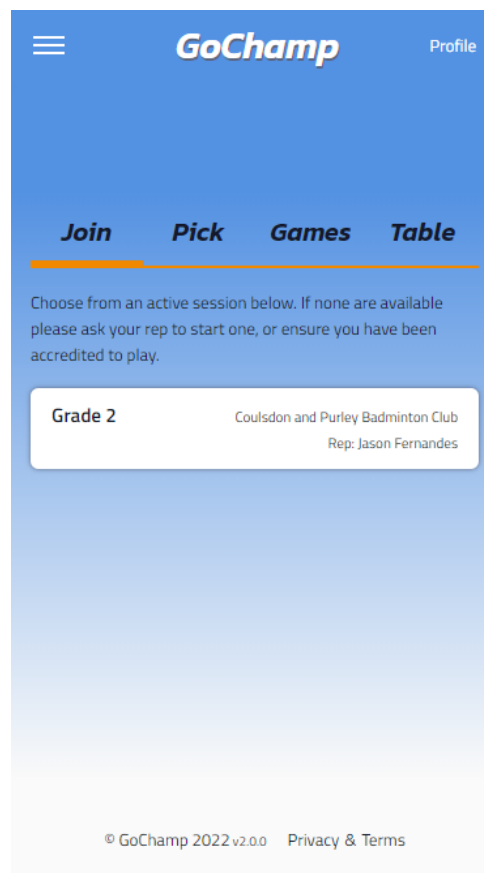


# User Guide

## 1 - Joining a Session

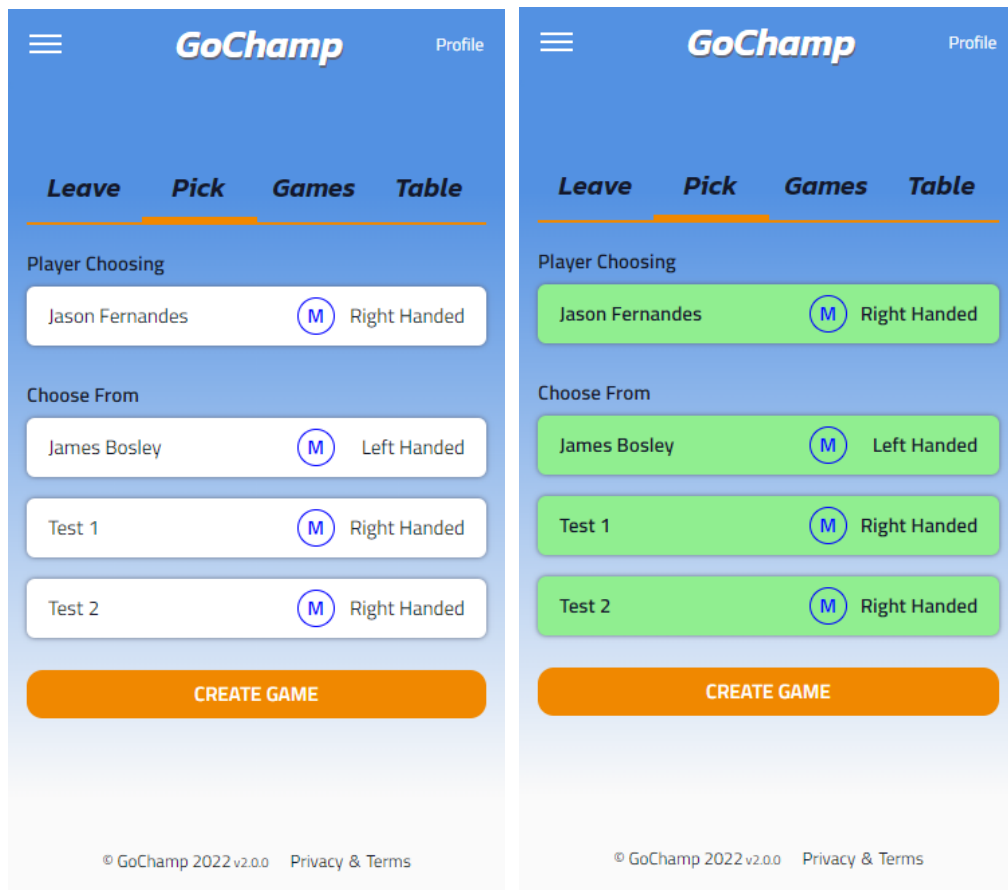
Once a registered player has signed in they will first see the "Lobby" - viewable under the "Join" tab. This is a list of all the active game sessions they are eligible to join. For example, a Grade 2 player at Coulsdon and Purley BC should expect to see a screen like this one. It will also tell you which member of the grade leadership has started the session. Click the grade box to enter the session.



Once you are in, you will join the back of the picking queue - visible under the "Pick" tab, which lists all players who are eligible to be picked for a game.

## 2 - Game Selection

To create a game, the player at the head of the queue should choose the players they wish to be involved in the game. To pick a player, press on their name and they will turn green (selected). Press them again to deselect them. Once you've picked all the players, hit "Create Game".



This will move the game into the game queue - visible under the "Games" tab, and remove the selected players from the picking queue.

Games on the games page are divided into "Games On" and "Games Waiting". The site will send you a notification to let you know that a game you are playing is due on the court, and will show you the name of the player who picked the game.

