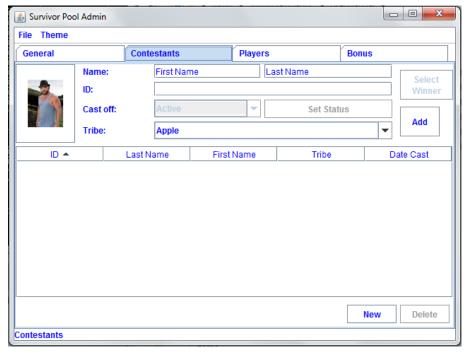
Contestant Panel



Pre-Start State

1. Text Fields

- a. First Name: The current contestant's first name, which must be 1-20 letters long.
- b. Last Name: The current contestant's last name, which must be 1-20 letters long.
- **c. ID:** The current contestant's game identification tag, which must be 2 characters long, where the characters can only be numbers or letters, and must be case insensitive.

2. Combo Boxes

- **a. Cast Off:** When changing a contestant's game status, the user is able to choose from this drop down combo box the week in which the selected contestant will be eliminated. To confirm this change, click the "Set Status" button.
- **b. Tribe:** This drop down menu allows the user choose a selected contestant's tribe. If their tribe needs to be changed, the user should change this drop down list to the required tribe and then click "Save".

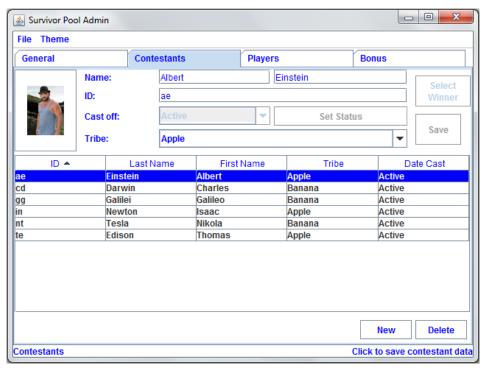
3. Buttons

- **a. Set Status:** In conjunction with the "Cast Off" combo box, the Set Status button confirms any elimination week changes for the currently selected contestant.
- b. Add/Save: Depending on the current game state, this button will allow the user to add or save any changes made to the current player. If the state is before the start of the season, this button will be displayed as "Add", which after confirming the validity of the user's inputted textbox data, will add the new contestant into the contestant table. If the game has started, the button will be displayed as "Save", and in turn confirm any changes made to a contestant's data during the game.

- **c. Select Winner:** Active only during the final week of the season, the "Select Winner" button allows the user to choose whom they will select as the final winner of the season. This will also cast off the two finalists whom did not win.
- **d. Picture:** Active only before the start of the season, the "Picture" button, which initially contains a default image, allows the user to open up a directory viewer to choose the currently selected contestant's picture.
- **e. New:** Active only before the start of the season, the "New" button allows the user to clear the fields and begin the process to create a new contestant within the game. The "New" button also provides the same function as the "Add" button, although requires its own unique click to clear the fields every time a new contestant is required.
- **f. Delete:** Active only before the start of the season, the "Delete" button allows the user to completely remove a contestant from the current system.

4. Table

- **a. Selection:** If the user clicks a row within the contestant table, that contestant's information will be sent to the text fields in the upper portion of the screen, allowing quick access each contestant's data.
- **b. Sorting:** If the user requires the table's data to be sorted in a particular way, it can be done by clicking the appropriate table column heading.



Post-Start State