

Player Panel

The screenshot shows a web application window titled "Survivor Pool Admin". It has a menu bar with "File" and "Theme". Below the menu bar are four tabs: "General", "Contestants", "Players" (which is selected), and "Bonus". The "Players" tab contains the following form elements:

- Name:** Two text input fields labeled "First Name" and "Last Name".
- User ID:** A text input field and a "Generate ID" button.
- Weekly Pick:** A dropdown menu currently showing "None".
- Ultimate Pick:** A dropdown menu currently showing "None".
- Current Points:** A label showing the value "0".
- Add:** A button to add a new player.

Below the form is a table with the following headers: "ID", "Last", "First", "Points", "Weekly Pick", and "Ultimate Pick". The table body is currently empty. At the bottom right of the form area are "New" and "Delete" buttons. A status bar at the very bottom of the window displays "Players" on the left and "First and Last name must be alphabetic" on the right.

Pre-Start State

1. Text Fields

- First Name:** The current contestant's first name, which must be 1-20 letters long.
- Last Name:** The current contestant's last name, which must be 1-20 letters long.
- User ID:** The current contestant's game identification tag, which must be the same as the western userid: first initial, last name up to 6 characters and then a number if that first initial and 1-6 characters are already used.

2. Combo Boxes

- Weekly Pick:** After the season has started, this drop down combo box allows the user to manually select a player's weekly selection, if need be. Once the required select has been chosen, the user must click "Save" to confirm the change.
- Ultimate Pick:** After the season has started, this drop down combo box allows the user to manually select a player's ultimate selection, if need be. Once the required select has been chosen, the user must click "Save" to confirm the change.

3. Buttons

- Generate ID:** This button generates the required user ID.
- 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 player 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 players's data during the game.

- c. **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 player 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.
- d. **Delete:** Active only before the start of the season, the “Delete” button allows the user to completely remove a player from the current system.

4. Table

- a. **Selection:** If the user clicks a row within the player table, that player’s information will be sent to the text fields in the upper portion of the screen, allowing quick access each player’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.

Survivor Pool Admin

File Theme

General Contestants **Players** Bonus

Name: Laura Reid

User ID: Ireid Generate ID

Weekly Pick: None Current Points: 0

Ultimate Pick: None Save

ID ▲	Last	First	Points	Weekly Pick	Ultimate Pick
Ireid	Reid	Laura	0	None	None
mtighe	Tighe	Mike	0	None	None

New Delete

Players

Post-Start State