

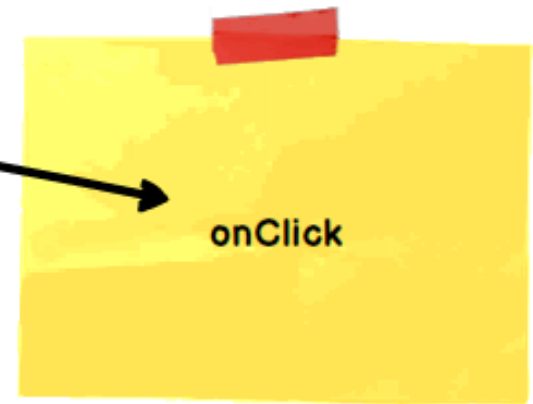
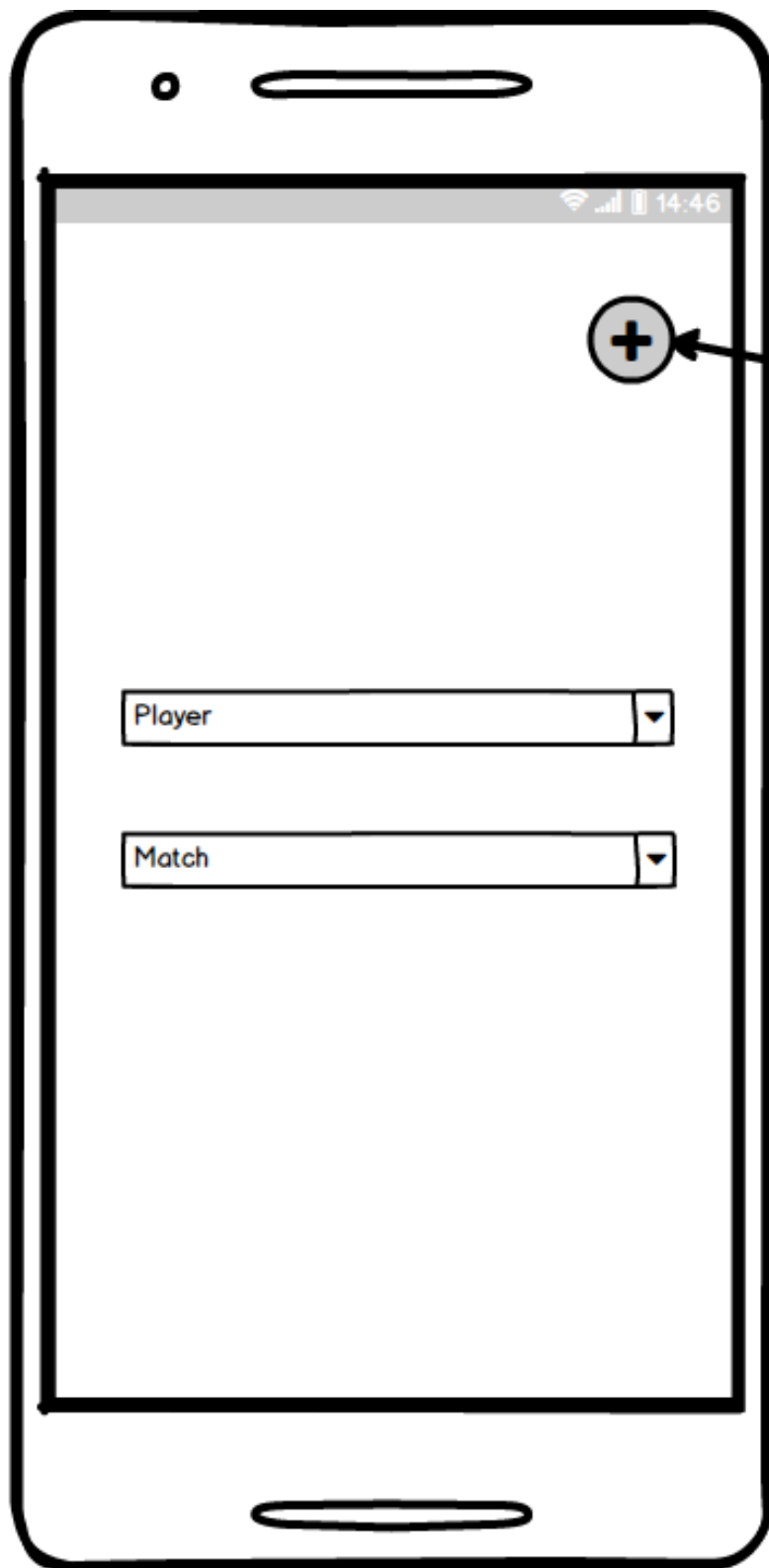
A hand-drawn sketch of a mobile application login screen. The screen is enclosed in a rounded rectangle with a thick black border. At the top, there is a status bar with a grey background, containing a Wi-Fi icon, a cellular signal icon, a battery icon, and the time "14:46". Below the status bar, the main content area is white. It features two labels, "User" and "Password", each followed by a rectangular input field. The "User" label is positioned to the left of the first input field, and the "Password" label is to the left of the second input field. Below these two fields, there is a single rectangular button with the text "Login" centered inside it. The entire form is centered vertically and horizontally on the screen. At the very top and bottom of the screen, outside the main content area, are two horizontal oval shapes representing the phone's front and back cameras or sensors.

