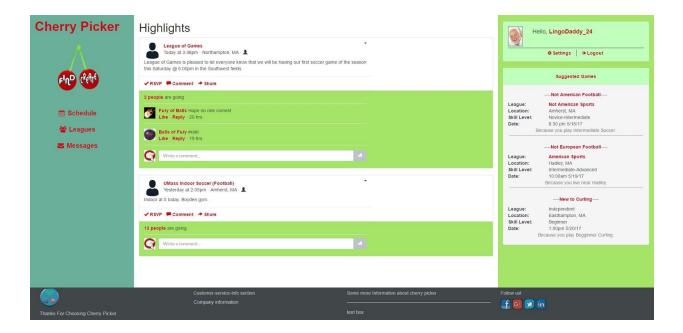
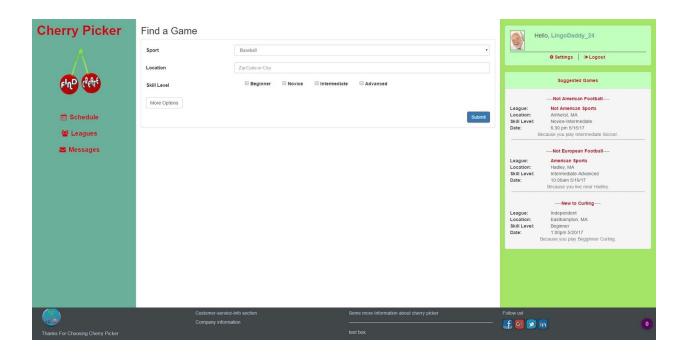
Main Page (Highlights)

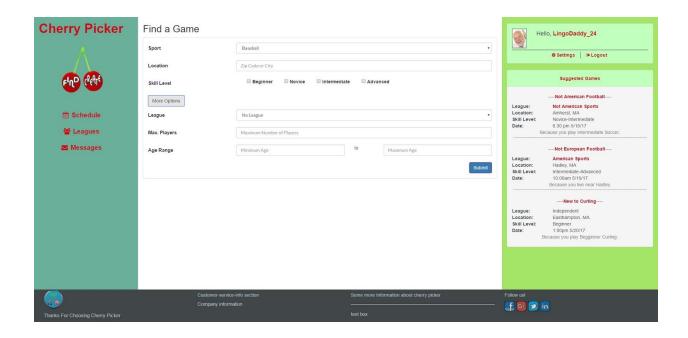
Here is the main page of CherryPicker. This will be the first page a user sees after they log in to the application. The left side-bar is a navigation tool used to easily move between the application's different features. The right-bar houses the user-hub and suggested games tab. The center of the page contains a user's highlights. The highlights feature includes upcoming games for the user as well as league updates.



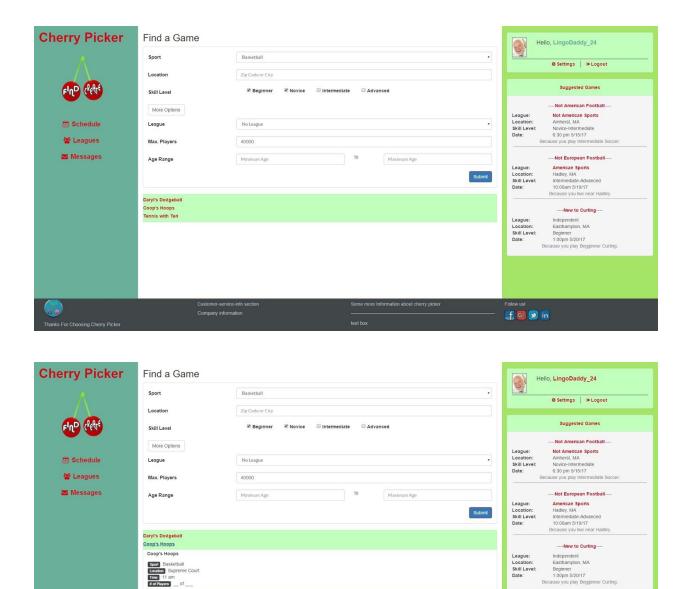
Find a Game Page

If a user selects the "find a game" option on the left side-bar they will be taken to this page. This page will allow for a user to search for a game of their selected sport based on location and skill level. The user will also be given the option of specifying their search using the search fields under the "More Options" button. When this button is selected the user can specify if they want the game to be associated with a league, select an age range, and select the maximum number of players.





