

User Manual

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Set-Up Environment

Develop

You can set-up development environment of this system by following the instruction of README in github.

<https://github.com/COMP90082-2023-SM2/AL-Bluering>

Deploy

You can set-up service in the deploy environment in another server through following steps.

1. Run 'npm run-script build' under the 'al-bluering-frontend' directory to generate the 'build' folder.
2. Transfer the code to the server using GitHub or another method.
3. Configure an HTTP server (such as Apache) and move the 'build' folder to '/www/'.
4. Set up the MongoDB service.
5. Start the backend service process on the server (e.g., 'node server.js &').

Back-end

Access

The process of access back-end is provided in the github repository and you can follow the README to set up.

<https://github.com/COMP90082-2023-SM2/AL-Bluering>

API

Details of how to use the API can be found either on the repository's README or on the Design > API Document page on this Confluence space:

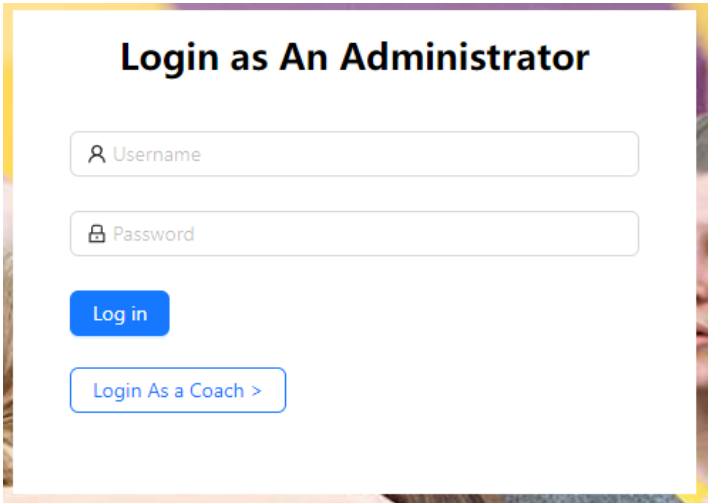
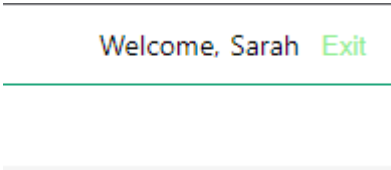
<https://github.com/COMP90082-2023-SM2/AL-Bluering>

[API Endpoints](#)

Front-end

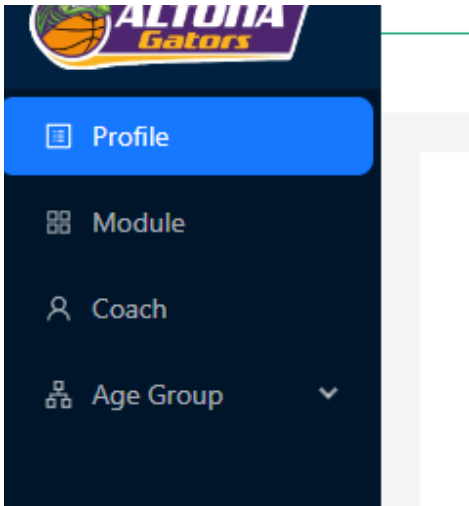
Account

View Profile

Explanations	Diagrams
<p>To login into system as an administrator, you will need to input your Username and Password for authentication.</p> <p>If you are a Coach instead of Administrator, click button Login As a Coach to jump to coach login page.</p>	
<p>After login successfully, top-right banner shows the name of admin account and a Exit button is provided to logout.</p> <p>If you leave the page WITHOUT logout, you will not need login again in one hour.</p>	

Profile

View Profile

Explanations	Diagrams
<p>To view profile of administrator, you will need to select Profile tab from left navi to switch into profile page.</p>	

The **Profile page** will display basic information which includes **names, address, phone number** and a short **description**.

