



DXC EURO 2020

A Product of DTC Sofia

01

Objectives

- Product vision;
- Product features and why this product is different from previous editions;
- Model of work;
- Team structure;
- What is implemented;
- How it is handed over;
- What needs to be done next year;

02

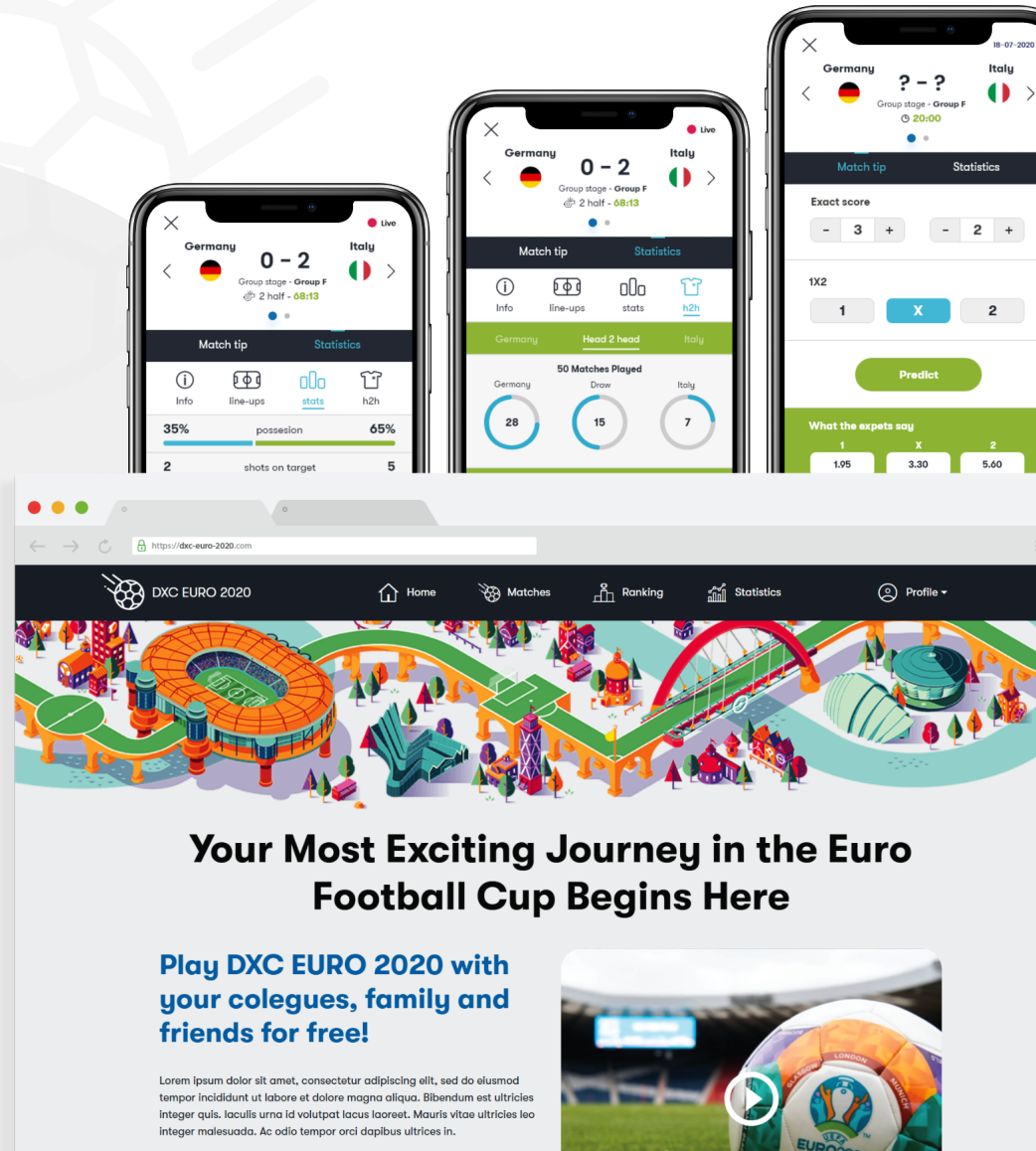
Product vision

The EURO 2020 WEB & Mobile APP is built to provide integrated gaming & entertainment experience for all DXC Employees, their friends and families based on the latest trends & technologies.