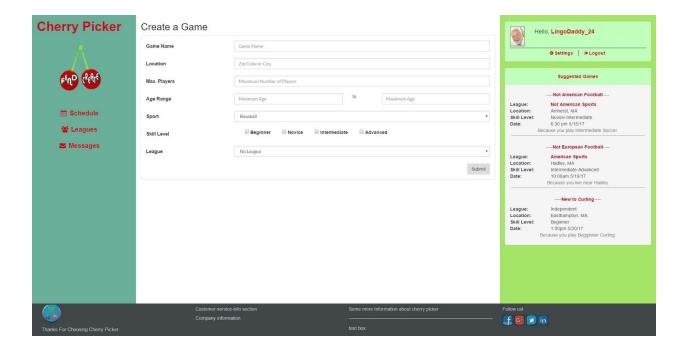
Once the user has filled out their desired fields and hits the submit button, a list of games is displayed. Links to the games that fit the search fields will be displayed at the bottom of the page. If a game is selected a dropdown list will display a game's information. This information includes the sport, location, time, and number of players.

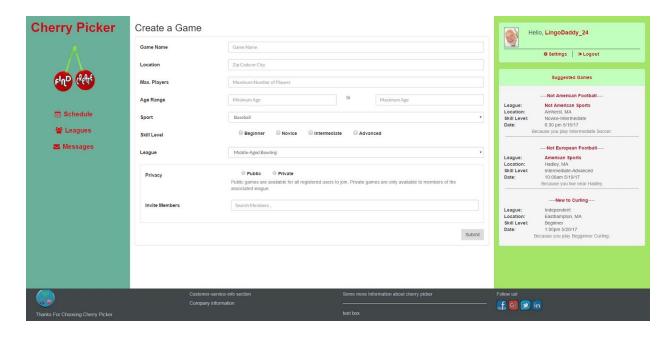


Create a Game Page

If a user selects the "create a game" option on the left side-bar they are taken to this page. This page will allow a user to create a game. Once the user fills out all the specified field (game name, location, skill level, etc) they hit the submit button to create the game. If a user is part of a league, they will have the option to make the game a "league game" by specifying a league from the drop down menu. When creating a league game the user will have the option to make the game public or private and invite league members upon creation of the game.

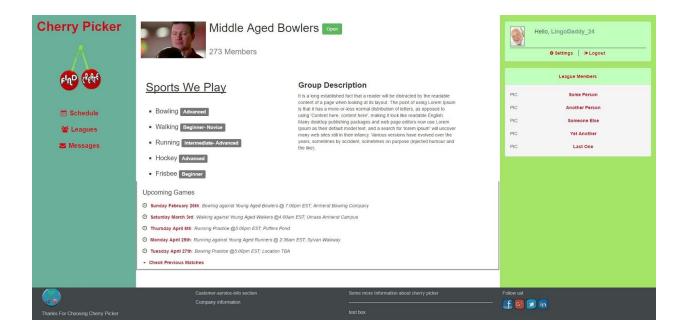
f @ m in





League Profile

A league's profile page can be accessed by clicking a league's hyperlink or by selecting the "Leagues" option on the left side-bar. The league profile page contains basic information about a league such as the name, number of members, the sports the league plays, upcoming games, and the names of coordinating league members.



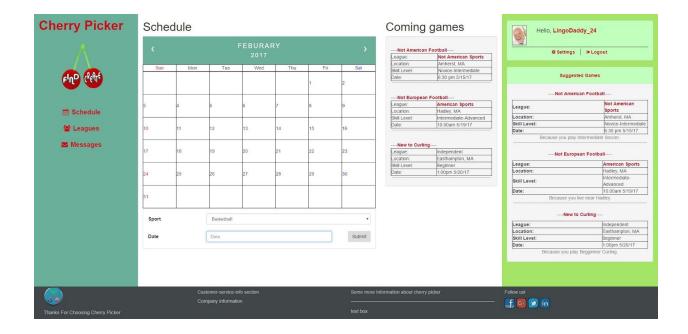
User Profile

The user profile can be accessed via the user-hub on the top right corner of the screen. The user profile contains basic information about a user as well as the leagues a user is associated with. The profile also contains a list of sports (and subsequent skill levels) that a user is interested in. At the bottom of the page is a list of games that a user has recently participated in.



