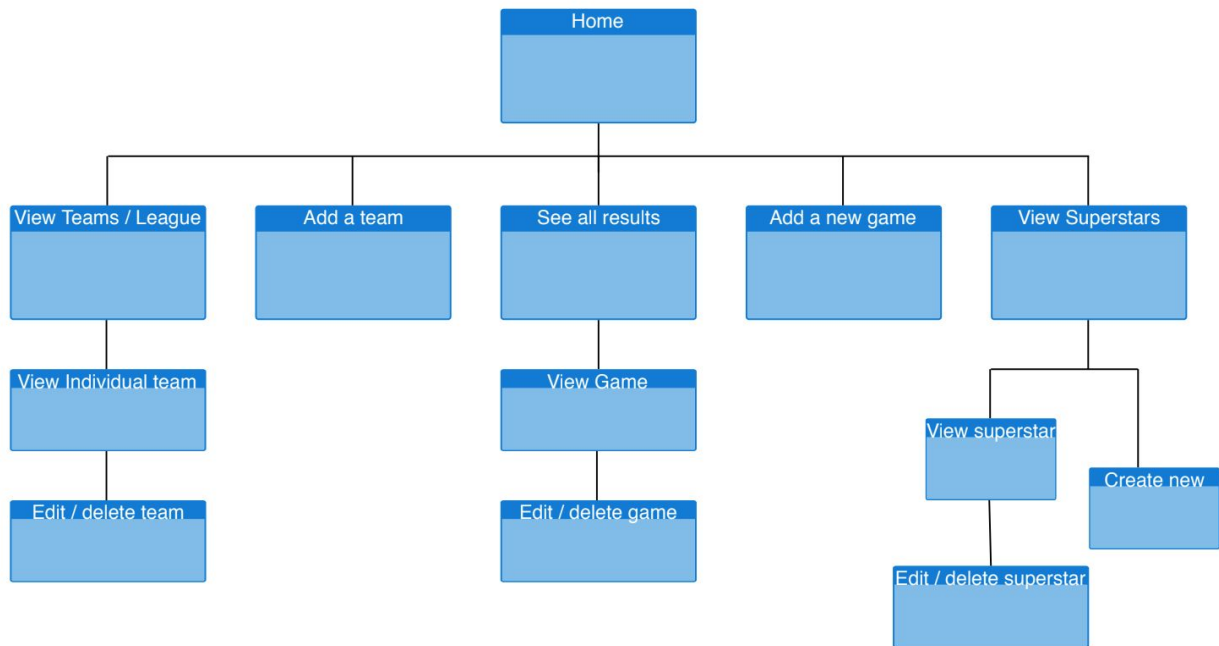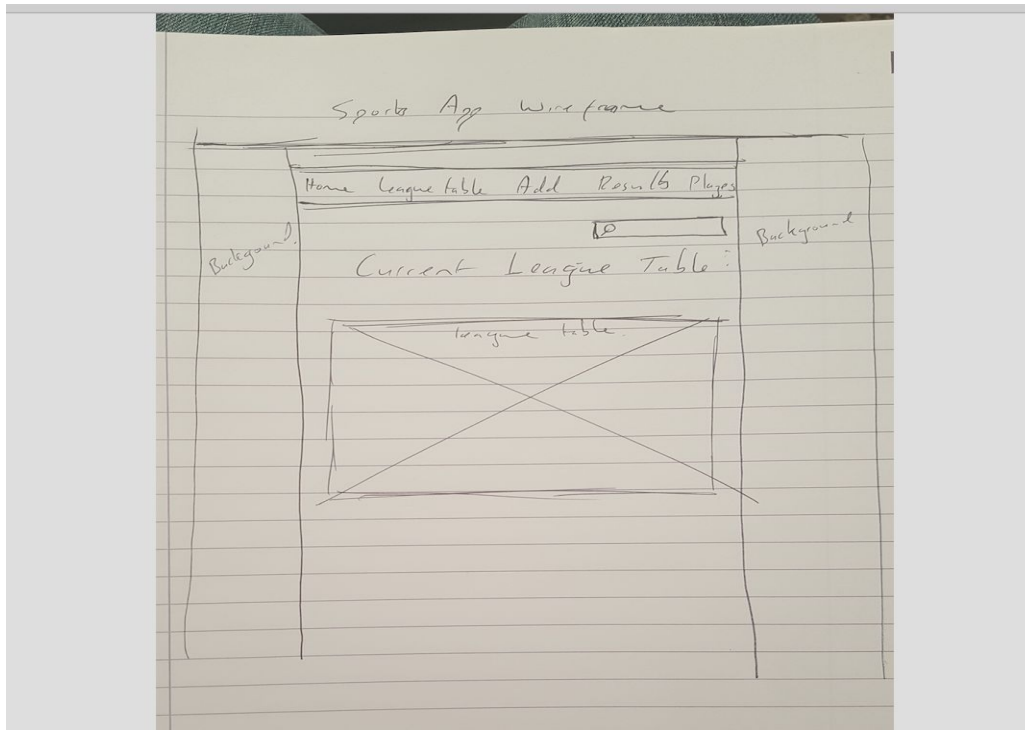**P 5.**
Example of user sitemap

P 6.
Example of wireframe design:

P 10.

Example of pseudocode used in method to sort teams in league by points (highest to lowest) and then by goal difference (highest to lowest)

```
Pseudocode for method which sorts league by points difference and then by goal-difference

Getting the total points for a team:
total_points = 0
def add total points for team
  for game in games_won_by_team, add 3 points (points for win),
    and add all the points together and add to total_points
  for game in games_drawn_by_team add 1 point (points for draw),
    and add all the points together and add to total_points
  end

  return total_points

Getting the total goals for team:
work out total goals scored while home team
work out the total goals scored while away team
  add these two values together and place in a variable(1)
work out the total goals conceded while home team
work out the total goals conceded while away team
  add these two values together and place in a variable(2)
Subtract variable 2 from variable 1 and return the result as total_goal_difference


  Sort_by method which sorts league table by points and goal difference:
  having obtained methods to work out total points and total goal difference for each team,
  we need a method to sort the league table first by points(highest to lowest), then by goal difference.

  First find Teams.all
  assign Team.all to a variable 'teams'
  For each team in teams, sort_by total points first, and by goal difference second.
  return teams, reversed so that the team with most points/highest goal difference is first
```

P.13. Example of user input being saved or used

Screenshot 1: player clicks to add a new game

Screenshot 2: user enters new game details:

Screenshot 3: User can see the new game which has been added, under the see all results tab:

Screenshot 4: Updated league table following the processing of the new result:

P.14: Interaction with database persistence:

Picture 1: Seed file which adds new teams to the database and saves them:

Screenshot 2: Showing Team class file, initialised, requiring SQL runner and showing the .save function.

Screenshot 3: The seeds file being run to populate the database with the team data:

Screenshot 4: Database run showing all of the saved team data:

P. 15: Example of the current output of results and feedback to the user

Screen1 showing all players in list

Screenshot 2 shows Harry Potter having been clicked on:

Screen 3 shows the player list after clicking the delete button on Harry Potter; the player has been deleted from the database: