Application Documentation

TOUNAMENT PLANNER

Implemented by Johan Nel

HOËRSKOOL SECUNDA

Contents

Why has this program been implemented?

This program is designed to make the planning of the school's eisteddfod much easier and less time consuming. This program contains most, if not all the features a teacher would need to create, view, and manage a such tournament.

Not only is this program designed for the school's teachers, but it also allows participants to enter the eisteddfod using it, and to view their item's information. This makes it much easier for teachers to get the tournament going, as they don't need to enter each participant's information manually.

This advanced program even allows teacher to create and print eisteddfod schedules (with lunch and teatimes) automatically. All they must do is select the item they need a schedule for.

How to use the program

Because this program has so many features, it is advised to read through this section first before using it.

When you open the program, you will be met with the Login screen.

Signing up

To sign up, click on the blue text below the login button. You will be taken to the sign-up screen.

Here you can enter your personal information in all the relevant boxes. The password you enter will be encrypted to ensure it is safe. To view the password you entered, you can click on the eye to show/hide it.

Entering your information in the boxes for the name, surname and password is quite simple: You only type it on the line below the relevant text. For the birthdate however, it is a bit more complicated: A date-time picker is used to ensure that you enter the date in the correct format. You can either just enter the date in the format: YYYY/MM/DD, or click on the calendar icon to select the date with an interface. You should not enter any spaces in any of the fields!

Ensure that you have entered information in all of the components before clicking the blue Sign Up button, or else you will get an error message preventing you from completing the sign-up.

When you click the sign-up button, the program will complete several checks to ensure it can store your information without issue. The program generates a username in the following format: Name+Surname+Age when signing up

If you get an error message saying that the generated username is already in the database, it means that you either already have an account (so rather go log in), or that someone else with the same name, surname and age have signed up. To get around this error, you must add or remove a character in your name or surname to ensure it is unique.

After the program stored your information successfully, you will get a confirmation message with your generated username, and the program will automatically take you to the login screen. There you can log in with the username that has just been shown to you, and password you entered when signing up.

Teachers: If you are a teacher in the program's teacher list (which the admin can change in the Teachers.txt file), you should get a message after signup asking if you want to be a tournament manager or viewer. Select the option you prefer. Viewers cannot manage the tournament, and organisers cannot enter the tournament. Please keep this in mind.

Logging in

You need to log in to access your item and its relevant information. If you haven't entered an item yet, you can also do so when logging in.

Enter the username that was shown to you during signup, and password you entered when signing up. There is no way to recover your password if you forget it without an admin. Your username however is easy to determine. It is stored in the following format:
Name+Surname+Age when signing up

Ensure that you have entered information on both lines before clicking the blue Login button, or else you will get an error message preventing you from logging in.

When you click the blue Login button, the program will perform multiple checks to ensure that the information you entered corresponds with each other. The program will show you an appropriate error message telling you what part is wrong if they do not correspond. If you have forgot your password, contact an admin.

If the information you entered corresponds with each other, you will get a message welcoming you. Depending on your user type, you will either be taken to the view or manage form.

Entering your item

If it is your first-time logging in, you will automatically be taken to the Enter your item screen. Here you can enter your item to be stored in the database. You must enter your item so that the organisers can have access to it.

To enter an item, simply select what category you want to participate in using the provided combo box that has been sorted alphabetically. Then, enter your item name in the relevant line. This can be anything that represents what you will do. After that, use the spin edit component to set your approximate participation duration. This is anywhere from 5 to 15 minutes in length. This will be used when the organisers create schedules to ensure that you have adequate time to perform.

Ensure that you have entered information in all of the components before clicking the blue Enter button, or else you will get an error message preventing you from entering your item.

If the tournament has already started, you will get an error message saying that it is too late to enter. You will not be able to enter.

As the screen informs you, there's only one item per participant allowed. To re-enter, you must contact an admin to remove your item from the database.

When you have entered information in all three of the fields, you can click the Enter item blue button. When you click the blue Enter item button, the program will perform multiple checks to ensure the validity of the information you entered.

After these checks are done, your item info will be stored in the database. You will get a message saying that you have entered successfully. You will be taken to the View item screen automatically.

Viewing your entered item

When you have entered your item, you will no longer be able to interact with the Enter item screen. The Enter item screen will just inform you that you have already entered by showing your item code.

When you are on the View item screen, it will show you all of the information linked with the item you entered. Below is a summary of the information it shows you:

USERNAME: Your username which is linked to the item code.

