```csharp
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Windows;
7 using System.Windows.Controls;
8 using System.Windows.Data;
9 using System.Windows.Documents;
10 using System.Windows.Input;
11 using System.Windows.Media;
12 using System.Windows.Media.Imaging;
13 using System.Windows.Navigation;
14 using System.Windows.Shapes;
15
16 namespace QuiddichV2._0
17 {
18     /// <summary>
19     /// Interaction logic for ReporterMenu.xaml
20     /// </summary>
21     public partial class ReporterMenu : Page
22     {
23
24         public ReporterMenu()
25         {
26             InitializeComponent();
27         }
28
29         private void btnBack_Click(object sender, RoutedEventArgs e)
30         {
31             Login login = new Login();
32             NavigationService.Navigate(login);
33         }
34
35         private void btnManage_Click(object sender, RoutedEventArgs e)
36         {
37             ManageTeams manageTeams = new ManageTeams();
38             NavigationService.Navigate(manageTeams);
39         }
40
41         private void btnReportGame_Click(object sender, RoutedEventArgs e)
42         {
43             SelectTeams selectTeams = new SelectTeams();
44             NavigationService.Navigate(selectTeams);
45         }
46     }
47 }
48
```