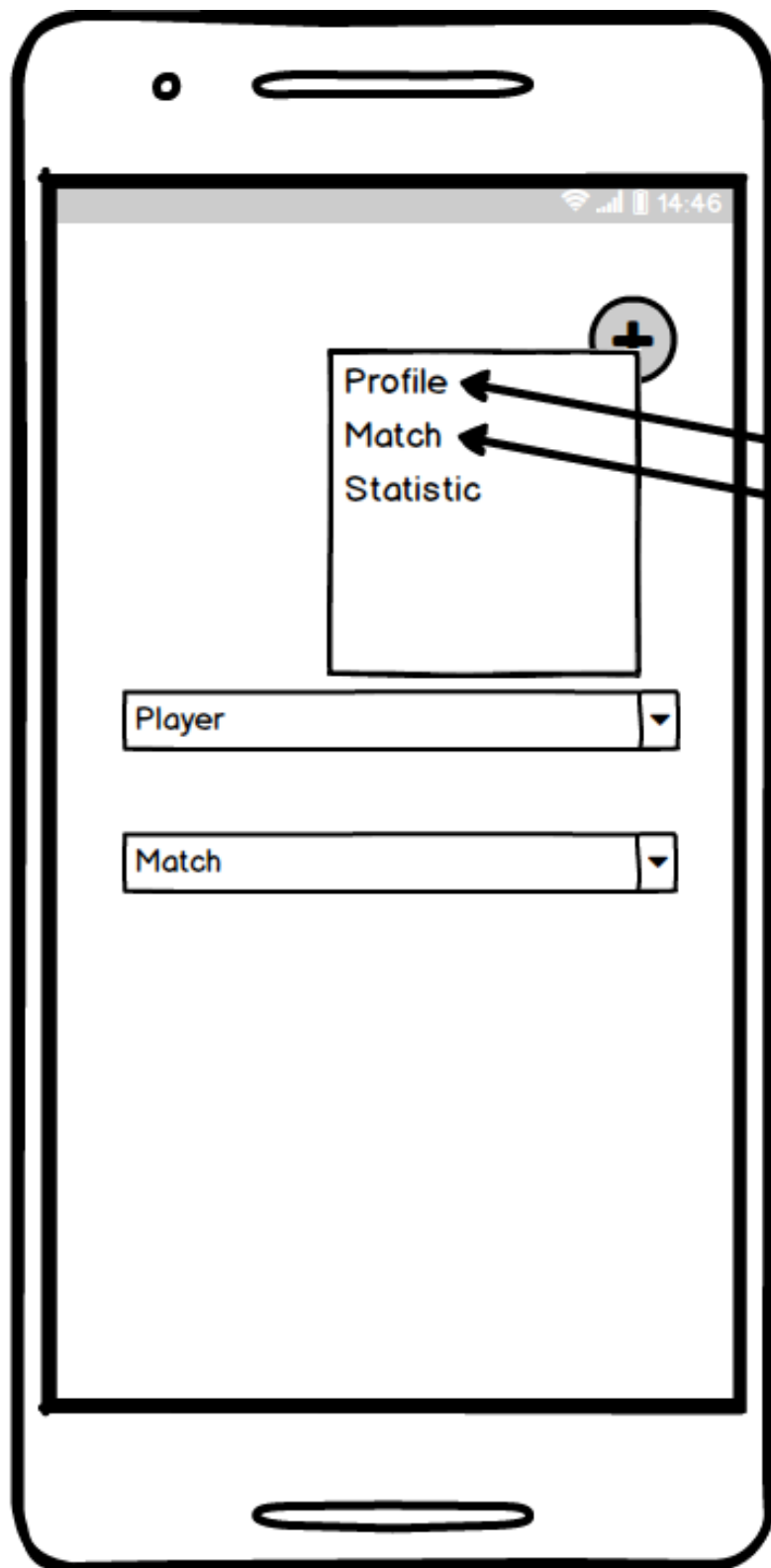
14:46

User

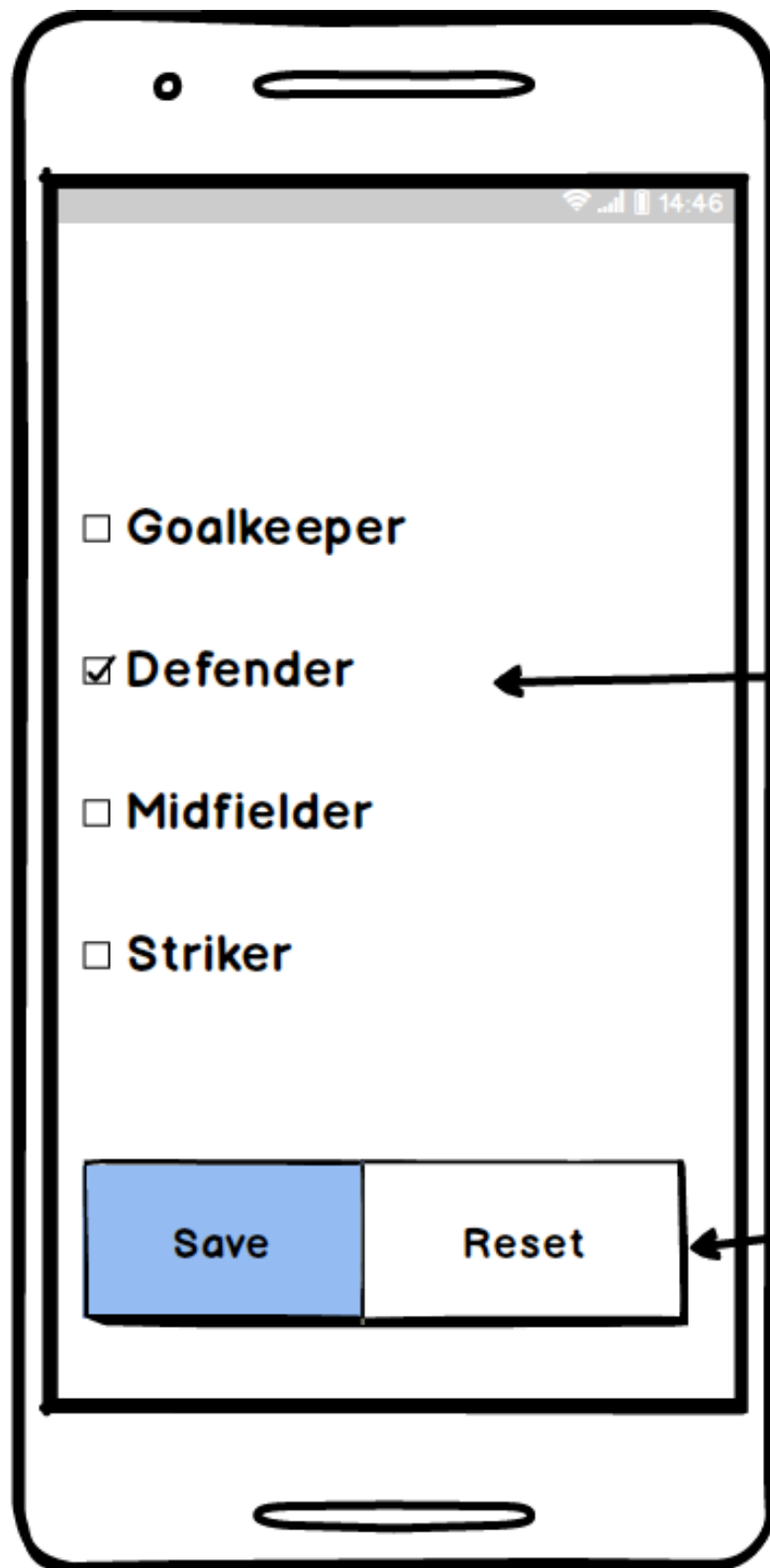
Password

Login





Profile... opens ProfileGUI
Match... opens MatchGUI
Statistic... opens StatisticGUI
(with selected player and match)