Admin Info Edit

First Name	Middle Name	Last Name
Sarah		Mitchell
Address	Phone Number	
1002 Wreckyn St, VIC 3051	0432888877	

Description

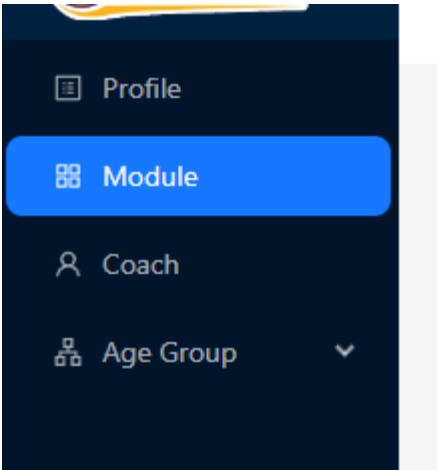
She is a passionate and dedicated basketball coach director with a deep love for the game. With years of experience in coaching and program management, she's known for her strategic mindset, strong leadership skills, and a commitment to the development of young athletes both on and off the court. Sarah is a motivating force behind the success of the basketball program, and her enthusiasm for the sport is infectious. She's a strong advocate for teamwork, discipline, and personal growth, making her an inspirational figure in the basketball community

Edit Profile

Explanations	Diagrams
In the Profile page, you'll be able to Update admin's personal information by clicking Edit button, then the page will switch to editing mode.	

Module

View Module List

Explanations	Diagrams
To access to training materials in system, you will need to select Module tab from left navi to switch into module page.	

<p>Several actions are provide to module. A pup-up window will come up to ask for confirming the actions when you click them.</p> <p>Expand: Expand then node of module to see the sub-modules of node expanded.</p> <p>View: View the details of module including some general infomation and materials contained in the module, which will be display in another page.</p> <p>Update: Update the name of module.</p> <p>Delete: Delete module from the system, which will also delete all the materials in the module. Note only module WITHOUT any sub-module can be deleted successfully</p>	<div><div>Actions</div><div><div>Expand</div><div>View</div><div>Update</div><div>Delete</div></div></div>
<p>A path leading to current node is shown in the top-left, in which Mod ule will be the oustest layer and Lay up is sub-module of Shooting, and table including Dunk, Bank-shot, Basic will be sub-modules of Layup.</p>	<div><div>Module > Shooting > Layup</div><div><div>Module Name</div><div>Dunk</div><div>Bank-shot</div><div>Basic</div></div></div>
<p>You are allowed to create a new module under current path by clicking Create Module button. You are only required to input a name , which will create a module with empty materials, no age group assigned. The new module created will be added into current path, which means, if you create module in "Module > Shooting > Layup", then the new module will be sub-module of Layup.</p>	<div><div><div>+ Create Module</div></div></div>

View Module details

Explanations	Diagrams
<p>After clicking View button of any module, you will be redirect to module view page. In this page, you will see infomation like Update time and Total material number in the left side, and a preview of materials contained in this module in the right side. A Back button which can let you back to last page visited is provided, together with a Create button which you can add new materials into current module.</p>	<div><div><div>Shooting</div><div><div>Update Time: 2023-10-15</div><div>Total material number: 4</div></div></div><div><div><div>Basic of Shooting</div><div>Shooting is one of the fundamental skills in basketball, and it's the primary way for players to score points. Whether you're a beginner just starting out in the sport or an experienced player looking to refine your shooting technique, understanding the basics of shooting is essential for success on the court. Shooting involves precision, balance, and coordination, and mastering this skill can greatly contribute to a player's overall performance.</div><div>To become a proficient shooter in basketball, it's important to learn and practice the key elements of shooting, which include grip, stance, aiming, and follow-through. Additionally, developing a consistent shooting motion is crucial for accuracy and scoring under pressure. In this introduction, we'll explore these fundamental components to help you on your journey to becoming a better basketball shooter. Whether it's a layup, jump shot, or three-pointer, the principles of shooting apply across the board.</div><div>With dedication, practice, and a strong understanding of the basics, you can improve your shooting accuracy and become a more valuable asset to your team on the basketball court. As you continue to develop your shooting skills, you'll find that the ability to score consistently is not only rewarding but can also have a significant impact on the outcome of games.</div><div><div>Basic training plan</div><div>This is a PDF file. Download to view.</div><div>a shooting basic training plan</div></div></div><div><div>Back</div><div>Create</div></div></div></div>

