***DEPRECATED. Not used as it is redundant but may be used in the future depending on external circumstances.***

**Scorers’ WebApp Overall Model**

A “scorer” is to update the score of each team in the database. There are no requirements given by the client so far and the use of this solution eliminates the need for the team page as mentioned previously. The applicable requirements are as follow:

* Login page for the scorers.
* Scorers have limited access to the feature of the web application.
* Scorers must be able to update score of any team.

**Who**

Scorer is a member of the organizer team. A possible user for the Web Application. Usually a teacher or a person involved with AMA or MATHEX.

**What**

Scorers are responsible for updating the scores in current existing system. It is unclear how many teams a scorer look after. It seems to be flexible, however, it is expected that each scorer to look after at least 2 markers.

**How**

There are about 30 scorers in every competition. Each will look at the current score of a team in the paper sheet being filled by the markers and correspondingly updated the score of that team at the wall

**Why**

Markers do not have the time to get up and update the score due to the intensity of the competition. Therefore, markers count on the assistance of the scorers to constantly check and update the scores.

**Scorer interaction with WebApp walk through**

Markers are standard users of the application until they have logged in. In order to login, marker must access the login page. The login page can be reached indirectly by accessing the corresponding link. Or, directly through hyperlinks in the main page.

When logged-in, scorers will be presented with a scorer’s home page. A scorer will select one of the 120 teams competing and update its current score.

The score will be entered manually, by the typing of numbers. Scores entered can be lower or higher than a team’s current score. This allows corrections. Scorers can return to their home page to select a new team at any time by the use of a button.