User documentation Coach

Summary

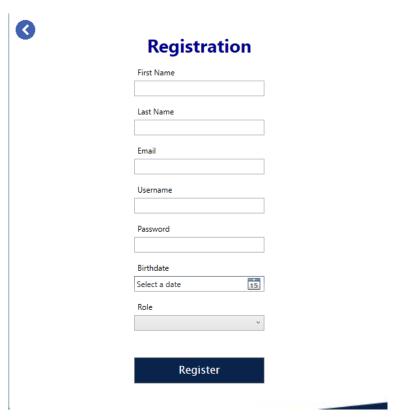
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1. Login



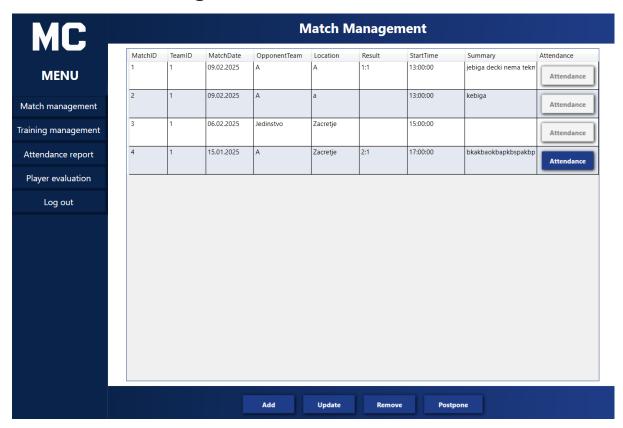
- 1. If user is already approved by the admin he inserts his email and password into the designated textboxes
- 2. User clicks the button "Login"
- 3. User is sent to the main user menu

2. Registration



- 1. If the users hasnt been registered yet, he click the button "Register"
- 2. A menu with all the required text fields shows up
- 3. Users enters valid dana, selects role and click the button "Register" to send the request to the admin

3. Match managment

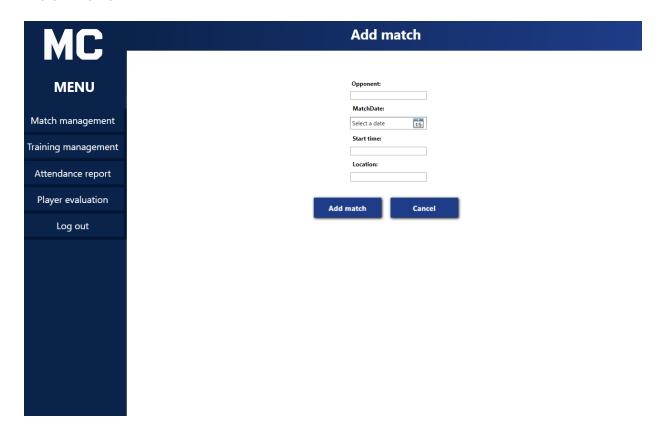


The **Match management** interface shows all matches for your team. You can mark athletes attendanced after the match is played by pressing the **Attendance** button which opens the **Match attendance window**.

You can:

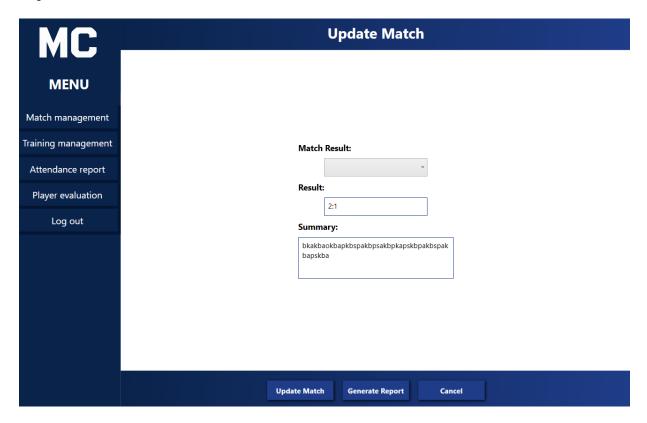
- add matches by pressing the Add button which opens the Add match interface
- update played matches by pressing the **Update** button which opens the **Update** match interface
- remove matches by selecting the match from the data grid and pressing the
 Remove button
- postpone matches by selecting the match from the data grid and pressing the
 Postpone button which opens the Postpone match window

Add match



The **Add match** interface allows you to add matches. After filling the fields press the **Add match** button to save the data into the database. After returning to the previous interface you'll see the updated data grid view.

Update match



This interface allows you to update match details. The following fields are available:

1. Match Result Dropdown:

Select the match result type from a dropdown list.

2. Result:

Enter the match score (e.g., "2:1").

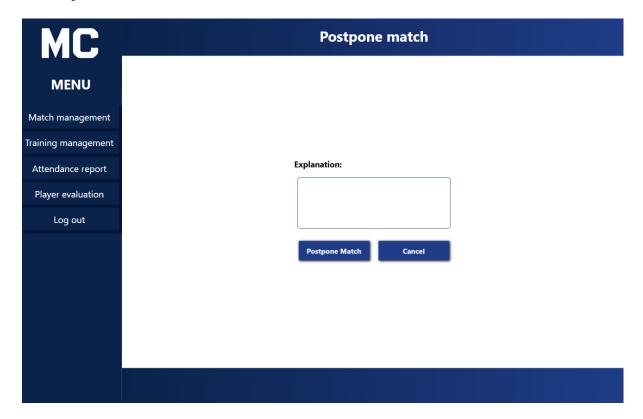
3. Summary:

Provide a detailed match summary or notes. You can type or paste your content into this text box.