The App is taking the best from gaming/prediction sports platforms, social communication channels and sports info feeds to make the usage of other EURO Championship apps unnecessary.



DXC proprietary and confidential





03

Our Model of Work

- **Working Agile**
using the best agile practices and testing different solutions.
- **Working on sprints**
We worked on sprints with 2 weeks duration.
- **Following the agile events**
daily stand-ups, planning and retrospective meetings.
- **Following DTC Agile Practices**
using Jira and Confluence as project tools.
- **Took part in a workshop**
all team's ideas, visions, concerns and priorities were collected.
- **Backlog development**
Based on achievements in the previous World Cup 2018 app we had a good starting point for backlog development

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Why this product is different from previous editions

Previous editions

- Voluntary work
- Working out in the spare time of the team
- Products couldn't cover the end-to-end Digital football experience
- Manual work for match results

EURO 2020

- **Numerous opportunities for predictions**
From exact results on matches, to the rudest players in the tournament. All in one;
- **All information in one place**
Match Fixtures, Euro2020 Standings, Livescores, Expert Predictions, Team Head2Heads
- **Social Media Sharing**
Our App allows everyone to experience & share their success during the EURO championship through all popular social media channels;
- **Beyond the DXC borders**
Our App is not only for DXC employees - it will attract many non-company users through the extensive social media user sharing capabilities;
- **Working Agile**

