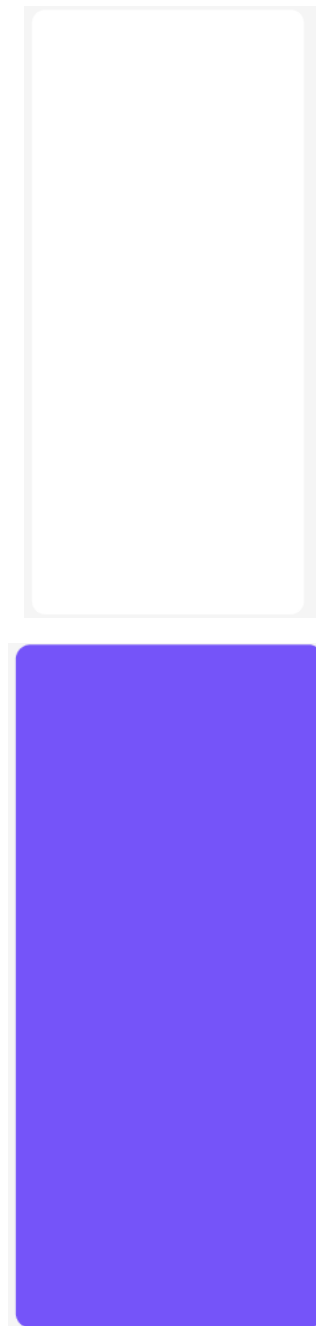


FIGMA FILE SCREENSHOTS:

INTELLIGENT FOOTBALL MANAGER

SPLASH SCREENS:

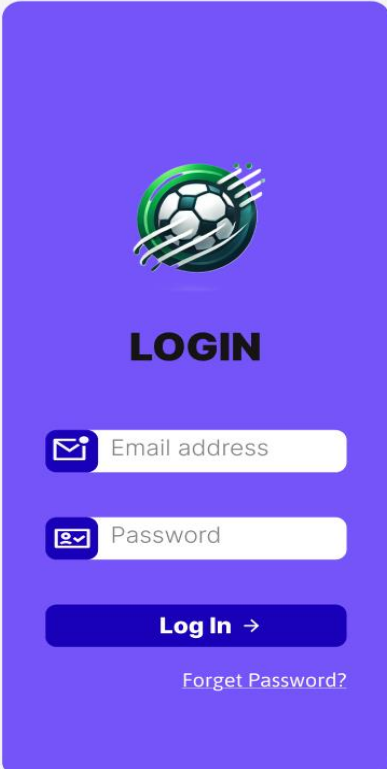




SOCCER


ADMIN SCREENS:

1. LOGIN:



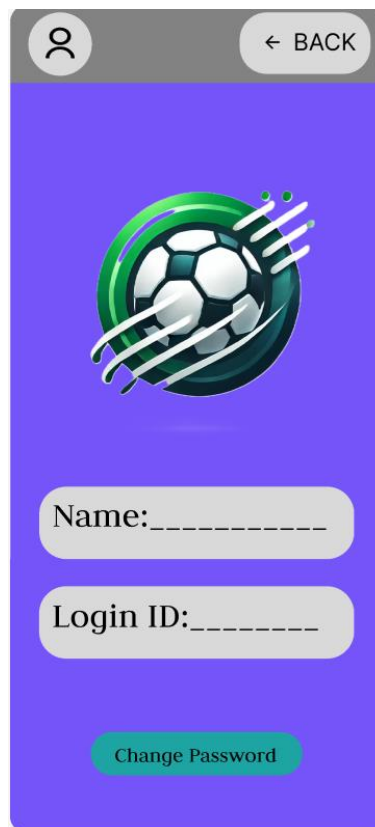
A mobile app login screen with a purple background. At the top center is a soccer ball icon with green and white panels and white motion lines. Below the icon is the word "LOGIN" in bold black text. There are two white input fields: the first is labeled "Email address" with an envelope icon, and the second is labeled "Password" with a checkmark icon. Below these fields is a dark blue button with the text "Log In →". At the bottom right is a link that says "Forget Password?".

