**Screens/Activities**

# MEMBER HOME – display calendar and date information, navigate

# MEMBER ROSTER – displays names and numbers

# COACH HOME – display calendar and date information, navigate

# QUICK ADD MEMBER – input new members or players quickly

# EDIT DATE – change schedules and send out alerts

# SEND ALERTS –displays names, numbers, and alert buttons

# ADMIN HOME –display calendar and date information, navigate

# EDIT TEAM – create TEAM, add COACH, add MEMBER, remove COACH, remove MEMBER

# EDIT COACHES – create COACH, update COACH, delete COACH

# EDIT LEAGUES - create LEAGUE, add TEAM, delete TEAM, delete LEAGUE

# DISPLAY ROSTER – ADMIN/COACH displays all roster information, edits MEMBERS

# EDIT MEMBERS – create MEMBER, update MEMBER, delete MEMBER

# Something placeholder

# Screen/Activity MEMBER HOME – Calendar, navigation

## This activity generates a Calendar widget with multi-colored dates

### The first impending event will be highlighted.

### Date Information will be displayed in the TextView list at the bottom of the page.

## Hold a date to generate a cancel attendance widget/fragment

### Displays String “Do you wish to change your attendance status?”

### Button “Confirm”

### Button “Cancel”

## Tap Roster to view the MEMBER ROSTER Screen/Activity

## The TextView

### The TextView displays the team name, date, time, and place of each event

### If there are no events scheduled during the month displayed, the String:

### “No dates scheduled” will appear in the TextView

# Screen/Activity MEMBER ROSTER

## Button Array of other MEMBER names and phone numbers

### Tap and hold a roster name to call.

## Checkbox Information Visibility–

### The checkbox is initially checked

### Adjacent the Checkbox String: “Yes, make my information visible to other team members so that they can call me.”

## “BACK” Button top left

# Screen/Activity COACH HOME

## Spinner Teams

### Displays each team the Coach is involved with and allows one to be selected for editing.

### Tap a Team to choose

## The TextView

### The TextView displays the team name, date, time, and place of each event

### If there are no events scheduled during the month displayed, the String:

### “No dates scheduled” will appear in the TextView

## This activity generates a Calendar widget with multi-colored dates for the Coach’s current TEAM. Other dates from other teams will display in duller colors on the calendar and overlapping dates will add list items to the TextView below it.

### The first impending event will be highlighted.

### Date information will be displayed in the TextView list at the bottom of the page.

## View Roster Button

### Sends the Coach to the ADMIN/COACH ROSTER Screen/Activity

### Sends the current league and team information forward for the coach

## Date Boxes

### Holding down a date box opens the EDIT DATE screen/Activity

## Button “?” in the bottom left corner

### This generates a fragment informing the user how to use the calendar to edit or view dates

#### Image – “a portion of the calendar with a finger icon”

#### String: “Tap each date to view pertinent information, hold to edit”

### X-out of “?” Helper – closes the helper and returns the user to the HOME screen

## Quick Add Member Button

### This button sends the Coach to the Quick Add Member Screen/Activity

# Screen/Activity QUICK ADD MEMBER

## Quick Input Form

### Textbox Input String firstName

### Textbox Input String lastName

### Checkbox Parent of Child Player

#### This box is checked by default

#### When checked, inputs for childFirstName and childLastName are activated

### Textbox Input String childFirstName

### Textbox Input String childLastName

### Textbox Input String StreetAddress

### Spinner Chooser State

### Textbox String zip

### Textbox String Phone – (555)867-5309

### Button “Add Member(s)”

#### Generates a Fragment displaying the information to be included in the new Member record

#### Displays String: “Is this information correct?”

#### Button “Add” – confirms the addition and adds the information to a Hashmap, which is passed to the database with a post request