ITEM CODE: This code is unique to you. It is used by the organisers and the program to easily identify your item. It is in the format: First three letters of your item (Uppercase), and then a number representing which entry you are. The first entry will get number 01.

ITEM NAME: The item name that represents what you will perform. This will be printed on schedules and results

MOST RECENT SCORE: Shown as a percentage. This is the most recent score you received. It will show a different message if you have not participated yet.

LAST ROUND PARTICIPATED: When you get a score, the program updates this to the round where the score was given. It will show a different message if you have not participated yet.

STILL PARTICIPATING? This will be Yes if you haven't been eliminated. It will also show you when you will participate in the next round if a schedule has already been created. If you have been eliminated, this will be No.

AMOUNT OWED: The amount you still owe. The tournament tariff is R250 per round participated. Pay right after you participated at the judge's table to ensure it gets saved in the database.

LATEST COMMENTS: The comments you received in your last round.

The program is intelligent and stores your previous scores and comments on the computer's hard disk. Speak to an organiser to see the history of your scores and comments. If you think there's a mistake, talk to an organiser who will help you resolve the issue.

For organisers/teachers

The next number of explanations are only for teachers/organisers, as they are the only user who will have access to these user interfaces.

The recommended order to follow for the Manage category form is:

1. Create a schedule for a round
2. Score the participants for this round
3. Retrieve this round's results
4. Eliminate participants for this round

Please ensure you always use the program in this order, otherwise you will get error messages.

Step 1: Create a schedule

This easy-to-use screen allows you to create a schedule without doing anything manually.

Before you start to create a schedule, it is recommended to click the red No button to ensure that no more participants can enter after the schedule is created.

Select item:
Select the item you want to create a schedule for in the combo box. The program is intelligent and will automatically select the round by using the still-participating items in the database.

Break times:
As the judge and organisers need break times, this feature has been added. Select if you want to have teatime (at or right after 11:00, lasts for 20 minutes), lunchtime (at or right after 13:00, lasts for 30 minutes), and coffeetime (at or right after 15:00, lasts for 15 minutes).

The program will insert these into the schedule if the relevant checkbox has been ticked.

This time and date will be saved to the database for each participant so that they can see when they will participate next.

When you have entered and selected information in all of the fields, you can click the Blue create button.

After it checks your input, a schedule will be created. It can be seen in the big rich edit. The schedule, although formatted simply, contains all the information needed. It says for which item category and round it is, on which date and at what time the round starts. Then it shows neatly formatted headings

Underneath the headings, the time of the item, the item code, participant, duration, and item name for each item will be printed. At the most suitable time, tea, lunch, and coffee will be added if the checkboxes were checked.

You will also be prompted to Print the schedule using your computer's default computer. It is recommended to do so and put these schedules up around the school, and to keep for your own reference. All the schedules are stored in the program files. The name is in the following format: ItemCategory + Round number, stored in the schedule folder. You can go there to print the schedule again if you wish.

You can also recreate a schedule. Beware though, this will override the previous schedule.

Step 2: Score the participants

This screen is of real importance. Without it, the program will not be able to be used properly. It allows you to enter the scores each participant receives after their performance.

The table in the middle is the Database grid. It is not recommended to move the pointer, or edit any values in this grid except when you know what you are doing.

To start, get the latest round's schedule out. You will need it. Go to the Schedule screen to create a schedule for the round if you haven't already or go to the program files to print the schedule. A schedule isn't necessary but highly recommended.

Now, start by entering the first item code on the schedule on the Item Code line. Also enter the schedule's round using the spin edit. If this is the first participant being scored, click the blue Start Scoring button. If you used the schedule before you, you should not receive any error messages.

Repeat from HERE Once you clicked the blue Start Scoring button, the participant's information will be loaded into the labels, and a message will be displayed that says you can now start scoring this participant. The participant's name and item name are loaded, as well as their Start and End time. The Start and End time is there to help you make sure you aren't falling behind schedule.

Now, score the participant:
In the bottom left use the spin edit to input the score from 1 to 100. Then, to the right of the spin edit, there's a box where you can enter the comments that the participant received. After you have entered the comments, you can enter how much the participant has paid today. The program will automatically add this to the total amount the participant has paid. Click on the blue Submit button to submit their score, comments and amount paid.

