Scope Plane

From the Strategy plane, I have identified these user needs:

- A simple, easy-to-use interface with explanatory on-screen text for each button.
- A navigation bar with links to each section of the site.
- A list of players on a team presented in a sortable table. Each player field should be relevant to football.
- CRUD functionality for players and teams.
- Players can be assigned to different teams, or no team. Deleting a team will not delete the players on the team.
- A line-up creator that uses the list of players for each team, and some way of saving a line-up.
- A way of customising a team beyond just setting a name for it.
- Imagery associated with football.

Trade-offs

I have limited player fields to the following: Player Photo, First Name, Last Name, Age, Team, Shirt Number, Height, Weight, Preferred Foot, Nation, Best Position, Alternate Position, Injured, Notes, plus the attributes: Attacking, Defending, Speed, Power, Technique, Stamina on a scale of 1-20.

I have limited team fields to: Team Name, Nation, First Colour, Second Colour, Emblem, Year Established, Formation, Manager Name.

1. User authentication is not a requirement for the project, so it is not a priority. I will only attempt to implement it if time allows.
2. As with the above, the ability to create a copy of a player will only be included if time allows.
3. For the sake of simplicity, teams will not feature B-teams or youth teams. These will have to be created as separate teams.
4. The line-up creator will be fairly simple, with a limited selection of formations and only one line-up saved at a time. Only players marked injured will be blocked from selection, and no restrictions on position will be made. This allows for more user freedom and reduces unnecessary complexity.
5. The player database will not be searchable. To find a player, you will need to go to team the player is a member of. This puts the focus on managing teams.
6. A limit on the number of teams created and players per team may need to be implemented.
7. Users will be taken to a new page to create and edit players and teams, and the pages for creating and editing will be virtually identical to save time.
8. The site will be desktop first and some features may need to be removed for mobile devices.

Requirements

- A landing page with two simple options – selection of a team or creation of a new team.
- A navigation bar, with options changing depending on the page. A colour change to match a selected team's colours would also be nice.
- A page for selection of a team, using either a list or cards. Button to Create a New Team.

- A team creation form, with back to team selection and submit buttons.
- A team editing form, with back to team section and submit buttons.
- A team home page, with links to View Players, Create a Player, Set Line-Up, Edit Team, Select a Different Team.
- A player list page featuring a sortable table of player data, with buttons to create, edit and delete players, as well as a button to show players with no team. Clicking a player will view the player details. Buttons for different columns may be necessary.
- A player details page showing the player data, with buttons to go back, edit and delete.
- A player creation form, with back and submit buttons.
- A player editing form, with back and submit buttons.
- A line-up creator page. Drop-down to select a formation, this changes the arrangement of player drop-downs. Other half of screen is a table of players.

Scenarios

User wants to create a team: Select the create team option on the landing page or the team selection page.

User wants to edit a team they've created: Go to the team home page and select Edit Team.

User wants to move a player to a different team: They can set the team of the player by editing the player.

User wants to view the players of a different team: They can select the Team selection page from the navbar or their current team's homepage, then select the team they want from that page.