Create Materials

Explanations	Diagrams
<p>To create a material, you need to click the Create button in the module view page. Then you have to select the material type, which includes Text, File and Assessment.</p>	<div> <div>Create New Material</div> <div> <div>Text</div> <div>File</div> <div>Assessment</div> </div> </div>
<p>Text Material is just a simple text, which could be some passage or several sentences. It contains a Name and a Content.</p> <p>Position is used to decide where this material is inserted to. The order of material will be exactly the order shown in the Coaches' sight.</p> <p>There are some format checking applied in those input fields.</p>	<div> <div>Create a Text Material</div> <div> <div>Name</div> <div>input a new name of this Material</div> <div>Text material name can not be empty!</div> <div>Content</div> <div>input something</div> <div>Material name can not be empty!</div> <div>Position</div> <div>select position you want to insert</div> <div>You must choose a position to insert!</div> </div> </div>
<p>File Material is used when you want to upload some file into module, which could be some images, videos, audios, pdf files and so on. For Image file, a preview function is provided when uploading.</p> <p>And you are free to input descriptions if you want.</p>	<div> <div>Create a File Material</div> <div> <div>Name</div> <div>input a new name of this Material</div> <div>Material name can not be empty!</div> <div>Description</div> <div>input something</div> <div> <div>Upload</div> </div> <div>Position</div> <div>select position you want to insert</div> <div>You must choose a position to insert!</div> </div> </div>
<p>Assessment is a list of multiple choices question. For each question, you need to input the question statement, maximum 4 available choices and one correct answer.</p> <p>Again, you are free to input descriptions if you want.</p>	<div> <div>Create a Assessment Material</div> <div> <div>Name</div> <div>input a new name of this Material</div> <div>Text material name can not be empty!</div> <div>Description</div> <div>input something</div> <div> <div>Question: 1</div> <div>Question Statement:</div> <div>input question statement.</div> <div> <div>Choice 1:</div> <div>Choice 2:</div> <div>Choice 3:</div> <div>Choice 4:</div> </div> <div>Save Question</div> </div> <div>Position</div> <div>select position you want to insert</div> <div>You must choose a position to insert!</div> </div> </div>

View Materials

Explanations	Diagrams
<p>For each materials in the module view page, you can update or delete them in the top-right corner of each material preview.</p> <p>Unfortunately, you are NOT allowed to reorder the existing materials. Instead, you can create new material with the same content and insert it to the order you want.</p>	<div><div>UpdateDelete</div></div>
<p>The preview of text material is quite classic. It is purely texted with auto-word-break and paragraph break.</p>	<div><div>Basic of ShootingUpdateDelete</div><div><p>Shooting is one of the fundamental skills in basketball, and it's the primary way for players to score points. Whether you're a beginner just starting out in the sport or an experienced player looking to refine your shooting technique, understanding the basics of shooting is essential for success on the court. Shooting involves precision, balance, and coordination, and mastering this skill can greatly contribute to a player's overall performance.</p><p>To become a proficient shooter in basketball, it's important to learn and practice the key elements of shooting, which include grip, stance, aiming, and follow-through. Additionally, developing a consistent shooting motion is crucial for accuracy and scoring under pressure. In this introduction, we'll explore these fundamental components to help you on your journey to becoming a better basketball shooter. Whether it's a layup, jump shot, or three-pointer, the principles of shooting apply across the board.</p><p>With dedication, practice, and a strong understanding of the basics, you can improve your shooting accuracy and become a more valuable asset to your team on the basketball court. As you continue to develop your shooting skills, you'll find that the ability to score consistently is not only rewarding but can also have a significant impact on the outcome of games.</p></div></div>

Image file material will has an **image preview** functionality, while other type of file material will indicate its data type and provide a **download link**.

Shooting form



a nice shooting form

Basic training plan

This is a PDF file. [Download to view.](#)

a shooting basic training plan

Assessment will show all the questions, and the **Show Answer** button will indicate the correct answer when clicking it.

Shooting basic

[Update](#) [Delete](#)

Some simple problems related to basic of shooting

Question 1

[Show Answer](#)

Which of the following is a fundamental aspect of shooting technique in basketball?

