EGERTON UNIVERSITY



PROJECT USER MANUAL

FOR

TITLE: GAMES MANAGAMENT SYSTEM

PROJECT CORDINATOR: MR. ODIYO

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1. GENERAL INFORMATION

General Information section explains in general terms the system and the purpose for which it is intended.

1.1 System Overview

The Games Management System is a web-based application that will aid in the management of Games Management data at the games and sports level. The University Games Department uses the system to manage all the activities of the campus sports and games events.

The system have at least four modules which are:

- Coordinator's module Registers every sport in the university, adds and assigns every game to a patron, approves funds requested for by patrons, communicates directly with patrons, approves every sport events and activities and generate reports.
- ii. Games patron module Requests for funds, approves new students who wishes to join the sport, informs the coordinator about upcoming sporting events and activities, communicate directly with both the coordinator and students in his or her sport.
- iii. Students' module View upcoming events and activities, check whether remunerations have been disbursed, and communicate directly with the patron.
- iv. Store clerk module Manage inputs and outputs to the game department store including their source and current receptacle of a particular store entity.

The system requires every user to login in order to use it.

Being an electronic system, it will minimize the use of papers to store information on activities and individuals. It will also reduce the time taken to search and retrieve information about a particular activity or individual.

1.2 Organization of the Manual

The user's manual consists of five sections: General Information, System Summary, Getting Started, Using the System, and Reporting.

General Information section explains in general terms the system and the purpose for which it is intended.

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

Getting Started section explains how to get the Games Management System on a device. The section presents briefly system menu.

Using The System section provides a detailed description of system functions.

Reporting section describes in what way information collected by the application are presented and how to access the information.

2. SYSTEM SUMMARY

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

2.1 System Configuration

Games Management System operates on windows operating system. It is compatible with Windows 7 and higher versions. The web application requires connection to internet in order to save data to database and a web browser to access the location of the system. Once you access the location the system can be used immediately without any further configuration.

2.2 User Access Levels

The coordinator, patrons, students and the store keeper are the users of the system.

2.3 Contingencies

In case there is no internet connection available data cannot be saved in internal memory of the operating device. Hence, every user of the system is required to have an internet connection for efficient access of required resources.

3. GETTING STARTED

Getting Started section explains how to get Games Management system and access the web application capabilities. The section presents briefly system menu.

3.1 Universal Resource Locator

The newest version is available on Games Management System which will be consolidated with the schools system for efficient access. User ID and password are delivered to the users of the system or registration will be required depending on the role.

3.2 System Menu

The system menu has four main users i.e. Coordinator, patron, student and store clerk. Each have a separate login page where users submit their correct username and password combination.

3.2.1 Sample Login Page

3.3 Changing User ID and Password

User ID and password can be changed by navigating to the profile section and selecting change password. Some users like the patron will have to contact the admin in order to change the password. Students will be required to register in order to access the system and choose a particular game.

3.4 Exit System

Every user will have a logout button on top rightmost position to exit the system and return to homepage or login page. Otherwise, you can exit with the normal browser button.

4. USING THE SYSTEM

Once the user has accessed the browser using the correct link and internet connection. The following homepage will be displayed.

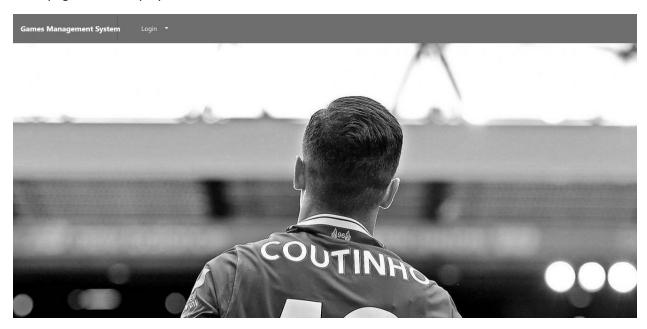


Figure 5: System homepage.

Once the Coordinator, patron, student or store clerk clicks on the respective login page the following login page appears.

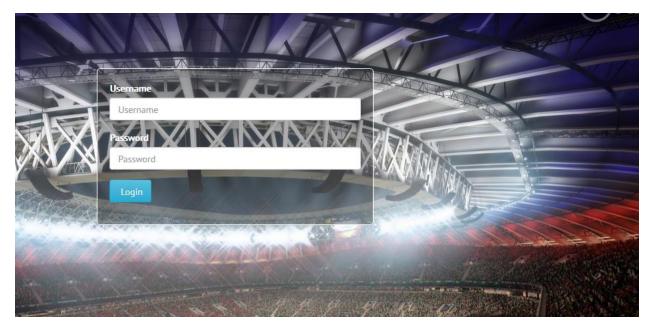


Figure 6: Login page. The user type will be displayed on the right top corner.

i. Coordinator page

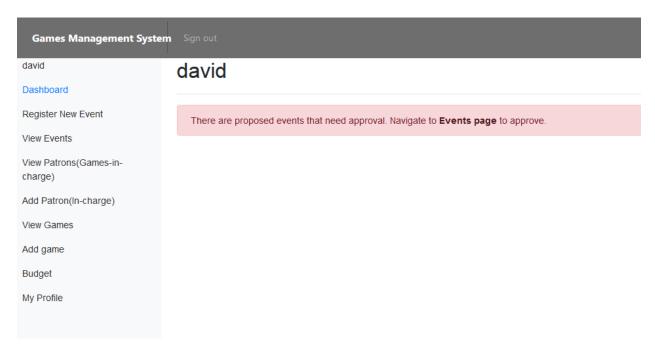


Figure 7: The page above will appear once the coordinator logs in. The coordinators activities will be shown on the left side as links.

