Batch Upload Template Guidance

Using batchUpload Correctly

The batchUpload feature allows defining rows of data for each entity (sheet) which can then be REFERRED in other sheets using the 'id' column present in most sheets.

Example

Game

id	name	...
...	...	...
1	Game1	...
...	...	...

This game is referred by sheet 'end':

gameId	endNumber	...
...	...	...
1	1	...
...	...	...

⇒ The required fields for each sheet (not nullable) is highlighted yellow in batchUpload.xlsx. For game, either 'bracketId' or 'poolId' must be provided and is hence colored orange.

⇒ Bracket event games MUST be entered in reverse order of draw i.e. last game first.

⇒ Dates can be entered in the following formats:
  o mm/dd/yyyy
  o "mm/dd/yyyy"
  o "mm/dd/yyyy hh:mm:ss"

⇒ Certain restricted fields will show a dropdown next to the cell in batchUpload.js. Only one of these values should be used.

⇒ None of the column names should be changed/tampered with.

Organization template: an organization means a curling club or other entity.
⇒ **Id**: the id of organization created, must be integer and not duplicate with exist team.
⇒ **shortName**: short name of organization.
⇒ **fullName**: the name of organization.
Attention:
✓ Each organization must have all 3 value above.

Team template: team template reference an independent curler team.
⇒ **Id**: the id of curling team, must be integer, and not duplicate with exist team
⇒ **Name**: the name of curling team
⇒ Orgid: the organization's id that curling team belongs to, optional.
⇒ **Note**: the explanation of curling team.
Attention:
✓ Above 4 columns, only id, name, note is necessary
✓

Curler template: individual curler, a curler must belong to an exist team.
⇒ **Name**: the full name of curler.
⇒ Position: the position of curler in the team, optional.
⇒ **Affiliation**: the id of organization team belongs to, must be an exist organization.
⇒ **CurlingTeamId**: the id of the curling team this curler belongs to, must be an exist curling team.
⇒ ThrowingOrder: the throwing order in the team, optional.
Attention:
✓ Above 5 column, only name, affiliation, and curling team id is necessary.
✓ The inputted CurlingTeamId must already exist in database, or exist in Team chart.

Event template: the combination of draws
⇒ **Id:** the id of event, must be integer, and not duplicate with exist event.
⇒ **Name:** the name of this event
⇒ **beginDate:** the begin date of event, format: "mm/dd/yyyy"
⇒ **endDate:** the end date of event, format: "mm/dd/yyyy"
⇒ **completed:** whether the event finished, "TRUE" means event already over, "FALSE" means event still in progress.
⇒ **info**: the note of event, any additional information should be here
⇒ **eventType:** there are four event types exist: brackets, pools, championship, and friendly, must be chosen from above 4 exist types.

Attention:
✓ Above all column are necessary for an event.
✓ System will set event begin at selected day 00:00, and end at selected day 23:59

Draw template: a combination of games
⇒ **Id**: the id of the draw, must be integer and not duplicate with exist draw
⇒ **Eventid**: the event's id this draw belongs to, must be integer and the event must exist.
⇒ **Name**: the name of this draw.
⇒ **Start**: the start time of this draw, format: "mm/dd/yyyy HH:MM:SS"
⇒ videoUrl: the hyperlink of the video of this draw.

Attention:
above columns, Id, eventid, name and start are necessary.
The new inputted <u>Eventid</u> must has an exist event must already exist in database, or exist in Team chart.

Game temeplate: the unit of games, contain detail information of each game.
⇒ **Id**: the id of the game, must be integer and not duplicate with exist game
⇒ **Eventid**: the event id this game belongs to, must be integer and the event must exist.
⇒ **Eventtype**: there are four event types exist: brackets, pools, championship, and friendly, must be chosen from above 4 exist types.
⇒ **Notes**: any other information about this game.
⇒ **gameName**: the name of this game.
⇒ **bracketId OR poolID**: there must has one of them exist, bracketId or poolId. Which should be the id of an exist bracket or pool.
⇒ **drawId**: the id of the draw this game belongs to, must be integer and the draw must exist.
⇒ curlingteam1Id: the id of first curling team, optional.
⇒ curlingteam2Id: the id of second curling team, optional.
⇒ **stonecolor1**: the color of the stone for team1
⇒ **stonecolor2**:the color of the stone for team2

$\Rightarrow$ destWinner: the winner of this game will to, the gameId, optional

$\Rightarrow$ destLoser: the losser of this game will to, the gameId, optional

$\Rightarrow$ **iceSheet**: which ice sheet will this game hold, should be capital letter

$\Rightarrow$ **finished**: whether the event finished, "TRUE" means event already over, "FALSE" means event still in progress.

$\Rightarrow$ winner: the winner's id of this game, optional, empty the game not finished.
Eventid, eventtype, notes, gameName, drawid, stonecolor1, stonecolor2, icesheet, finished are the necessary column that a game must have.

Attention:

✓ bracketId and poolId require one of them filled.

✓ The new inputted <u>Eventid</u>, <u>bracketId</u> OR <u>poolID</u>, <u>drawId</u> must has an exist event must already exist in database, or exist in Team chart.

Teaminevent template (add team to an event): link team to specific event.

$\Rightarrow$ **Eventid**: the event id of the event that user want to add team, integer.

$\Rightarrow$ **Teamid**: the team that user want to be added to the event, integer.

