

EMU Track Meet Database (1987) – Anschuetz/Weisgerber/Anschuetz

Game Play

This program was written to keep track of various administrative data for the EMU Athletic Department. The software was composed of a main program that launched 6 other programs based on user input. The user could manipulate data based on the following items, each corresponding to a different program: 1. Start New Track Meet, 2. Event Data, 3. Affiliation Data, 4. Participant Data, 5. Creating Heats, and 6. Results.

Recollections

The A/W/A Team was introduced to Mr. Smith by their friend Scott Parks, whose dad was the Men's track and cross-country coach at EMU. Mr. Smith had knowledge of a very expensive database program tailored for Athletic Directors, and wondered if EMU students could replicate the program. The A/W/A Team met with the A.D. and interviewed him about the functionality required of the program. The A/W/A Team quickly developed a prototype implementing some of the functionality and showed it to the A.D. However, it really wasn't a polished program and ran exclusively on the Atari computer instead of on the EMU mainframe computer. Interest died after that, and the program was never completed or delivered.