Advancement from "Games Waiting" to "Games On" is driven by the submission of results of previous games and the number of available courts as programmed by your session rep.

### 3 - Game Completion

On completion of a game, press "Enter Result" to record the outcome of the game. You will have to select the winning player(s) and enter the score.

Once the result has been submitted, the players will rejoin the picking queue, winners first. The next selected game will then be advanced to in-play.

Results must be accurately recorded, as this is the data source for all subsequent player performance analysis, and once submitted, they cannot be edited.

The image displays two screenshots of the GoChamp mobile application interface, illustrating the game completion process.

**Left Screenshot (Games In Progress):**

- The app header shows the GoChamp logo and a Profile link.
- The navigation bar includes tabs: Leave, Pick, Games (active), and Table.
- The section is titled "Games In Progress".
- There are four buttons representing game participants: Jason Fernandes, James Bosley, Test 1, and Test 2.
- Below these buttons, it states "Game selected by Test 2".
- A prominent blue button labeled "ENTER RESULT" is at the bottom of the game selection area.

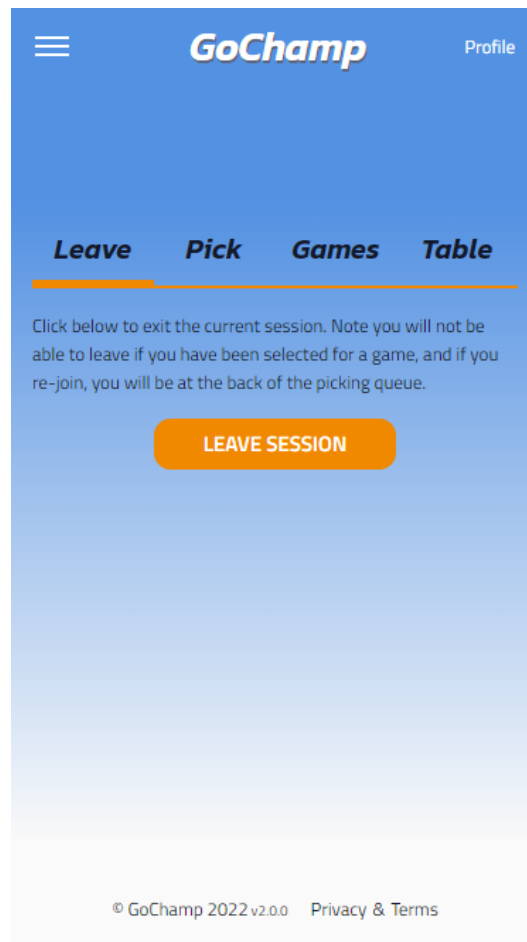
**Right Screenshot (Enter Result Modal):**

- The modal is titled "Enter Result".
- Under "Choose winners", there are four checkboxes:
  - ☐ Jason Fernandes
  - ☒ James Bosley
  - ☐ Test 1
  - ☒ Test 2
- Under "Scores", there are two input fields:
  - Winning Score: 21
  - Losing Score: 5
- At the bottom of the modal, there are two buttons: "CANCEL" and "SUBMIT RESULT".

Both screenshots show the footer: © GoChamp 2022 v2.0.0 Privacy & Terms.

## 4 - Leave Session

Once you have played your last game, go to the "Leave" tab and hit "Leave Session". You won't be able to do this if you have been picked for a game. And be sure, because if you decide to leave and then re-join, you will be at the back of the picking queue.



## 5 - Tables and Statistics

Throughout a grade session, data will collate in the background to produce a live standings table for the night so far - visible under the "Table" tab. This is ordered by percentage wins first with points difference used to break ties.



The screenshot shows the GoChamp app interface. At the top, there is a blue header with a hamburger menu icon, the 'GoChamp' logo, and a 'Profile' link. Below the header, there are four tabs: 'Leave', 'Pick', 'Games', and 'Table'. The 'Table' tab is selected and highlighted with an orange underline. Below the tabs is a table with the following columns: 'Player', 'Wins', 'Losses', '%', and 'PD'. The table contains four rows of data:

	Player	Wins	Losses	%	PD
1	James Bosley	1	0	100	16
2	Test 2	1	0	100	16
3	Jason Fernandes	0	1	0	-16
4	Test 1	0	1	0	-16

At the bottom of the screen, there is a footer with the text '© GoChamp 2022 v2.0.0' and a link to 'Privacy & Terms'.

Over time this will build a more complete statistical picture of performance across the grade. Although not yet released there will soon be an all-time table for the grade, which will additionally seek to highlight interesting data points such as:

- The player you play with most often.
- The player you win the most games with.
- The player you lose the most games with.
- Whether you play better or worse when with or against left-handers.

- Attendance rates.
- Average wait time by player.
- Average playing time by player.
- Wait time trends - time of year, over the course of a night etc.
- Split of game type - mixed vs levels.
- And many more...

The site data can be used by individual players as an indicator of their performance, and the evolution of their performance over time. It will also be used to support the club's leadership in its decision-making duties.

## **6 - Frequently Asked Questions - FAQs**

### **Does this mean I have to have my phone on me all the time?**

No, other than joining and leaving, all other game-related functions can be carried out by anyone signed into the site and part of the same session as you. i.e. It does not have to be your account that chooses a game when it is your pick. The system does record who takes every action, however, so there is recourse for any complaints.