Attention:

✓ Inputted EventId and TeamId must already exist in database or included in previous finished template chart.

End template (add the end score for a game): add the score to a game round

$\Rightarrow$ **gameid**: the id of the game user want to add score, integer, must be exist game.

$\Rightarrow$ **endNumber**: the round number in a game, must be integer.

$\Rightarrow$ **blank**: whether the end be skipped, "TRUE" means event already over, "FALSE" means event still in progress.

$\Rightarrow$ **curlingTeam1Scored**: "TRUE" if it is team 1 win, "FALSE" if it is team2 win.

$\Rightarrow$ **score**: the score of the round, must be integer.
All the element must be filled in this template.

Attention:

✓ The inputted gameId must already exist in database or included in previous finished template chart.

Bracket & **Pool** template: create bracket or pool for a event.

$\Rightarrow$ **id:** the id of the bracket or pool, must be integer and not duplicate.

$\Rightarrow$ **eventid:** the event's id this bracket or pool belongs to.

$\Rightarrow$ **name:** the name of this bracket or pool.

Attention:

✓ All 3 element in this template must be filled.

- ✓ The inputted eventId must already exist in database or included in previous finished template chart.

FAQ about system using

Q: What should I do to add event, draw, or games?

A: There are 2 ways to add a schedule of event into system:

The first method is following the requirement document and update an event csv file, the function listed at left side "Batch Upload", which recommend for large scale of change and update. The second method is using the function listed at left side bar, sequentially using "add an event", "add a draw", "add a game" function to add event schedule.

ATTENTION: Before creating the game that under the draw and event, draw and event must be created first, otherwise the game create operation will failed, because system will be confusing where to store the data.

Q: Where can I get the detail information of each event?

A: the dashboard page in admin interface would provide useful information of each event. With that information, you can use the function listed at left side bar modify them.

Q: Why the curler's photos not exist?

A: Currently, the system does not support the curler photo, all the image there are the sample that allow future further development using.

Q: What is the data structure of this system?

A: the detailed data structure of this system basically following:
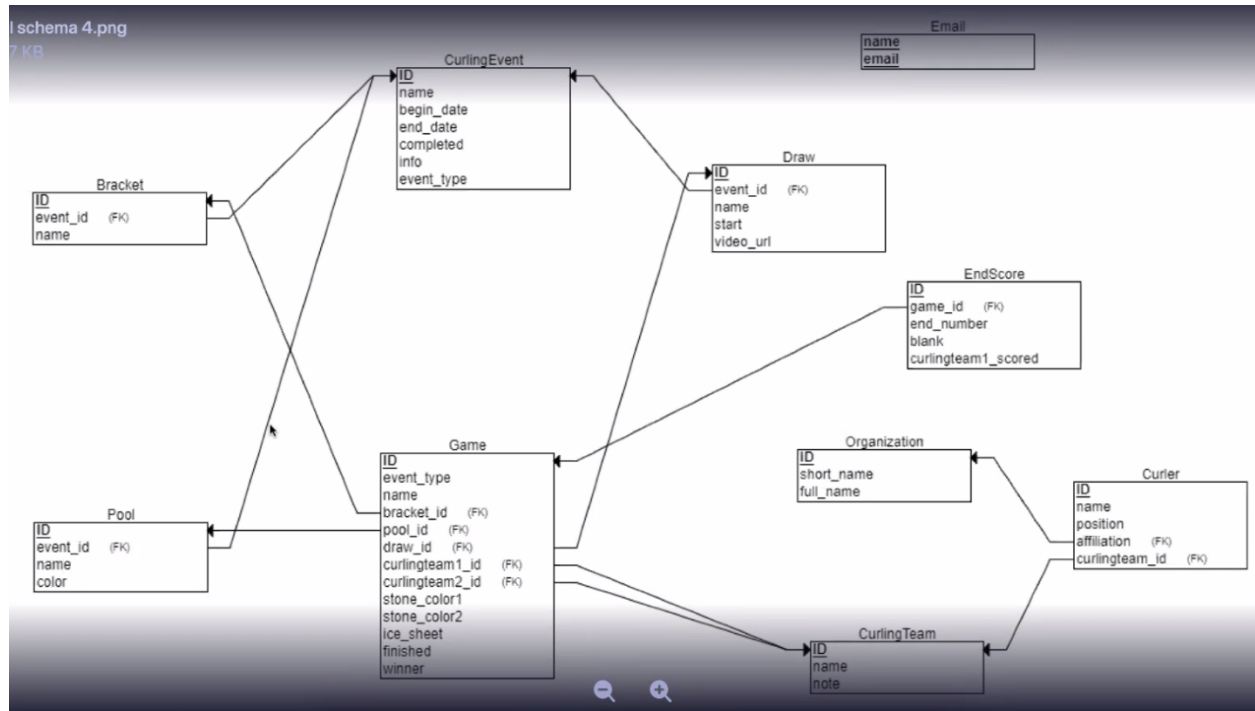
Q: What should I do to manage the user information?

A: Using the right-side user button, there are two option: "Change Password" and "Manage Users", you can manage the authority of users and change the password of own account. The "Manage Users" page allow you to add, edit or delete exist users.

ATTENTION: please don't delete yourself if you are admin! If this situation happened, don't log out until you create a new admin user; otherwise, please contact your service provider.