

## 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:
  - mm/dd/yyyy
  - "mm/dd/yyyy"
  - "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.

**Attention: the template below must be done sequentially.**

#### Organization Template

- ⇒ **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.
- Each organization must have all 3 value above.

#### Team template

- ⇒ **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.
- Above 4 columns, only id, name, note is necessary

#### Curler template

- ⇒ **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.
- Above 5 column, only name, affiliation, and curling team id is necessary.

#### Event template

- ⇒ **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.
- Above all column are necessary for an event.

#### Draw template

- ⇒ **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.
- above columns, Id, eventid, name and start are necessary.

#### Game template

- ⇒ **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
  - ⇒ **destWinner**: the winner of this game will to, the gameId, optional
  - ⇒ **destLoser**: the loser of this game will to, the gameId, optional
  - ⇒ **iceSheet**: which ice sheet will this game hold, should be capital letter
  - ⇒ **finished**: whether the event finished, "TRUE" means event already over, "FALSE" means event still in progress.
  - ⇒ **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.  
bracketId and poolId require one of them filled.

#### Teaminevent template (add team to an event)

- ⇒ **Eventid**: the event id of the event that user want to add team, integer.
- ⇒ **Teamid**: the team that user want to be added to the event, integer.

#### End template (add the end score for a game)

- ⇒ **gameid**: the id of the game user want to add score, integer, must be exist game.
  - ⇒ **endNumber**: the round number in a game, must be integer.
  - ⇒ **blank**: whether the end be skipped, "TRUE" means event already over, "FALSE" means event still in progress.
  - ⇒ **curlingTeam1Scored**: "TRUE" if it is team 1 win, "FALSE" if it is team2 win.
  - ⇒ **score**: the score of the round, must be integer.
- All the element must be filled in this template.

#### Bracket & Pool template:

- ⇒ **id**: the id of the bracket or pool, must be integer and not duplicate.
  - ⇒ **eventid**: the event's id this bracket or pool belongs to.
  - ⇒ **name**: the name of this bracket or pool.
- All 3 element in this template must be filled.