

Esportmanager.com Mobile application

Introduction to the Challenge

The Challenge is developing a mobile application for esportmanager.com desktop platform. The mobile application should fit to the desktop platform, having similar features.

Primary tasks:

- ★ Solution for automatic or semi-automatic score reporting for games without API connection – mainly console games for example FIFA23 on PlayStation or Xbox (this should be the main focus)
- ★ Solution for logging into the desktop platform from the mobile application
- ★ Solution for joining into tournaments from mobile application
- ★ Solution for the check-in before a tournament starts
- ★ Solution for creating challenges and joining open challenges in the mobile application
- ★ Sending push notifications – e.g. someone joined into my open challenge, someone invited me to a team, challenged me, marketing notifications

Secondary tasks:

- ★ News feed with relevant stories (For example: coming from social media, or desktop version, etc)
- ★ Chat & social functions
- ★ Individual achievements/badges

Bonus task:

- ★ Any kind of additional innovative mobile app solution that would benefit the user experience

Who we are

Esportmanager.com is part of the MetaPlayers universe. This is our own, in-house developed tournament organizing online platform where esports matches take place, making it the most important part of the MetaPlayers Universe.

The site has an automated bracket system, API connection to the largest esports games, game-account linking for players, a performance tracking system with real-time statistics, an easy-to-use admin interface, and also customizable user, team, and organization profiles.

The main functions are the Tournaments and Challenges.

Tournaments:

It involves individual users or teams competing against each other in different formats (single elimination, double elimination, swiss system) for prize pools.

Challenges:

Challenge is a unique feature in esportmanager.com. The users bet against each other in different games (right now it is CS:GO and LoL). There is an entry that has to be paid by both and the winner takes the prize.

The Challenge feature was made for everyday gamers to practice, play, and have fun with their friends while earning some extra money. With EsportManager Challenge players no longer have to wait for big events to showcase their skills, they can challenge their friends – or anyone on the platform – for a quick battle and cash!

What we will provide

- We provide example data. (users, matches, tournaments, challenges)
- Our mentors will also be available for you to answer questions.

Implementation and technology

There is no "technical" limitation, you can choose whatever languages/platforms/tooling you want to use.

We don't provide API, therefore you should mock all endpoints that you would like to use based on your creativity and the dataset that is provided by us.

Judging criteria

- innovativeness 25%
- impact/value 20%
- sustainability 20%
- feasibility 15%
- prototype 15%
- presentation 5%

Prizes

- ★ 3,000 € for the winner of the challenge
- ★ Project job offer at MetaPlayersGG – continuing the hackathon project
- ★ Golden ticket for Gamerland (12 hours of gametime)/person