ii. Patron page



Figure 8: The patron home page. The patron's activities are shown on the left side of the page as links.

iii. Student page

Games Management Syster	n Sign out		
papa	papa - S13/21417/	14	Share Export This week ▼
Dashboard			
Upcoming Activities	Game: Karate		
Past Activities	Date joined: 2018-09-04		
	Approval status:		
	Phone: 0704514301		
	E-mail address: sponsor@gmail.com		
	Year of admission: 2014		

Figure 9: The student's home page.

iv. Store Clerk

GAMES MANAGEMENT SYSTEM Please Login or Sign Up Store Clerk				
Username	Username			
Password	Password			
	◆ Sign Up			

Figure 10: The store clerk uses username and password to login



Figure 11: The store clerk homepage.

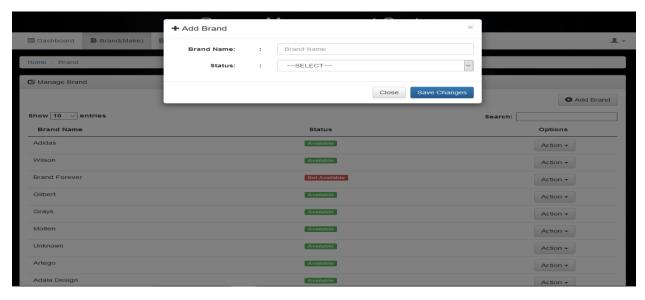


Figure 12: Add Brand

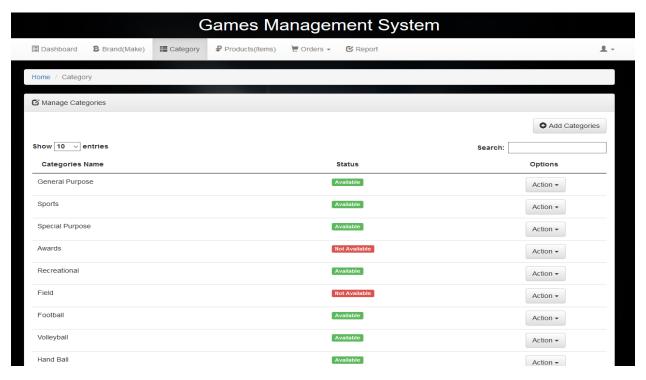


Figure 13: Add categories.

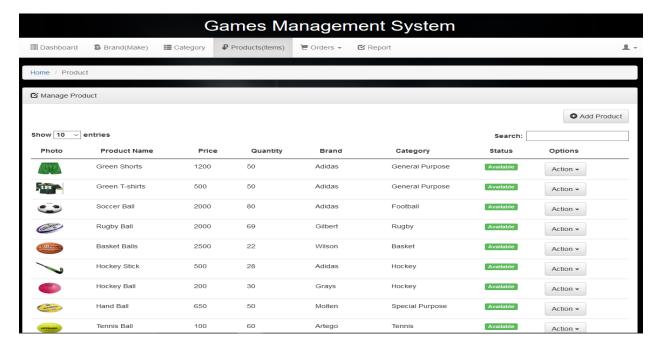


Figure 14: Manage Products

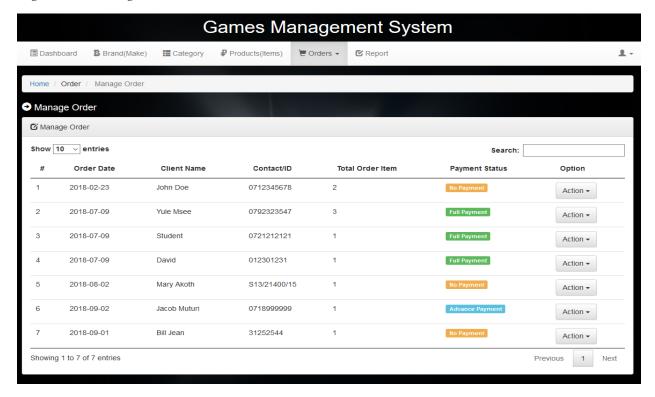


Figure 15: Manage orders

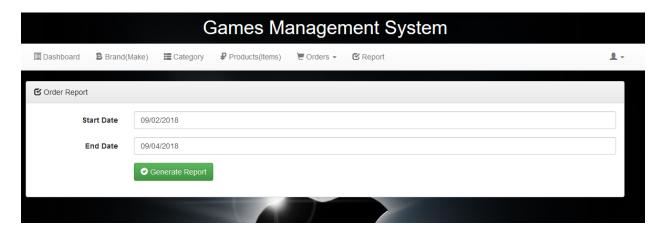


Figure 16: Reports

5. REPORTING

Reporting section describes in what way information collected by the application are presented and how to access the information.

5.1 Report Capabilities

The system has been incorporated with internal logs which will be saved and sent to the developers for quick fixation of errors.