4. Buttons:

- o **Update Match**: Submits the updated match information.
- Generate Report: Creates a report based on the entered details.
- o **Cancel**: Cancels the update and returns to the previous page.

Postpone match



This interface allows you to cancel the match. After giving the explanation press the **Postpone Match** button to cancel it.

4. Trainings



- 1. From navigation click on option "Training management".
- 2. In table are visible trainings that coach added.

Add new training

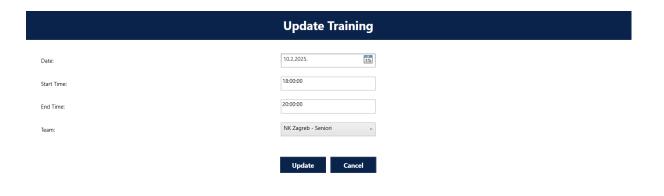
1. Click on the button "Add new".



- 2. Fill every field.
- 3. Press the button "Add".
- 4. If you don't want to add new training and go back, click the button "Cancel".

Modify training

1. In table Trainings, click on training you want to modify.



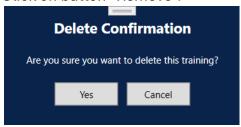
- 2. Make changes you want.
- 3. Press the button "Update".
- 4. If you want to go back without changing anything, click button "Cancel"

Remove training

1. In table Trainings, click on the training you want to remove.



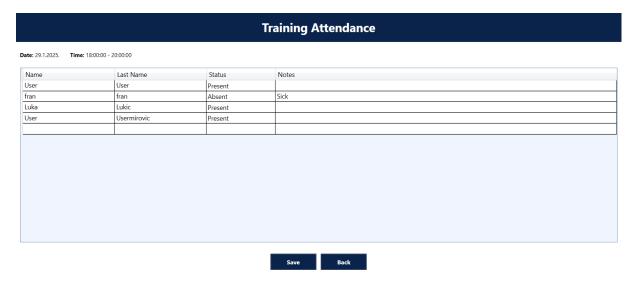
2. Click on button "Remove".



3. Click "Yes" on the pop up window.

Attendance for traininig

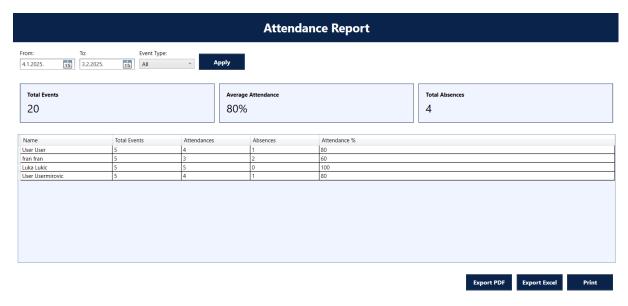
1. Click on "Attendance" button in training you want to make attendance for.



- 2. If you want to change status that is "Present" by default, double click on status and pick form drop down menu status you want.
- 3. If athlete is absent or excused write the reason in notes.
- 4. Click the button "Save".
- 5. If you want to go back without making new training, click button "Cancel".

5. Attendance report

1. In navigation menu click on "Attendance report".



- 2. Choose starting and ending date.
- 3. If you want only attendances from trainings or mathes, click on drop down "Event type" and select the event.
- 4. Click on the button "Apply".

Generate report

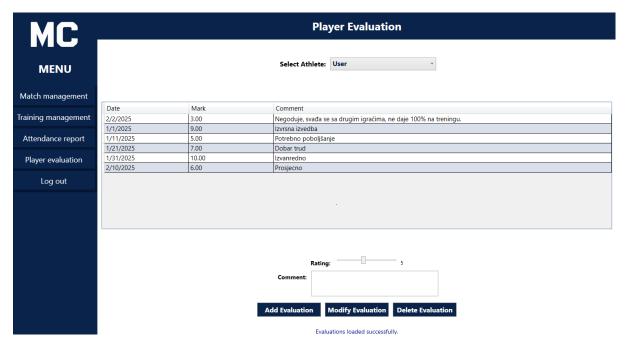
- 1. For pdf report, click on the button "Export PDF".
- 2. For excel report, click on the button "Export Excel".
- 3. For directly printing report, click on the button "Print".

Match report

1. Fill all the fields.

- 2. Click on the button "Generate report"
- 3. Save it.

6. Player evaluation



- 1. Coach clicks on the button "Player evaluation"
- 2. A combobox with the selected player is shown, the coach can select all the different players that are in the same team as him
- 3. A datagrid is shown with all the currently selected player`s rating`s
- 4. The coach can add a select a numerical rating and write a comment then by pressing the button "Add evaluation" he adds the evaluation to the player.
- 5. The coach can select a rating, then insert his new data and click the "Modify evaluation" button so the data of the evaluation changes
- 6. The coach can select an evaluation and click the "Deltet evaluation" button to delete that evaluation