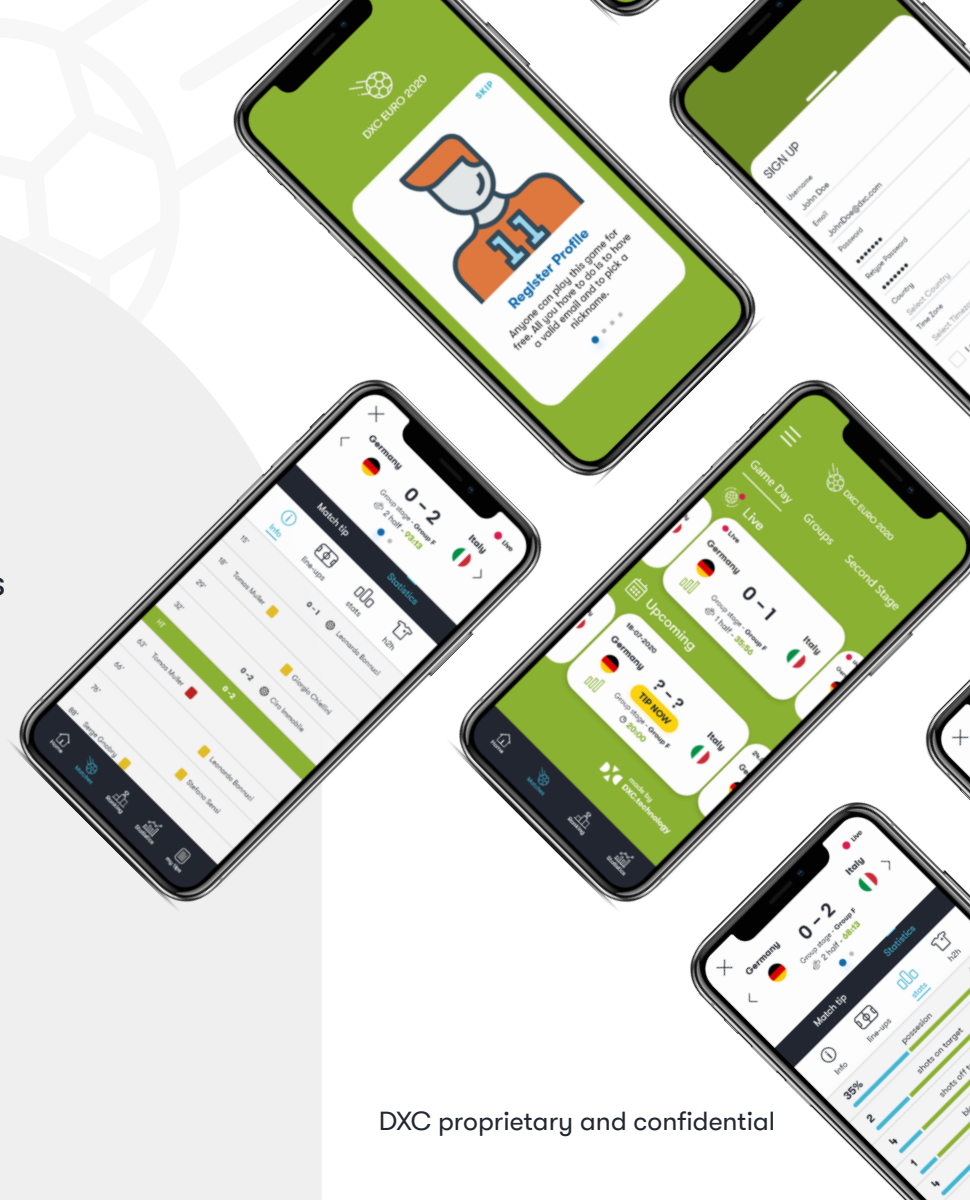


05

What is implemented

Technical

- WorldCup 2016 deep analysis and ideas for new features
- Environment & Domain Set-up
- Overall Architectural Design
- Technical Agility Practices, including model for roll-out & live support
- App registration in Apple Store & Google Play Store

