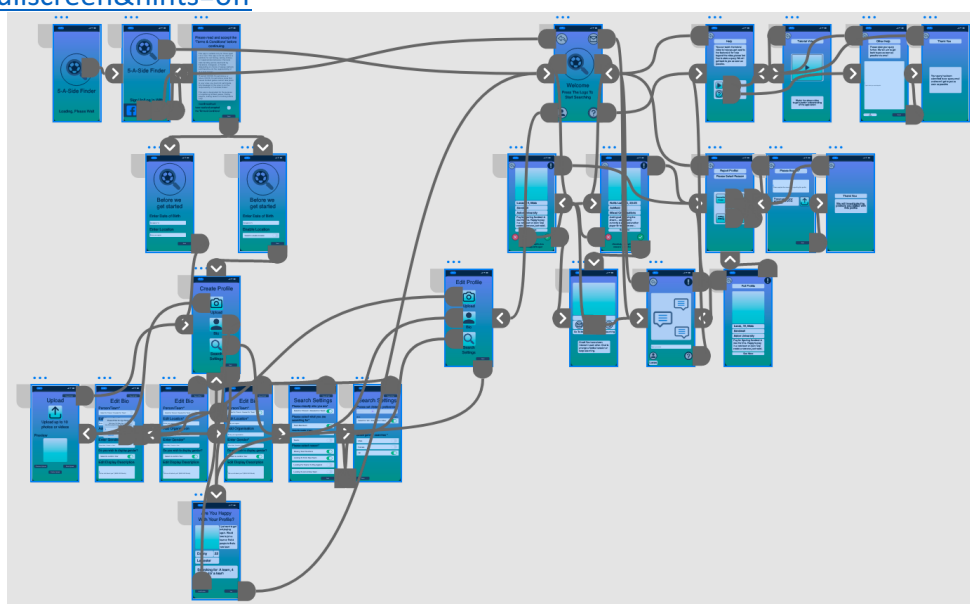
4: The final sketches include ideas for a help section, in case people wanted extra clarity with the app



### First Digital Prototype

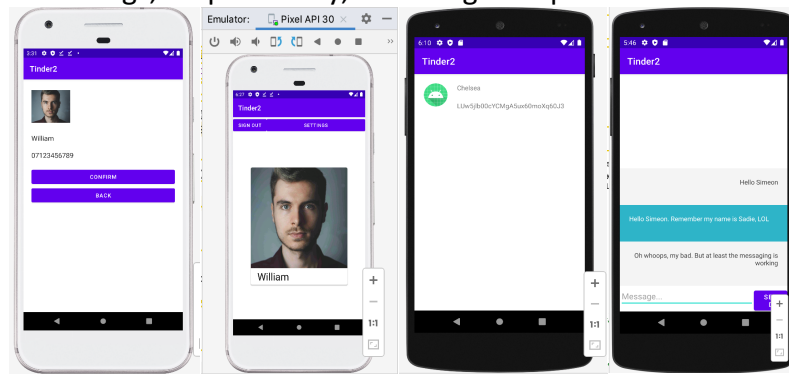
I evolved the sketches to a digital prototype, to create a clearer visual of the app and test the flow and structure of it. Unlike the sketches, I included every possible page that was initially conceptualised.

**Link:** <https://xd.adobe.com/view/04250025-16eb-4a26-9dbf-55382fbdf291-5176/?fullscreen&hints=off>



## Practice Build

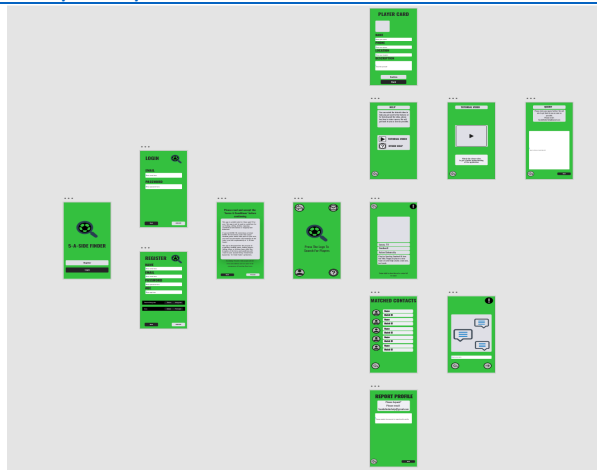
To learn the fundamentals of the app's features, I attempted a practice build of a Tinder prototype in Android Studio. I was able to teach myself how to implement the necessary features and I was also able to develop theories on how I could create other pages. These are some screenshots of the finished fundamentals form the practice build. The features include the profile settings, swipe activity, matching with profiles and the messaging system.



## Final Design

With the practice build done, I was able to record what was possible in the space of time I had, what features were necessary and which features needed leaving out. I also changed the colour scheme to better suit the football purpose of the app.

Link: <https://xd.adobe.com/view/29acd46f-67da-4012-81fe-447690d8f89e-7cff/>



## Final Build

With the learnings complete, I was able to proceed with the final build without the snags from last time. I was also more confident in trialling new theories I developed to help shape my app even better. I'm proud to see that all the learnings from the practices was worth it.

