# **FOOTBALL TEAM APP WIREFRAMES & DESIGN CHOICES**

### COLOUR SCHEME:

SUNFLOWERS #FFCE00 STARRY NIGHT #0375B4 IRISES #007849 EVENING #262228

#### Source

https://www.canva.com/learn/website-color-schemes/

### DESIGN DIRECTION

Mobile first approach

#### **FONTS**

font-family: 'Montserrat', sans-serif; font-family: 'Staatliches', cursive;

### NAME IDEAS:

My Football Legacy Footiedex
myTeam Footballofax
Liquid Football Management Tool Footballofax
Easy Football Management Tool Football App
Your Football Football Football Ide
Football Ind I I AM FOOTBALL
My weekly football organiser

#### index htr

MYTEAU

GET STARTE

# WELCOME TO MYTEAM

Designed for the players, myTeam is everything you need in your personal playing career

Manage your performances as rated by your peer organise matches, generate fairer teams, your football career just got a whole lot better.

### GET ORGANISED

Getting organised is easy with myTeam

Create or join a group with your team mates and add the details of your next match. See who is available and who isn't, then use the team generator to create fairer teams, no messing about and no more arguing over uneven matches.

### BE THE BEST YOU CAN BE

View your team mates and rate their playing attributes such as passing and shooting out of 20, they will do the same for you. Use this data to get a gauge for the areas of your game you need to improve and foucs accordingly.

After each match, rate each players performance and check your own form. Team generation will take into account both form and attributes helping keep the teams well balanced.

ABOUT US

GET IN TOUCH

Navbar

Section 1 - Introduction

### Section 2 - Organisation tools

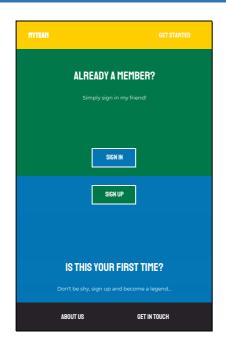
Possibly use backgroup of group screen (faded) to show functionality at a glance

### Section 3 - Profile management

Possibly use backgroup of profile screen (faded) to show functionality at a glance

Play around with maximum ratings (poss out of 10 or 8) and see what it means to team genertion.

Footer



getting\_started.html

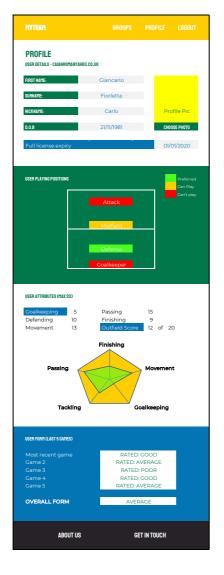
Center page pop up





GDPR and session guidelines to be incorporated in distribution version

#### profile.html



Section 1 - User details

Update picture and personal details

Football shirt with nickname on back...! (default football pic)

Use nickname as a default

License has expired page is required - block group or view teams page if no license?

Section 2 - Playing positions

Click on or off playing positions for use in team generation

Default - all grey (unknown)

Section 3 - User attributes

See how you are scored by other users and visual output via the graph

### FORM RATING CALCULTIONS:

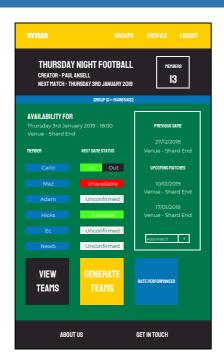
Poor = 1	Form test calculator	
Average = 3	Score 1	5
Good = 5	Score 2	3
	Score 3	3
Overall calculation = 5 + 3 + 1 + 5 + 3 = 17	Score 4	3
17 divided by 5 = 3.40	Score 5	3
	Total	17
Less than 2 = Poor	Average	3.40
Less than 3.5 = Average	Rating	AVERAGE
3.5 and above = Good		



#### groups.html

Need page for join a group and create a group

Need group ID on generation, also name of group and defo password (data protection)



group\_hub.html

All players start unconfirmed and click to confirm availability

Click an upcoming match to go to availability for page

 $Logged \ in \ user \ will \ see \ in \ / \ out \ switch \ when \ on \ this \ screen. \ Will \ start \ on \ out \ which \ displays \ as \ unconfirmed?$ 

Only admin can generate teams, admin couls see a tick box next to each player to say admin yes or no. Admin to select in or out for all players

Need add a match screen - date, time, venue? Remove / cancel a match? Also to repeat same schedule

Rating appears post game only

Have group admin page for admin users to select other admin users and to remove players, send request to add new players via email?

Number of players to generate teams and who's in who's out



This can work for both view and generate teams, generate will only show for admin users

#### Algorithum for team selection...

#### Form will affect stats as follows...

If form over last 5 games is bad, each stat will be reduced by 10%, so for example...

Shooting rating = 15 is now reduced by 10% to 13.5

If form over last 5 games is average, each stat will stay as is

If form over last 5 games is good, each stat will be increased by 10%, so for example...

Shooting rating = 15 is now increased by 10% to 16.5

#### Team selection

 $Look through \ list of players, select goal keepers, pick 2 with best attributes and push one in red one in blue. \ If not 2 goal keepers, pick next best score in list excluding positions.$ 

Should now have two lists both with 1 x gk and their gk score (POTENTIALLY don't include this as keepers may play outfield, maybe have a keeper only option, if only keeper option is selected in playing positions)

Don't specify goalkeeper option, but then add goalkeeper stat into overall score for team generation.

(Possible discard form for an idividual player option or date set for older than ~3 months)

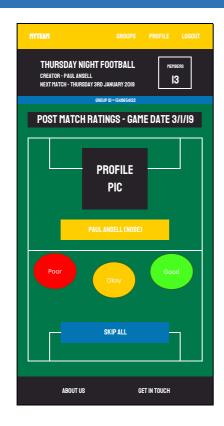
TBC....

Post finished team option - CONFIRMED

### team\_mate.html



### post\_match\_rating.html



Runs through list of active players for previous game and asks for performance rating one by one

On next log in appear...

Hide form for non payers

#### Database Schema

### Group - Create or join

Group ID List of User IDs (from users) Group Name

Group Creator (first user ID) Group Admins (user IDs)

List of User IDs rating other users and scores given

#### Match - Create in Group Match ID

Group ID from group

Match Date Match Time Match Venue

Match Status (for cancelled games?)

Player performance ratings

# Foreign Key Foreign Primary

