# All the third-party APIs and/or libraries that are used to run Application.

The program uses pure JavaScript, CSS, PHP, and HTML, with the addition of MYSQL, which was used through an administrative web application called phpmyadmin. It is run on a local web server, Apache.

# Program Dependencies

The only program that is required to run the program is XAMPP, which provides the web server Apache that allows PHP and MYSQL to work properly.

The program will require the database to be uploaded to PhpMyAdmin in order to run properly.

# How to install xampp

1. Visit the official XAMPP website (<https://www.apachefriends.org/index.html>) and download the latest version of XAMPP for your operating system.
2. Run the installer and follow the instructions. Only Apache and MYSQL are necessary to run the location.
3. Launch the XAMPP control panel and select the start button on Apache and MYSQL.
4. Copy and paste (<http://localhost>) into your web browser. This should direct you to the XAMPP dashboard if everything is installed and configured correctly.
5. If there are issues, check out one of the many XAMPP installation tutorials available on the web to properly configure XAMPP to your computer.

# Details of Project and Improvements

The volleybuddy web application is a website that allows users to create an account and create custom players and randomized/balanced volleyball teams. It allows users to edit and delete players whenever necessary and to create a custom number of teams easily and effectively.

The design was based on the low-fidelity prototype and developed using vanilla php, html, css, JavaScript, as well as MYSQL through myphpadmin. Based on user feedback, the following changes were implemented to make the high-fidelity prototype more complete than the low-fidelity prototype:

* Create a view player page that displays all players.
* Players’ skills will be editable.
* Players’ will be deletable.
* Better instruction and wording will be used in the Create Team page to show the user what the functionality is. Specifically, that they are generated randomly and not being handpicked.
* Users will be able to log in so that their players are saved and unique to their account.
* Order of elements such as the ‘create player’ and ‘create team’ links will be swapped to be more intuitive (specifically in the menu).
* Skills will be changed from 1-5 to 1-10 for more ranges of players.
* Icon will be clickable and refer to the home page.

# How to Run and Use Application

1. Download program files and XAMPP (follow steps above).
2. Start Apache and MYSQL in XAMPP.A screenshot of a computer program

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3. Add the program folder into the ‘htdocs’ folder in XAMPP.

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1. Navigate to phpMyAdmin by selected the ‘admin’ button next to MYSQL in XAMPP, or by pasting the following into your browser’s search bar <http://localhost/phpmyadmin/>.

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1. Click on New to create a new database.

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1. Name the database “volleyball\_database” and click “create”.

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1. Navigate to the ‘import’ tab in the navigation bar.

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1. Choose File and navigate to the “volleyball\_database.sql” and select it.

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1. Scroll down and click “import”.

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1. Open up your preferred web browser and search <http://localhost/Volleyball_Project/view/login.php>
2. Create an account by selecting the ‘create account’ button. Fill out the form and click ‘sign up’.

A screenshot of a sign up form

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1. **Create players**. Navigate to the ‘create players’ window using the navigation bar or the ‘start now’ button at the bottom of the home page.

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A screenshot of a red screen

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1. Create players reflecting real players skill levels. Use the guide for best results.

A screenshot of a video game

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1. **View players.** To view players navigate to the ‘view players’ button under the ‘Players’ navigation button.

A screenshot of a video game

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1. View all players from this menu. To delete players click the trash can icon. To edit players, click the edit icon.

A screenshot of a red and white screen

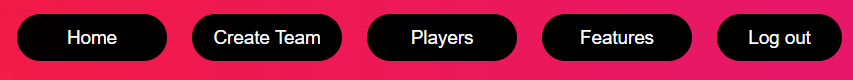
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1. **Editing players.** To edit players, click on the pencil and pad icon. Adjust skill levels or name accordingly and click ‘edit player’ to save changes.

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1. **Create teams.** Click on the ‘Create Team’ button in the navigation bar to create teams.



1. Select the players you want to be part of the teams generated.A screenshot of a computer

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2. Select number of teams.

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1. Click generate teams and view the created teams at the bottom of the page.

A screenshot of a red background

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