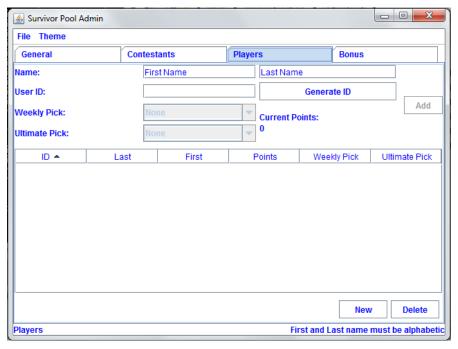
# **Player Panel**



**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. 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

- **a. 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.
- **b. 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.

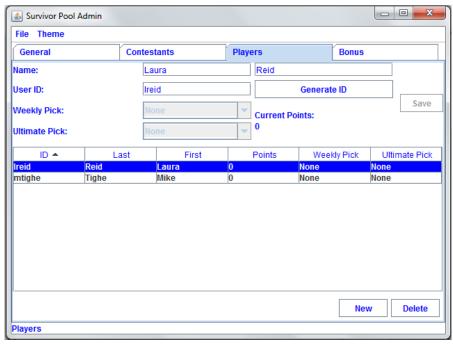
# 3. Buttons

- a. Generate ID: This button generates the required user ID.
- **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 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.



**Post-Start State**