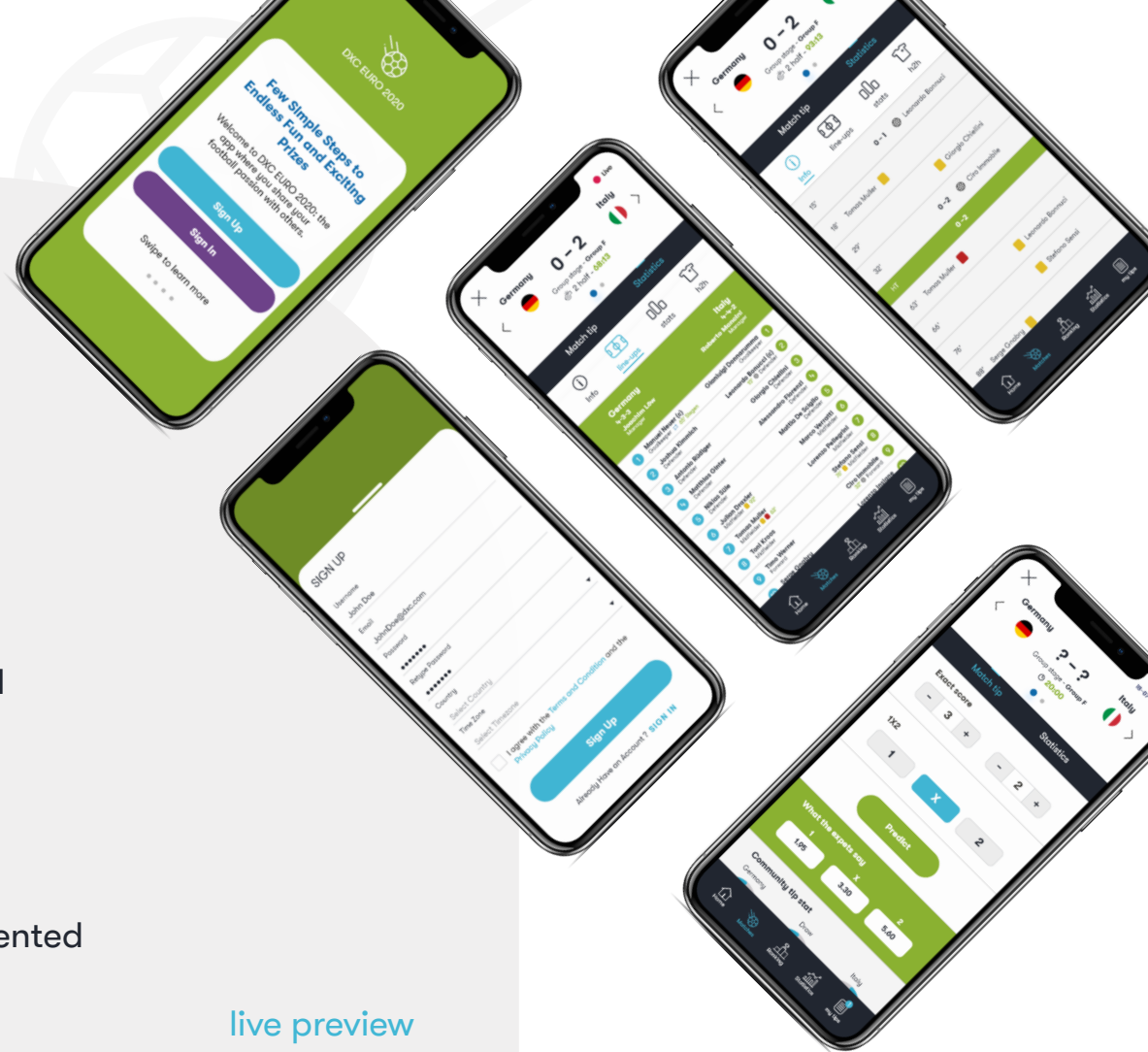


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What is implemented

Features

- User Registration Modules
- User Settings Modules
- User Onboarding process
- View Live & Upcoming Matches including 3rd party API integration
- Predict on Match Winner
- Win Points for Match Winner
- User Friendly experience for all fully implemented Features + many more



live preview

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What needs to be done next year?



- Social Features (Group Creation, Administration, Social Media, etc);
- Analytics Features (statistics, real-time user data, standings, etc);
- Finalization of Gaming Features;
- Finalization of EURO2021 Features;
- Finalization of Administrative features
- Search and Filtering features

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Our Team



ANDREY
proxy product owner



MARIYA
scrum master



STELYANA
digital marketing



DIMITAR
UX/IU designer



VERONIKA
UX/IU designer



ALEXANDER
front-end developer



ISKRA
front-end developer



DIMITAR
mobile developer



VELINA
back-end developer



LACHEZAR
back-end developer



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How it is handed over

- Handover presentation describing Euro2020 project in high level
- High-Level Backlog
- Project architecture design
- Source Code Repository in DXC GitHub with created code for Mobile, Front-end, Back-end
- Source Code Documentation, including Style

live link





THANK YOU

Our High-Level Agile Product Backlog

○ User Registration

- In-App Registration;
- Facebook Registration;
- Google Registration;

○ Social Features

- Update User Personal Data;
- User E-mail Privacy;
- Mobile Phone Push Notifications;
- E-mail Notifications;
- Delete/Forget User;
- Profile Avatar/Default Image;

○ Social Features

- Invite Friends with E-mail;
- Create Private & Public User Groups;
- Administer User Groups;
- Compete within Group;
- Compete with other Groups;
- User Group Chat;
- Share in Social Media - Ranking & Cups;
- Choose Favorite Groups;

○ Gaming Features

- Win points for predicting the winner of a match;
- Win Points for precising Exact Match Result;
- Win Points for tournament winner & Runner-up;
- Win points for goal difference;
- Win points for friends registered;
- Win points for social media shares;
- Win points for chat activity;
- Win points for goal scorers;
- Win points for the rudest player;
- Win Virtual cups for points earned;
- Win Points for prediction success rate;
- Play even if match has started, earn less points;

○ Social Features

- Privacy Policy;
- Game Rules;
- Terms and Conditions;
- In App User Tips;
- In App Notifications;
- Time Zone;
- Multi-Language Support;
- My Personal Predictions;

○ Analytics

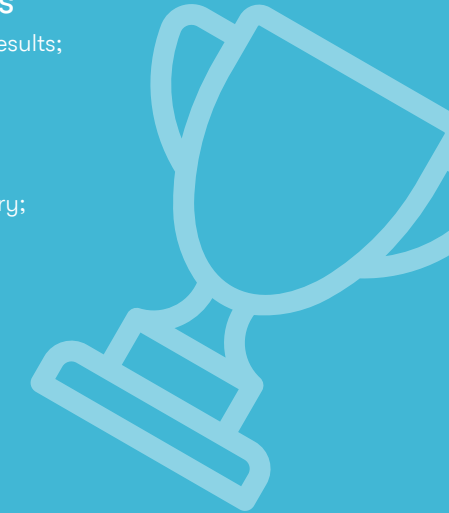
- Group Rankings (points earned);
- App User Bets in Real Time;
- Group Ranking (successful Guesses);
- Group Ranking Movements indicators;
- Group Ranking per Country;
- Easiest to guess Matches;
- Hardest to guess matches;

○ Tournament features

- Automatic Updates for Match results;
- Match Stats/Statistics;
- Match Live-Score;
- Group/Eliminations standings;
- Expert Predictions;
- Head2Head/Match/Team history;

○ Search/Filter

- User Stats;
- Group Stats;
- Match Search;



[live link](#)