Drone Competition Manager

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1. USER MANUAL

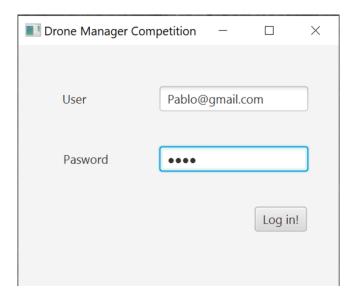
The project consists of the development of an app for the management of drone competitions in (f.p.v).

The App can be used by both drone pilots and competition administrators.

Users (Admins and Pilots) will be previously registered in the app's database through a form on the Drone Racer League website, where they will receive a password.

To start using the "Drone Competition Manager" App, users must log in throw this window

type de login y the text field "User", type de pasword in the text fileld pasword and press "Log in!" button.



Using the password previously provided, the app will analyze the password and determine the type of user, showing a different menu in each case.

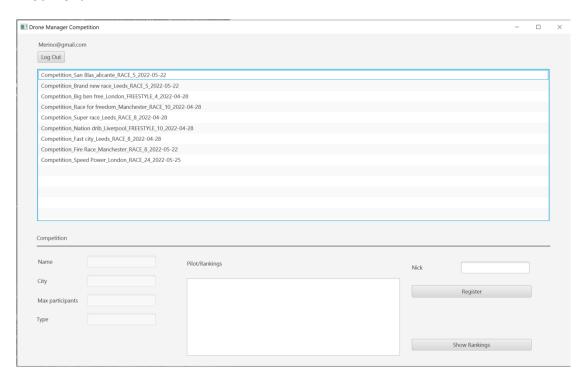
Some Passwords and logins:

(Admins)	Login	Password
	Pablo@gmail.com	0000
	Ismael@gmail.com	5150
(Pilots)	Login	Password
	Merino@gmail.com	1234
	Drew@gmail.com	1234
	Carlos@gmail.com	1234

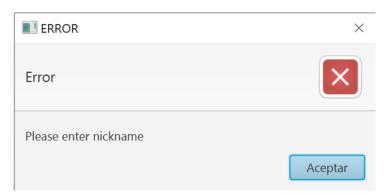
If the password entered is of the "pilot" level, a menu will be displayed with different

options (Register in a competition, Show ranking and Log out) in next picture.

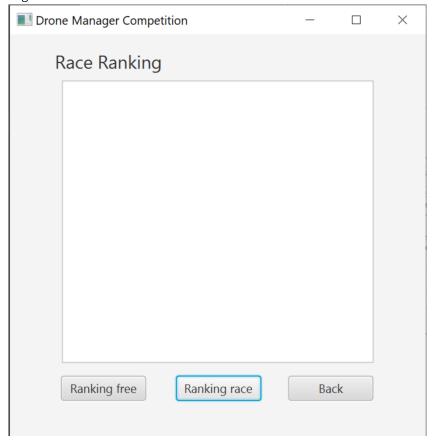
Pilot Menu



First select a competition from the list the listView Pilot shows pilots inscribed inside competition selected, then type your nick for this competition in the text field "nick" if nothing is entered, it will be notified by means of an alert screen.



Show Ranking: When we press this button another window will be shown.

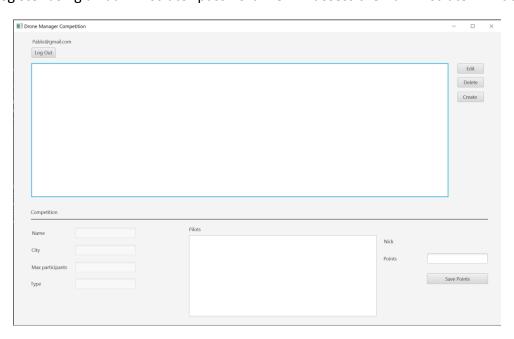


If we press the "Ramking Free" button it will show us a list of pilots ordered by their free-style points and we press the "Race Ranking" button it will show a list of pilots ordered by their race points.

