**OOP Solutions Ltd.**

Detailed Window Design Specification Sheet

Name of Window: Admin Screen

Client: Simply Rugby

Version: 1 Date: 28/02/2019

Function / Purpose of Window: Allow Coach to interact with the system

Window Design / Layout:

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| Skills Development  Search  Comments  Skill Level  Dat  Date  Name  Standard  Passing  Spin  SRU Number  Pop  Tackling  SEARCH  Front  Rear  Player Details  Side  Scrabble  Name  Kicking  SRU Number  Drop  DOB  Punt  Grubber  Phone  Goal  Email  Squad  SAVE |

EXIT

Parental Consent Given:

Description of steps involved to guarantee function of and user interaction with Window:

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| UI Elements  Text block showing “Search”  Text block showing “Name”  Text box where user enters Name of player to search  Text block showing “SRU Number”  Text box where user enters SRU number of player to search  Search Button  Text block showing “Player Details”  Text block showing “Name”  Text block showing found player name  Text block showing “SRU”  Text block showing found player SRU number  Text block showing “DOB”  Text block showing player’s DOB  Text block showing “Phone”  Text block showing players phone number  Text block showing “Email”  Text block showing found player’s email  Text block showing “Squad”  Text block showing player’s squad  Text block showing “Parental Consent Given”  Tick box  Text block showing “Skills Development”  Text block showing “Date”  Text block showing date last time this record was updated  Text block showing “Skills Level”  Text block showing “Comments”  Text block showing “Passing”  Text block showing “Standard”  11 Text boxes allowing the coach to input numbers 1-5 to show the skill level of the player  3 Text boxes allowing the coach to input comments regarding the skill of the player  Text block showing “Spin”  Text block showing “Pop”  Text block showing “Tackling”  Text block showing “Front”  Text block showing “Rear”  Text block showing “Side”  Text block showing “Scrabble”  Text block showing “Kicking”  Text block showing “Drop”  Text block showing “Punt”  Text block showing “Grubber”  Text block showing “Goal”  UPDATE button  EXIT Button  User Interaction  Using the search area, the user can enter a name or an SRU number and, using the “Search” button can search the database for any record matching it.  Once the search is done the details of the player will show underneath in the Player Details area and on the right-hand side on the Skills Development area.  The user would not be able to edit the player details area but can update the details on the Skills Development area and pressing the button “UPDATE” it will save the new data into the database.  The “Date” field on the right-hand side will input the date of the last time this form was used to update this player. Once the “UPDATE” button is pressed the date will automatically be updated to the current date.  Each of the fields will have its own validation to ensure the data entered has the right formatting.  In the “Skill Level” text boxes only digits 1 to 5 will be allowed.  In the comment boxes the user can enter text freely.  Pressing the “EXIT” button the user will exit the system. |

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