#### Button “Back” – closes the fragment and returns the user to the QUICK ADD screen/activity

## X-Out Button (Kill the Super Yeti)

### Generates a Fragment: String – “Are you sure you want to shutdown Super Yeti Schedule Organizer?”

#### Button “Yes” – Shuts down SYCO

#### Button “Whoops! No, go back!” – returns the user to SYCO Home

## Button “🡨Back” button in the top left

### Sends the Coach to the last program running or the Android Home screen

# Screen/Activity EDIT DATE (coaches/admins only, alerts sent here)

## Blanket Alert Button – from a specific date, where user held down the date button

### Swipe button sends a signal to the roster cancelling practice/game

### Fragment Generated: “Are You Sure?”

### Choices: “Send” or “Cancel”

## Change time – widget(s) in Fragment

### Hour Spinner

### Minute Spinner

### Half Day dropdown

### Button “Done”

### Button “Cancel”

## Change place – spinner

### Place Chooser – displays available PLACES, added by the admin or coach

### Tap place to choose or scroll

## Button “Custom Note” – 147 characters

### Generate Custom Note Fragment

#### Input textbox

#### Button “Done”

#### Button “Cancel”

#### Note View – one line of the beginning of the “note… (Coach Name)”

## Signal Types - all appear initially checked

### Checkbox “Yeti Alert”

### Checkbox “Email”

### Checkbox “SMS”

## Submit button

### Choice Fragment Displays

#### Practice Field/Place

#### Time

#### Note and Signature

### Button “Send”

### Upon submit, any changes will ask if alerts should be sent out.

#### Button “Yes” opens the SEND ALERTS Screen/Activity

#### Button “Cancel” returns the user to the EDIT DATE screen/activity

## Button “🡨 Back” returns the coach to the COACH HOME ACTIVITY

# Screen/Activity SEND ALERTS (admins/coaches only)

## Message Alerts

### Tiny Icon Appears in system tray, with other programs’ Android Alerts

### If the phone is locked, an alert fragment appears

### Yeti sound plays

## Message

### A fragment is generated displaying changes

#### Date – String formatted as follows: mm/dd/yyyy

#### Time – String formatted as follows: hh: mm: (AM/PM)

#### Place

##### Name – String

##### Address – This String is a hyperlink pointing to a URL which will be sent to the Google Maps application present on most Android phones

### If there was a message from the coach more specific, that is displayed below.

#### Message – String with coach custom message

#### Coach Signature – The name entered by the coach as his given name appears here

## Swipe button

### Generates a Fragment - String: Tell (Coach Name) you understand the changes

#### Button “Confirm”

##### Attempts to update server

##### Generates a Fragment – String: “Success”

##### Generates a Fragment – String: “Something is wrong. Check your connection and try again later”

#### Button “Cancel”

## Button “🡨 Back” returns the member to the MEMBER HOME ACTIVITY

# Screen/Activity ADMIN HOME

## This activity generates a Calendar widget with multi-colored dates,

### The first impending event will be highlighted.

### Date Information will be displayed in the TextView list at the bottom of the page.

## TextView

### This view displays the date information for a tapped date item.

## View Roster Button

### Sends the Admin to the ADMIN/COACH ROSTER Screen/Activity

### Sends the current league and team information forward

## Button Choose Team – This widget lets a coach pick one of the teams he works with

### spinnerTeams

#### Displays all Teams the user is involved with

#### Tap a Team to choose

### spinnerLeague

#### Displays all of the available players in this league

#### Typing the player’s last name brings the list up alphabetically

#### Tap a player to choose

### Button “Edit Teams” sends Admin to “EDIT TEAM” activity

### Button “EDIT LEAGUES” sends Admin to “EDIT LEAGUES” activity

## Button EDIT League - Sends Admin to EDIT LEAGUE screen/activity (directly)

## Button “Quick Add Member” (From Coach screen, knows Team to input already)

### This button sends the Coach to the Quick Add Screen/Activity

### Spinner League

#### Displays all of the Admin’s available Leagues

#### Scroll through the list of choices and tap one to choose

### Spinner Team

#### Displays all available teams in the current league

#### Scroll through the choices and tap one to choose

### Textbox Input String firstName

### Textbox Input String lastName

### Child Checkbox

#### This box is checked by default

#### If the box is checked, the inputs for childFirstName and childLastName are activated

### Textbox Input String childFirstName

### Textbox Input String childLastName

### Textbox Input String streetAddress

### Spinner Chooser State

### Textbox String zip

### Textbox String Phone – (555)867-5309

### Button “Add Member(s)”

#### Generates a Fragment displaying the information to be included in the new Member record

#### Displays String: “Is this information correct?”

#### Button “Add” – confirms the addition and adds the information to a Hashmap, which is passed to the database with a post request