☐ **Goalkeeper**

☒ **Defender**

☐ **Midfielder**

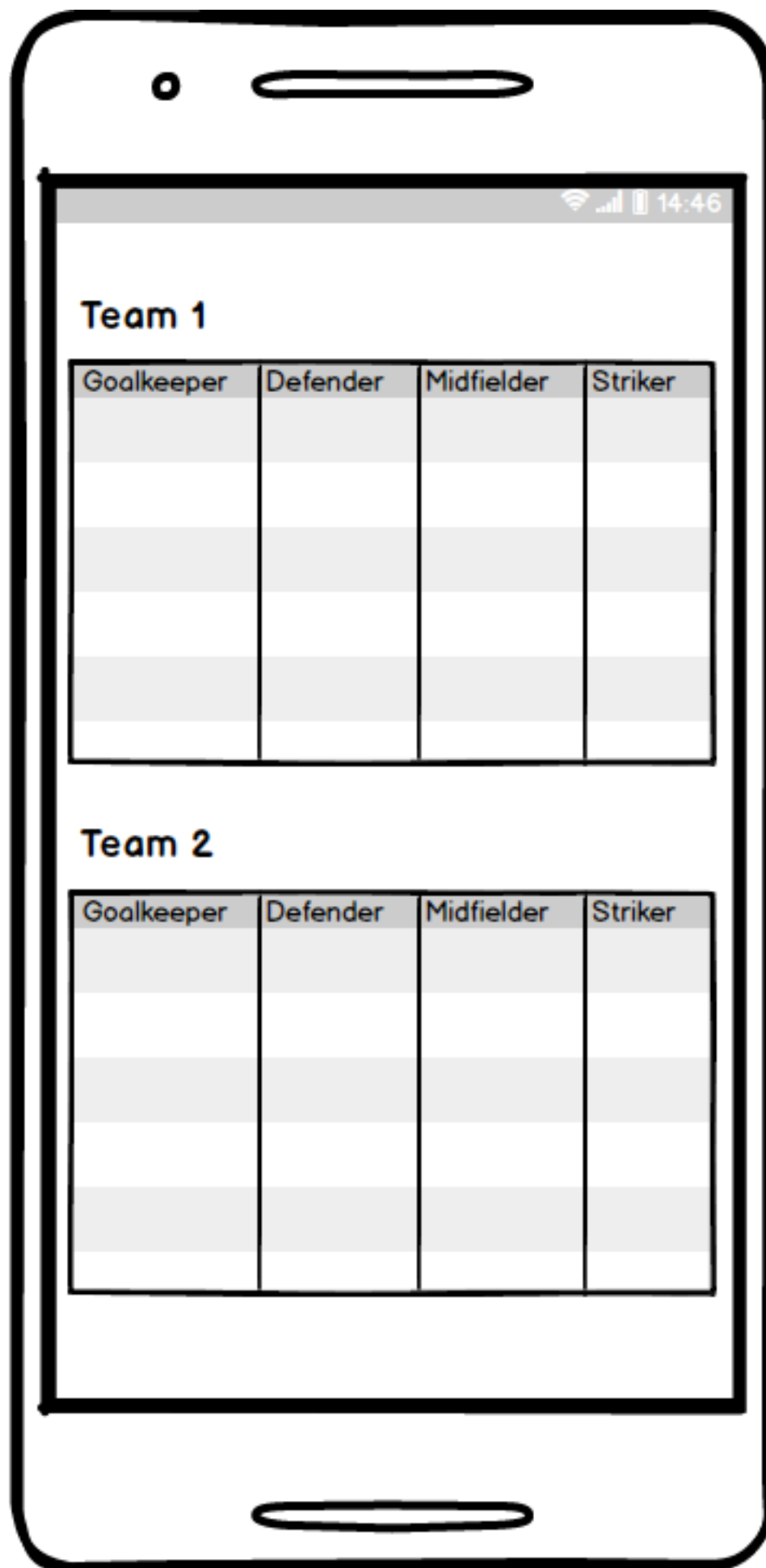
☐ **Striker**

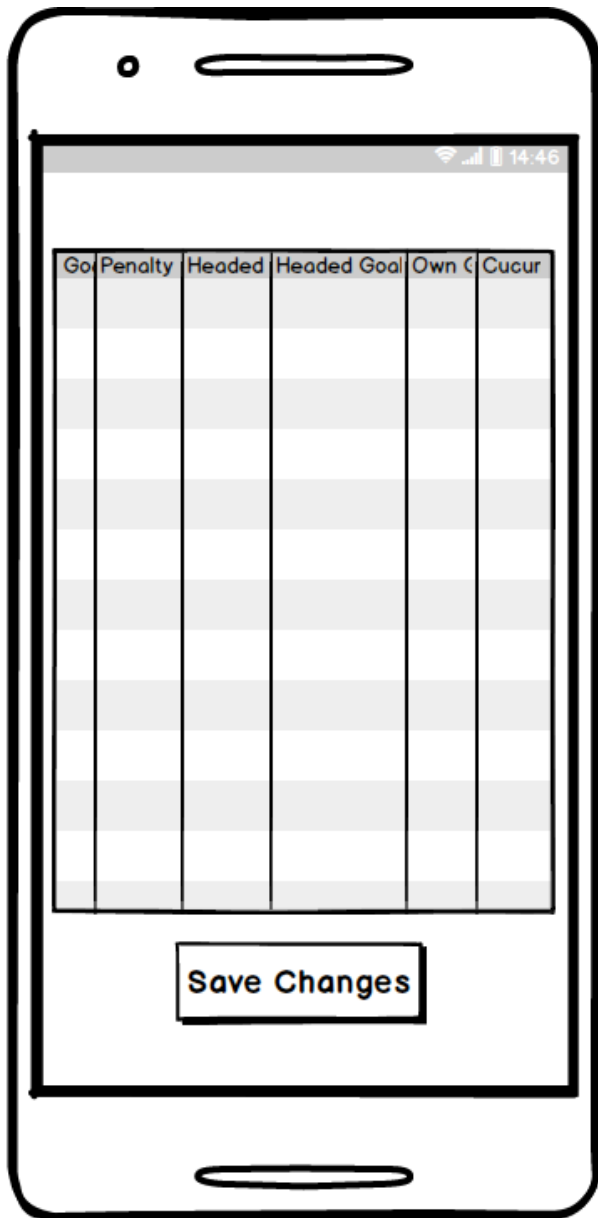
Save

Reset

active = true
multiple selection
possible

Save = save settings
Reset = set to original
state





Columnheaders(on the left side) = name of player
Rowheaders = Goals, ..
table displays statistic
player is allowed to edit ONLY his statistic
after editing "Save Changes"