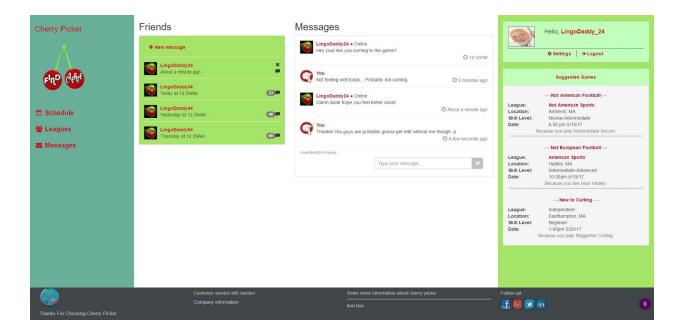
Schedule Page

The schedule page can be accessed via the left side-bar after selecting the "Schedule" option. The schedule page provides the user with a calendar view of their upcoming games. It also provides a search functionality for a user to search for a specific game based on date and sport.



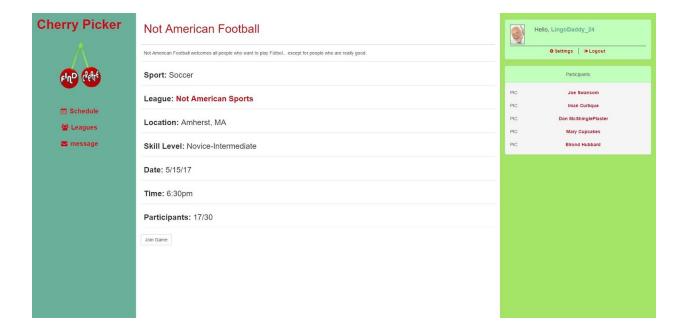
Messages Page

The message page can be accessed from the left side-bar after selecting the "Messages" option. This page allows a user to see "friends" and message them to help better coordinate games.



Game Page

The page for a specific game can be access by clicking a game's hyperlink or by selecting a specific game on a user's schedule. The game page shows basic information about a game and allows the user the option to join the game.



Project Contributions:

Lily made the form to create a new game on the Create a Game page with both default options and additional league options. She made the sidebar widget on the League Profile page with the list of league members. She also did some styling on the left and right sidebars.

Thomas created the right navigation bar which holds the user hub and suggested games on every page, and the league members if you are on the league page. He also worked specifically on the user hub widget, which allow a user to navigate to their page, go to the settings page, and logout. He worked on the suggested games panel, allowing the user to see if there are games that they might be interested in on any page of the application. Thomas also helped edit the left navigation bar, and the footer of the page.

Jaeseong created a left side navigation bar that makes up the menu for each page. In addition, a hyperlink was connected to each cherry of the cherry image, and when the mouse cursor was placed on the menu, the color of each menu element was changed. Jaeseong also has created a footer with four sections at the bottom, and will add useful information (email, social media, customer support, etc.) there at a later time. Jaeseong created a schedule page. There he will add a searchable feature at a later date, and he will add an object for each date on a larger calendar.

Sanford made the Find a Game page, which is where the user can utilize to find games that they may be interested in joining. This page has a series of widgets/interactions that facilitate the user finding a game. First Sanford create the search fields, consisting of type of sport, location, and skill level of the game a user is looking for. Users have the ability to fill out additional options to specify the game conditions they are searching for, by accessing the Options button. Once the game conditions are decided upon, the user can hit the submit button, which will provide a list of resulting games that fit their search criteria. Each item in the list can be clicked by the user, to expand the game listing and see specific information about each game, including # of players, Location, time/date of game, etc.

Peter created the User Profile page and the Game page. He also did the static UI tour write up and took screenshots of all the screens. The widgets he implemented include: the basic user information widget, the user sports widget, the user leagues widget, the user recently played games widget, and the game information widget.

Adam created the main portion of the league profile page. The widgets he implemented include: the league profile information widget, the league description widget, and the sports we play widget.

Hisham created the main page and the message page. The widgets he implemented include: the friends widget, the message widget, and the highlights widget of the main page. He also did some minor error correction on the left navigation bar on all the pages.