2. DASHBOARD:



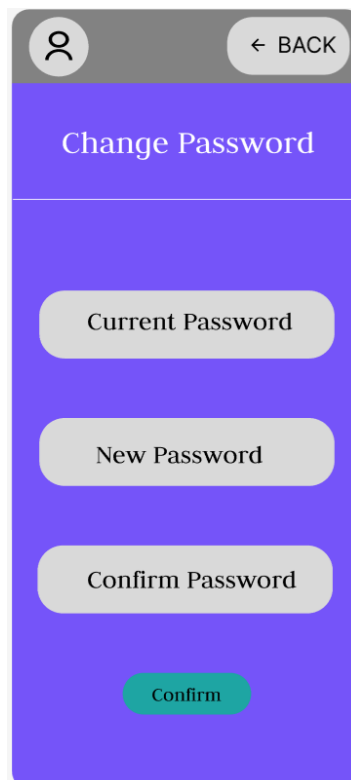
A mobile app dashboard screen with a purple background. At the top is a grey header bar containing a user profile icon on the left and a "← BACK" button on the right. Below the header, the text "WELCOME NAME" is displayed in white. In the center is a large soccer ball icon with green and white panels and white motion lines. At the bottom is a grey bar with two buttons: "MATCH SCHEDULING" and "Annoncements".

3. PROFILE:



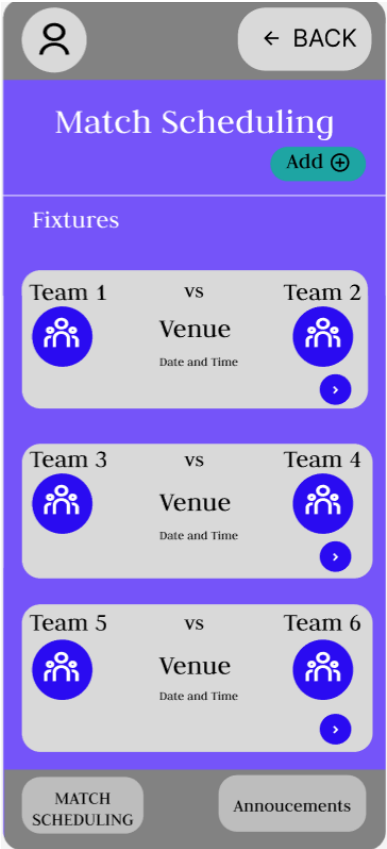
A mobile app interface for a profile page. At the top, there is a grey header bar with a user icon on the left and a '← BACK' button on the right. The main background is purple. In the center, there is a circular logo featuring a soccer ball with green and white stripes and a green swoosh. Below the logo, there are two white rounded rectangular input fields. The first is labeled 'Name: _____' and the second is labeled 'Login ID: _____'. At the bottom, there is a green rounded rectangular button labeled 'Change Password'.

4. PASSWORD:



A mobile app interface for a change password screen. At the top, there is a grey header bar with a user icon on the left and a '← BACK' button on the right. The main background is purple. Below the header, the text 'Change Password' is displayed in white. A horizontal white line separates the title from the input fields. There are three white rounded rectangular input fields stacked vertically. The first is labeled 'Current Password', the second is labeled 'New Password', and the third is labeled 'Confirm Password'. At the bottom, there is a green rounded rectangular button labeled 'Confirm'.

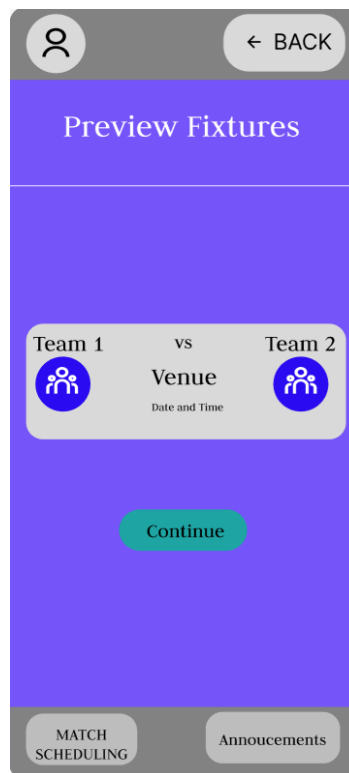
5. MATCHES SCHEDULE:



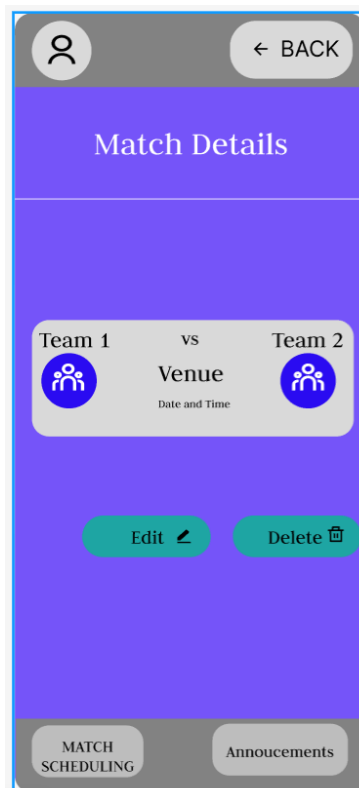
6. ADD MATCHES:



7. PREVIEW FIXTURES:



8. UPDATE MATCHES:



9. ADD ANNOUNCEMENTS:

A mobile app interface for adding announcements. The screen has a purple background. At the top, there is a grey header bar with a user icon on the left and a '← BACK' button on the right. Below the header, the title 'Announcements' is centered in white. The main content area contains five white rounded rectangular buttons, each labeled 'Announcement 1' through 'Announcement 5' followed by a blue right-pointing arrow. At the bottom, there is a grey footer bar with two buttons: 'MATCH SCHEDULING' and 'Annoucements' (note the typo).

10. PREVIEW ANNOUNCEMENTS::

A mobile app interface for previewing announcements. The screen has a purple background. At the top, there is a grey header bar with a user icon on the left and a '← BACK' button on the right. Below the header, the title 'Preview Announcements' is centered in white. The main content area has the label 'Message:' in white. Below this is a large white rounded rectangular text input field with the placeholder text 'Type a Message...'. At the bottom of the main content area is a green rounded rectangular button labeled 'Continue'. At the bottom of the screen, there is a grey footer bar with two buttons: 'MATCH SCHEDULING' and 'Annoucements' (note the typo).

11. ANNOUNCEMENT DETAILS:



12. CLUBS LIST:



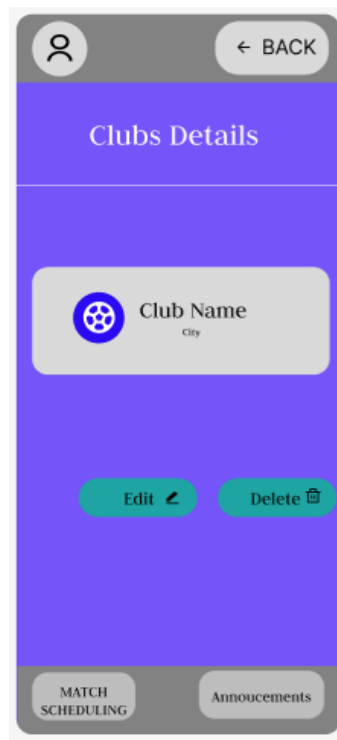
13. ADD CLUBS:

The screen is titled "Creating Clubs" in white text on a purple background. At the top, there is a grey header bar with a user icon on the left and a "← BACK" button on the right. Below the title, the text "Club Name:" is followed by a grey rounded rectangle containing the text "Club Name" and a downward arrow. Below this, the text "City:" is followed by a similar grey rounded rectangle containing the text "City" and a downward arrow. In the center of the screen is a green rounded rectangle with the text "Preview". At the bottom, there is a grey bar with two buttons: "MATCH SCHEDULING" and "Annoucements".

14. PREVIEW CLUBS:

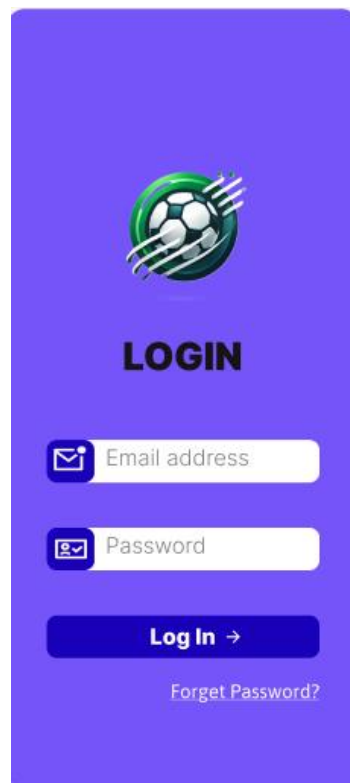
The screen is titled "Preview Clubs" in white text on a purple background. At the top, there is a grey header bar with a user icon on the left and a "← BACK" button on the right. Below the title, there is a large grey rounded rectangle representing a club preview. Inside this rectangle, on the left, is a blue soccer ball icon. To its right, the text "Club Name" is displayed above the text "City". Below the preview card is a green rounded rectangle with the text "Continue". At the bottom, there is a grey bar with two buttons: "MATCH SCHEDULING" and "Annoucements".