Now, you can click the blue Next button. As the program is intelligent, it will automatically fill and determine the next Item Code. We recommend to verify that the new item code corresponds with the next item code on the printed schedule. You can now click the blue Start Scoring button. Go to the **Repeat from HERE** marker above until all of the participants have been scored.

After all of the participants in the schedule are scored, you can go to the next screen to retrieve the results.

Step 3: Retrieve this round's results

This screen is similar to the schedule creating screen. You do not have to determine each participant's position manually; you can easily do so automatically by using this screen.

When you have selected the item category, and the round, you can click the Blue Retrieve results button.

After it checks your input, the results will be retrieved from the database. It can be seen in the big rich edit. The results, although formatted simply, contains all the information needed. It says for which item category and round the results is for, then it shows neatly formatted headings

Underneath the headings, the participant's position, the item code, participant, score, and item name for each item will be printed, from highest score to lowest score. It is important to note that you can only retrieve results for the latest round.

You will also be prompted to print the results using your computer's default computer. It is recommended to do so and put these results up around the school. Participants cannot see what position they are, so these results will be the only way they can know. All the results are stored in the program files. The name is in the following format:
ItemCategory + Round number stored in the results folder. You can go there to print the schedule again if you wish.

After you created and printed the results, you can eliminate participants.

Step 4: Eliminate participants

Elimination is used to determine which participants go through to the next round. The action is NOT reversable, and it is therefore important that you ensure that your input is correct.

To start the elimination process, select the item category in the combo box, and the round in the spin edit. Thereafter you can select how many of the participants will go through to the next round (referred to as [amount selected]). This will be the Top [amount selected] of the results. If you are sure about your input, click the blue Eliminate the rest button.

Once you've pressed this button, the program will automatically eliminate everyone who isn't in the Top [amount selected]. You will get a message saying how many participants got eliminated, and who has gone through to the next round.

NEW: If you select that only one participant goes through to the next round, the program will automatically show them that they are the winner of their item. It will also make their Participating field false, meaning that the item category's rounds are completely over.

After the winner of the item category has been announced at school you can completely delete all the participant's item information, who entered for this category. Simply select the item category using the combo box and click delete. This will delete ALL the item category's items. It is recommended to only do this a week after the winners are announced to ensure participants can still see their item information.

Once again, these actions aren't reversable and should be treated with great caution!

Navigating program files

This guide will tell you which program files you can edit, and which you should leave alone.

Teachers.txt

Administrators can add teacher's name and surnames to this file at any stage. This will ensure that new teachers can also sign up and become event organisers.

Items.txt

This text file stores all the items that participants can enter. When logging in, the program loads all the items in this text file into the combo boxes.

It is not recommended to change anything in this file while the eisteddfod is in progress. It is however handy to change these items when a new eisteddfod, with different items categories, starts.

Current.txt

This text file has a simple purpose. It stores the username of the currently logged in user, or the user that last logged in.

It is recommended to leave this text file alone.

Enter.txt

This text file contains either a 'Yes', or a 'No'. If it contains a 'No', participants can no longer enter the eisteddfod.

It is recommended to leave this text file alone.

Items\Itemname.txt

Example: Items\Ensembles.txt

This text file keeps track of the latest item code for each specific item. Administrators should NOT touch these files as it can cause runtime errors. The program will work with these files automatically. The files are reset when the item gets deleted.

Schedules\ItemName+Round.txt

Example: Schedules\Ensembles3.txt

You can edit or change these text files. It is stored for reference. Organisers can also come here to print a schedule if they lost their copy or forgot to print it.

Scores\Username.txt

Example: Scores\JohanNel0.txt

These text files are created after the first eisteddfod round. It keeps track of all the user's previous scores, and each score's respective comments.

It is recommended to delete these files once the eisteddfod is over so that they do not unnecessarily take up device storage. They do not get deleted automatically.

Results\ItemName+Round.txt

Example: Results\Ensembles3.txt

You can edit or change these text files. It is stored for reference. Organisers can also come here to print the results if they lost their copy or forgot to print it.

Help\Formname.txt

Example: Help\SingUp.txt

These text files are used to load information for the help button. Instead of storing help information in the program code, it is stored in these files. When a help button is clicked, the program will use a procedure to load the text file and display its contents in a MessageDlg. It is used to inform the user on what they should do if they struggle.

These file's contents are an exact copy of the instruction in this document.

TournamentDB.mdb

Do not edit, or even open the database! It has the potential to break the program and can cause runtime errors that will crash the program.