

**Rodeo Mobile Application
Vision Document
Version 1.0**

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Rodeo Mobile Application

1. Introduction

1.1) Purpose

The purpose of this document is to collect, analyze, and define the high level needs and features of a Rodeo Mobile Application. This will include an overview of users of this application, what functions can be performed within the application, and any documentation or product requirements.

1.2) Scope

This application will be used by people who are interested in attending the CINCH Boyd Gaming Chute-Out. The main purpose will be to help attendees locate parking lots and parking spaces, check venue information, see the line-up and schedule for the rodeo and other events, and check the rodeo scores for that day.

Additionally, this application will also help attendees to interact with the event. Users will be able to select their own score for each contestant during each event every day. When the event has ended, users should be able to compare their score to the official score awarded.

1.3) Definitions

- **Rough Stock** – a type of event in which a rider and their horse or bull are each scored on a scale of 0-50, with the two numbers being added for the final score.
- **Timed Event** – a type of event in which a task is performed and timed to the hundredth of a second, with the lowest time being the winner.
- **Bareback Riding** – a Rough Stock rodeo event in which a rider will ride a bucking horse for 8 seconds without a saddle.
- **Steer Wrestling** – a Timed rodeo event in which a cowboy will wrestle a steer to the ground.
- **Team Roping** – a Timed rodeo event in which two ropers work together to rope a steer's horns and hind legs.

- **Saddle Bronc Riding** – a Rough Stock rodeo event in which a rider will ride a bucking horse for 8 seconds with a specially designed saddle.
- **Tie-Down Roping** – a Timed rodeo event in which a roper ties together the legs of a calf.
- **Barrel Racing** – a Timed rodeo event in which riders and their horse will race around 3 barrels in a clover pattern.
- **Bull Riding** – a Rough Stock rodeo event in which a rider will ride a bucking bull for 8 seconds without a saddle.
- **Header** – the roper in a Team Roping event that is responsible for roping the steer’s horns.
- **Heeler** – the roper in a Team Roping event that is responsible for roping the steer’s hind legs.
- **Penalty** – an option in scoring Timed Events where a participant has done something incorrectly. The typical amount of time a penalty adds depends on the event in question.
- **Re-Ride** – an option that is sometimes awarded after a low score is given, letting the participant try again at the end of the event for a new score. The new score will always be the one taken, regardless of which is highest.
- **No Score** – a state of scoring in which a participant of a Rough Stock event does not complete a full 8 seconds or has been disqualified, and so does not receive a score.
- **No Time** – a state of scoring in which a participant of a Timed Event does not complete the event or has been disqualified, and so does not receive a time.

1.4) References

- <http://www.boydgamingevents.com/chute-out-rodeo>
- <http://www.nfexperience.com/>
- <http://www.rodeohouston.com/>
- <http://www.rodeoaustin.com/events/rodeo/>
- <http://www.cinchrodeo.com/>

2. Positioning

2.1) Business Opportunity

Boyd Gaming partners with CINCH Rodeo every year to put on the CINCH Boyd Gaming Chute-Out, a rodeo that lasts for three days and offers an additional activity to travelers in town for the yearly National Finals Rode (NFR).

By offering a mobile application, it allows visitors who are unfamiliar with the area to learn more about what the venue offers, and it will allow them to feel more engaged with both the event and Boyd Gaming. Boyd Gaming aims to provide a unique experience to families and friends who are attending the rodeo.

2.2) Problem Statement

The problem of	<ul style="list-style-type: none"> • Guests being unfamiliar with the venue and company • Guests not knowing the event schedule • Guests missing hearing what the scores and times for the day are
Affects	<ul style="list-style-type: none"> • The experience each guest has at the rodeo and venue
The impact of which is	<ul style="list-style-type: none"> • Guests not having a good time and so opting not to go to the event next year • Loss of revenue for the company
A successful solution would be	<ul style="list-style-type: none"> • Providing guests with an easy and free way to learn about the upcoming event and venue, generating excitement about the CINCH Boyd Gaming Chute-Out

2.3) Product Position Statement

For	<ul style="list-style-type: none"> • Rodeo attendees • Venue employees
Who	<ul style="list-style-type: none"> • Would like to learn more about the event and/or venue
The Rodeo Mobile Application is	<ul style="list-style-type: none"> • A mobile application for iOS and Android operating systems • A web application for all other users

That	<ul style="list-style-type: none"> • Shows guests parking information and daily offers at the venue • Allows rodeo attendees to vote for and score participants alongside judges
Unlike	<ul style="list-style-type: none"> • NFR Experience Mobile App • Rodeo Houston Mobile App
Our Product	<ul style="list-style-type: none"> • Will pertain specific information to the CINCH Boyd Gaming Chute-Out

3. Product Overview

3.1) Product Perspective

This product is independent from other Boyd Gaming systems. It will require the use of a SQL database to store information in, such as the contestants and the scores they received at the rodeo each day, and the scores input by rodeo attendees.

3.2) Summary of Capabilities

Customer Benefit	Supporting Features
Provides a way to navigation around the venue	<ul style="list-style-type: none"> • Parking Map • Venue Map
Shows them what they have to look forward to at the rodeo each day	<ul style="list-style-type: none"> • Event Schedule • Rodeo Contestant Line-Up
Allows them to participate in the rodeo	<ul style="list-style-type: none"> • Personal Scoring • Score Comparisons

3.3) Assumptions and Dependencies

1. It is assumed that all customers will be attending the rodeo in person and will have access to a paper day sheet should they want to use one.
2. The rodeo attendee should already be aware that their votes and scores have no impact on the real scores assigned by the official event judges.
3. It is assumed that up-to-date parking information and venue information will be made available before the event occurs, so that guests have to opportunity to look at this information before-hand.

4. Product Features

4.1) View Parking and Venue Maps

All guests who have accessed the mobile application should be able to open a map of the parking lot or venue, with the specific event parking and event location within that venue called out on the map itself.

4.1.1) Parking Map

The parking map should show the general area in which the venue is located, including major cross-streets. Each available parking lot that can be used for rodeo attendees should be clearly marked, in relation to where the event is located.

4.1.2) Venue Map

The venue map should show the basic floor plan of the venue used for the event, calling out how people access the event and showing a basic view of any different seating areas or the main floor.

4.2) View Event Schedule and Line-Up

All rodeo attendees should be able to view the event schedule and participant line-up for each day of the event.

4.2.1) Event Schedule

The Event Schedule will list out each rodeo event in the order that they are happening in, as well as showing approximately when any intermissions may be taking place. There is a possibility the event schedule may be different every day.

4.2.2) Participant Line-Up

The Participant Line-Up will list out each of the rodeo contestants in the order that they will be participating, for each event. This line-up will be different each day, and will also have a different number of contestants each day.

4.3) Select, View, and Compare Scores

All rodeo attendees should be able to view the scores from each day, and have the option to award their own scores if they would like. If they have awarded their own scores, they should be able to compare them against the official scores.

4.3.1) View Final Daily Scores

Each rodeo attendee should be able to see the final scores and times for each day's event, for each of the participants. If "no score" or "no time" was awarded, or if the participant was given a penalty, that information should also be there.

4.3.2) Select Your Own Scores

Each day, before and during the rodeo, attendees should have the ability to assign their own scores to their favorite riders and ropers. Rough Stock events should allow attendees to score out of 100 points, while Timed Events should allow attendees to input a time to the hundredth of a second.

4.3.3) Compare Scores

For each attendee who has selected their own score or time for a participant, they should be able to compare that score or time against the official recorded score or time provided by the judges, for each participant in each event.