15. UPDATE CLUBS:

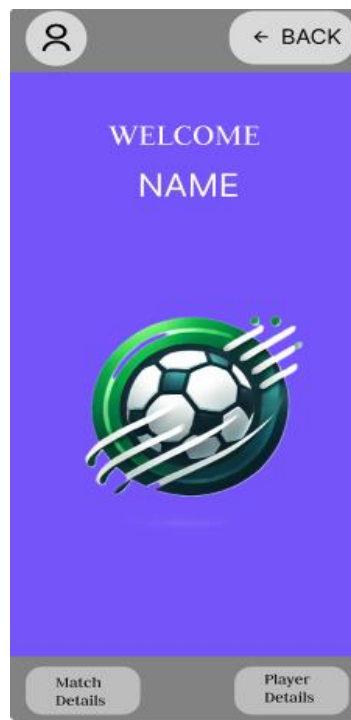


PLAYER SCREENS:

1. LOGIN SCREEN:



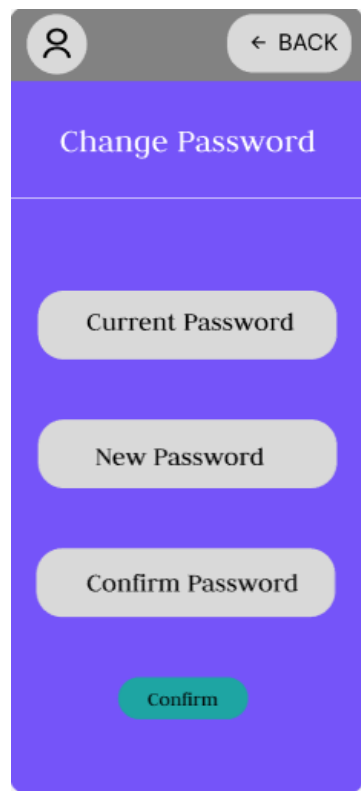
2. DASHBOARD:



3. PROFILE:



4. PASSWORD:



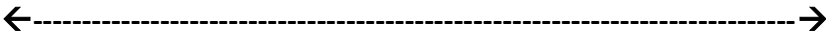
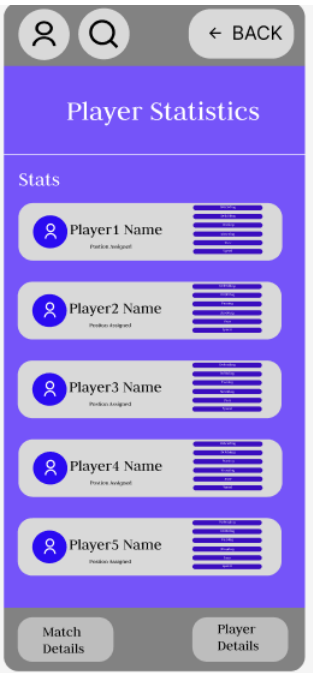
A mobile app screen titled "Change Password" with a purple background. At the top, there is a grey header bar containing a user icon on the left and a "← BACK" button on the right. Below the header, the title "Change Password" is centered in white. The main content area contains three stacked, rounded grey input fields labeled "Current Password", "New Password", and "Confirm Password". At the bottom, there is a teal "Confirm" button.