- Passing the ball quickly
- Dribbling with your non-dominant hand
- Balance, grip, aim, and follow-through
- Defensive positioning

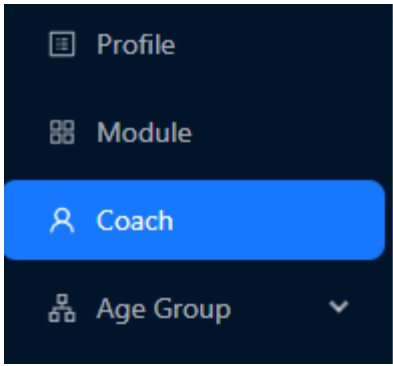
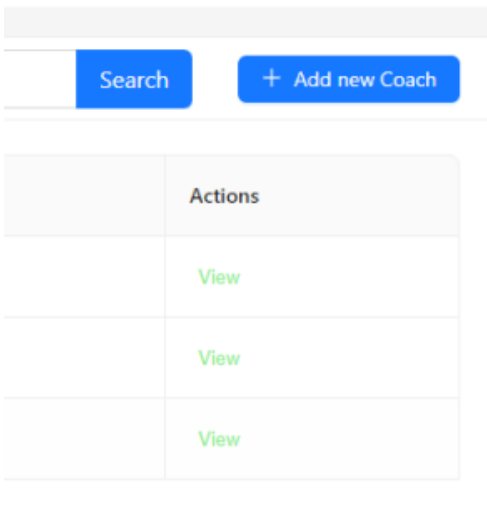
Question 2

[Show Answer](#)

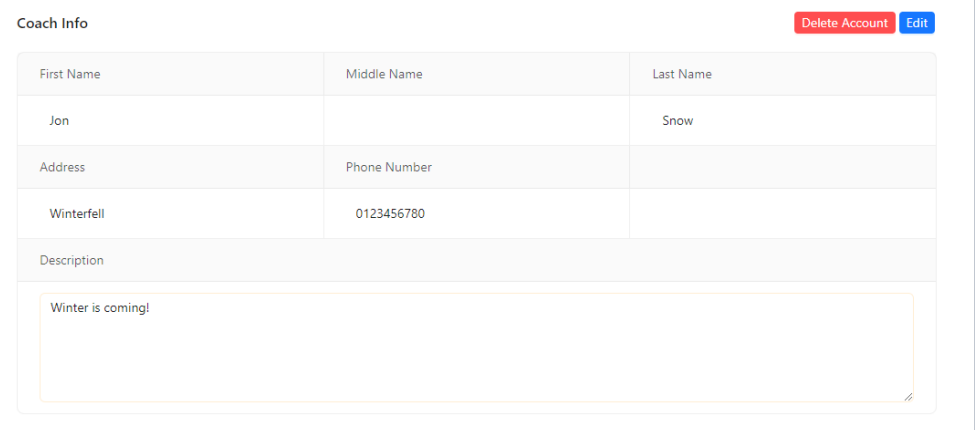
Coach

View Coach List

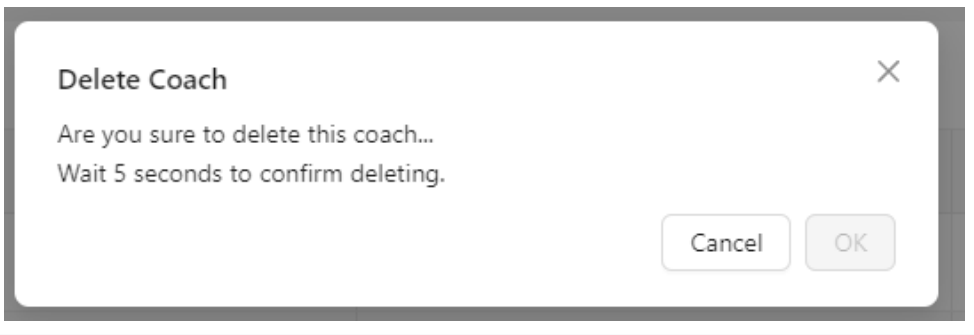
Explanations	Diagrams
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<p>To access to coaches belong to club, you will need to select Coach tab from left navi to switch into coach list page.</p>									
<p>Several actions are provide to coach. A pup-up window will come up to ask for corfirming the actions when you click them.</p> <p>Add new Coach: Create an account for a new coach.</p> <p>View: View the details of coach including some personal infomation, which will be display in another page.</p> <p>Search: A searching function to find certain coaches by fuzzy searching their name.</p>									
<p>The coach name and the Age Group Assigned will be shown in the list. You can jump to associated age group page by clicking the link in Age Group Assigned.</p>	<table border="1"> <thead> <tr> <th>Coach Name</th><th>Age Group Assigned</th></tr> </thead> <tbody> <tr> <td>Jon Snow</td><td>U20 adults</td></tr> <tr> <td>Harry James Potter</td><td>U16 U18</td></tr> <tr> <td>Steve Rogers</td><td>adults U18 U14 U12</td></tr> </tbody> </table>	Coach Name	Age Group Assigned	Jon Snow	U20 adults	Harry James Potter	U16 U18	Steve Rogers	adults U18 U14 U12
Coach Name	Age Group Assigned								
Jon Snow	U20 adults								
Harry James Potter	U16 U18								
Steve Rogers	adults U18 U14 U12								