Pressing the back button we return to the pilot window.

Admin Menu:

If we register using an administrator password we will access the Administrator window.



Edit:

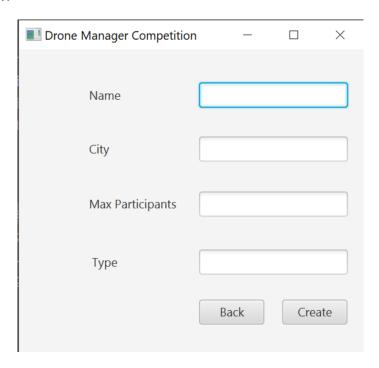
The administrator will be able to edit a competition if he previously selects it from the list, then the text fields will be unlocked and he will be able to edit the name, the city, the maximum number of participants and the type and he will be able to press the edit button the changes will be saved.

Delete:

to delete a competition the administrator must select a competition from the list and press the delete button the competition will be deleted from the list and the changes will be saved.

Create:

To create a new competition, the administrator must first press the create button, this will take us to a new window.



In this window, the administrator must fill in the text fields Name city, maximum participants and type to create the competition by pressing the Create button Pressing the Back button will return to the administrator menu.

log out button:

Both in the Administrator window and in the pilot window there is a button "Log out" by pressing this button the window to log in appears again, asking for the login and password.

2. CHANGES MADE FROM ORIGINAL VERSION

The main differences with respect to the initial version are in the part of the data model, the freestyle pilot class and the race pilot class no longer exist, only giving the pilot class an extension of the user class so that a pilot can register in both a race competition as in a freestyle competition.

Another important difference with the initial version is that it is doing a version in FX I have had to create many more classes among them the administrator controller the user controller the create controller the ranking controller the pilot controller and a class for tools.

I had to discard some features of the preliminary version, such as showing statistics of a single competition, this led me to have to create another controller and another screen and their logic.

Instead, I have added improvements with the first version in this one you can edit a race and delete a race in the first version ignore these details.

3. CLASS DIAGRAM

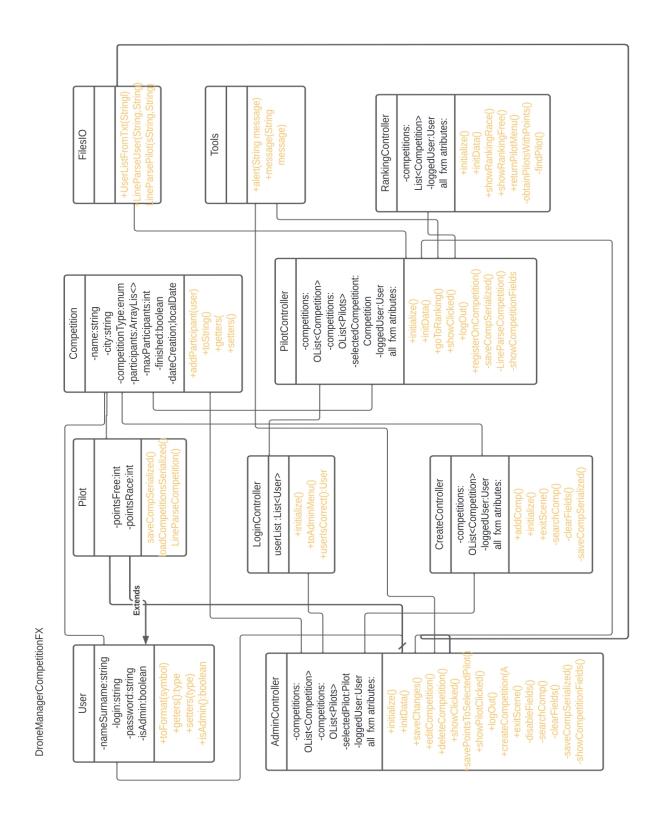


Image 1. Class diagram