#### Button “Back” – closes the fragment and returns the user to the QUICK ADD screen/activity

## Date Boxes

### Holding down a date box opens the EDIT DATE ACTIVITY

### Tapping the date box focuses on it and sends its date, time, place and any 147 char message to the TextView

## Button “🡨 Back” returns the member to the MEMBER HOME ACTIVITY

# Screen/Activity EDIT TEAMS

## TextView Team Name

### Displays the current Team focused on by the program

### If there is no Team in focus, it is blank.

## Spinner Select Team

### Displays each Team

### Tap a team to select and focus upon it

## Button Create Team Fragment

### Textbox String Name

### Textbox String League

#### A League is not required and can be added later.

## Button Delete Team Fragment

### Spinner Teams

#### Displays each Team

#### Button “Delete” deletes a Team from the database

#### Button “Cancel” returns the user to the EDIT TEAMS screen/activity

## Button Add Coach

### Add Coach Fragment

#### Spinner Coaches

##### Displays all coaches

##### Typing a letter will bring the user closer to the coach alphabetically

##### Tapping a coach will choose him/her

#### Button “Add” – Adds a Coach to the Roster

#### Closes the Fragment

## Button Remove Coach

### Remove Coach from [TEAM NAME] Fragment

#### Spinner Select Coach

##### Displays all Coaches

##### Typing a letter will bring the user closer to the coach alphabetically

##### Tapping a coach will choose him/her

#### Button “Delete” – Deletes the coach from the Roster

#### Closes the Fragment

## Button Edit Coaches - Opens the CREATE COACH screen/activity (directly)

## Button “🡨 Back” returns the member to the MEMBER HOME ACTIVITY

# Screen/Activity EDIT COACHES

## TextView League Name

### Displays the current League focused on by the program

### If there is no League in focus, it is blank.

## Button Create Coach

### Textbox Input String: coachFirstName

### Textbox Input String: coachLastName

### Textbox Input String: streetAddress

### Spinner Chooser State

### Textbox Input String: zip

### Textbox Input String: phone

### Take Picture of Coach?

### Sends an http request to the database to create a new Coach

## Button Delete Coach

### Spinner Select Coach

### Generates a fragment asking “Are you sure you want to delete [COACH NAME]?”

#### Button “Confirm” deletes the Coach wipes Coach data from the screen

#### Button “Cancel” returns the user to the EDIT COACHES activity screen

## Button “🡨 Back” returns the member to the MEMBER HOME ACTIVITY

# Screen/Activity EDIT LEAGUES

## TextView League Name

### Displays the current League focused on by the program

### If there is no League in focus, it is blank.

## Spinner Leagues

### Displays each League and chooses one to focus on for editing

#### Appears empty if no league is chosen globally

#### Otherwise appears as League Name in TextView at the top of the screen

### Add Team to [LEAGUE NAME] Fragment

#### Spinner Teams

##### Displays all Teams

##### Typing a letter will bring the user closer to the team alphabetically

##### Tapping a team will choose it

#### Button “Add” – Adds a Team to the Roster

#### Closes the Fragment

### Remove Team from [LEAGUE NAME] Fragment

#### Spinner Teams

##### Displays all Teams

##### Typing a letter will bring the user closer to the team alphabetically

##### Tapping a team will choose it

#### Button “Delete” – Deletes a Team to the Roster

#### Closes the Fragment

## Create League

### Generates a fragment for information intake

#### Textbox Input String: leagueName

#### Textbox Input String: streetAddress

#### Spinner Chooser State

#### Textbox Input String: zip

#### Textbox Input String: phone

## Delete Current League

### Generates a fragment asking “Are you sure you want to delete [LEAGUE NAME]?”

#### Button “Confirm” deletes the league wipes league data from the screen

#### Button “Cancel” returns the user to the EDIT LEAGUES activity screen

## Global Dropdown Team

### Spinner chooser displays all registered teams

### Tap spinner to choose a Team to focus on

## Button “🡨 Back” returns the coach to the ADMIN HOME ACTIVITY

# Screen/Activity ADMIN/COACH DISPLAY ROSTER

## Button List of Members

### Tapping any button calls that Member

### Hold button generates a Fragment displaying firstName, lastName, streetAddress, state, zip, phone, and team in editable textboxes.

### Button “New” is the first button in the list

#### Button will call the same screen but without fields

#### Button “Create” Instead of “Update

”

### Button “Update” sends an array of updated information to the server via http request

### Button “Cancel” returns the user to the DISPLAY ROSTER screen/activity.

## Button “🡨 Back” returns the coach to the ADMIN/COACH HOME ACTIVITY

# Login

## TextView

### Display String: “Welcome to Beacon Software’s Super Yeti Schedule Organizer”

### Ready to display String “Logging in…”

## Textbox Input String: emailAddress

## Textbox Input String: password

## Checkbox “Remember Me”

### Saves log in information for future app launches

### Initially, it is NOT checked

## Button “Sign In”

### Sends an http request to begin a session with an array holding login information

### Changes TextView up top to “Logging in”