View Coach details

Explanations	Diagrams
<p>The Coach details page is similar to admin profile page, which inlcudes same information. You can also Edit information if you want.</p> <p>Delete Account operation is provided to remove this account from the system, all the age group will also remove this coach when it is deleted.</p>	

Since it is a dangerous operation, you need to wait 5 seconds to confirm deletion for security concern.



Age Group

Manage Age Group

Explanations	Diagrams
<p>To access to age group belong to club, you will need to select a specific Age Group tab from sub navi of Age Group tab in left navi to switch into Age Group page.</p> <p>There are 6 different age group in the system to be selected, which is unlikely to be changed oftenly, thus there is NO in terface for create or delete age group.</p>	A screenshot of a mobile application interface. At the top is a logo for "ALTONA Golfers". Below it is a list of menu items: Profile, Module, Coach, and Age Group. The Age Group item is expanded, showing a list of age groups: U12, U14, U16, U18, U20, and Adults. The U12 option is highlighted with a blue background.
<p>All the coaches assigned to selected age group will be display in the list.</p> <p>Several actions are provide to each coach assigned. A pup-up window will come up to ask for confirming the actions when you click them.</p> <p>Modify Coach: Modify the Coach Assigned List, which includes add or remove coaches.</p> <p>View: View the details of coach, which will redirect you to Coach view page.</p> <p>Remove: Remove coach from the age group assigned.</p>	A screenshot of a web application interface showing a table of coaches assigned to an age group. The table has two columns: "Coach Name" and "Actions". The first row shows "Steve Rogers" with "View" and "Remove" links. Above the table is a "Modify Coach" button. Below the table is a pagination control showing "1" in a box, with arrows on either side.

Pop-up window for Modify Coach, in which you can check coaches who you want to add them into selected age group, or uncheck anyone who you want to remove.

Modify Coach

assign coaches

☐ Check all

☐ Jon Snow

☐ Harry James Potter

☒ Steve Rogers

Cancel

OK

Similar to Coaches Assigned List, all the **modules** contained in selected age group will be display in the list. The modules will displayed in descending order of **Module Level**, which indicated how general the topic of module is.

Several actions are provide to each module assigned. A pup-up window will come up to ask for confirming the actions when you click them.

Modify Coach: Modify the Modules Assigned List, which includes add or remove modules.

View: View the details of modules, which will redirect you to Modules view page.

Romove: Remove modulesfrom the age group assigned.

Modules Assigned

Modify Module

Module Name	Module Level	Actions
Shooting	0	View Remove
Teamwork	0	View Remove
Rules	0	View Remove

Pop-up window for Modify Module, in which you can check modules which you want to add them into selected age group, or uncheck anyone who you want to remove.

Differently, modules will be displayed in tree structure, in which the sub-modules will be **adjacent** to their parent module with **text-indentation**.

Modify Module

update modules

☒ Check all

☒ Shooting

☐ Layup

☐ Dunk

☐ Double-pump-dunk

☐ Bank-shot

☐ Basic

☐ Three-point-shoot

☒ Perimeter-shoot

☐ Fade-away

☐ Hook

☐ Scoop

☒ Teamwork

☒ Pass

☐ Long-pass

☐ Bounce-pass

☐ Assist

☐ Pick-and-roll

☐ Box-out

☒ Rules

Cancel

OK