5. MATCH DETAILS:



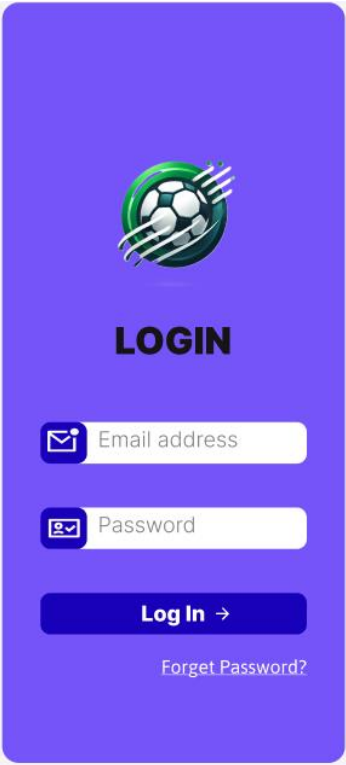
A mobile app screen titled "Match Details" with a purple background. At the top, there is a grey header bar containing a user icon on the left and a "← BACK" button on the right. Below the header, the title "Match Details" is centered in white. The main content area is titled "Fixtures" and displays three match cards. Each card shows "Team 1" vs "Team 2" with team icons, the "Venue", and the "Date and Time". At the bottom, there is a grey bar with two buttons: "Match Details" and "Player Details".

6. PLAYER STATISTICS:



MANAGER FRAMES:

1. LOGIN SCREEN:




2. DASHBOARD:



1. PROFILE:



1. PASSWORD:



← BACK

Change Password

Current Password

New Password

Confirm Password

Confirm

1. TEAM MANAGEMENT:




← BACK

Team Management

Add +

Playing 11



Player Name

Position: midfielder

Goalkeeping

Defending

Midfielding

Attacking

Goalkeeping

Speed



Player Name

Position: defender

Goalkeeping

Defending

Midfielding

Attacking

Goalkeeping

Speed



Player Name

Position: defender

Goalkeeping

Defending

Midfielding

Attacking

Goalkeeping

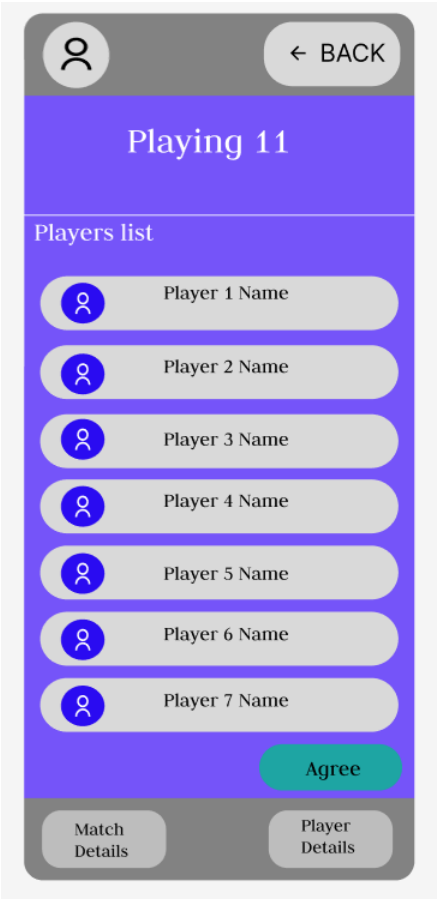
Speed

Match Details

Player Details

Pop Up Message


1. AI SUGGESTED PLAYING 11:



1. LIST OF PLAYING 11:



1. TEAM CREATION:



← BACK

Creating Team

Teams

Name

Position ▼

Venue

Defending

Dribbling

Passing

Shooting

Pace

Speed

Preview

MATCH SCHEDULING

Announcements

1. PREVIEW STATISTICS:



← BACK

Preview Statistics



Player Name

Position Assigned

Defending

Shooting

Passing

Speed

Pace

Continue

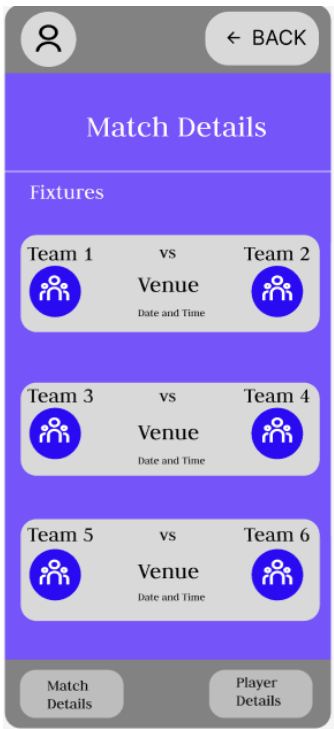
Match Details

Player Details

1. UPDATE TEAM:



1. MATCH SCHEDULE:



1. PLAYER STATISTICS:

