Users Guide

This program is designed to store, manage and update players'
- of a chess club/team -
Game results and their chess elo*.

# Prerequisites:

| Terminology	Description	Case Specific
ELO	A point system designed to determine power/rank/strength of a person in the system.	Elo is almost like a currency of sorts that gets exchanged between people. If someone gains elo it means someone has to lose elo. Therefore it is also a relational point system.
Data	The information for a specific thing.	In this case it will be representing all the players details and information along with game details and results.
Database	An organized table or list of a collection of data with each data instance having a relation to one another. It is used to easily store and manage large collections of data.	For ease of use and transferring of data. This *database* will be a file namely - ***data.json***. This file can be edited but is advised not to do so manually.
System/Application /Program	A designed product created using algorithms and logical operations, to complete a task or solve a problem.	In this case it is the project which you're reading about "**Elo-Match-Records**". All three of those terms are used interchangeably throughout the documentation.
Navigation	The act of moving through several spaces either physical or non-physical.	Here it will be referred to to describe the moving between different screens of the application to complete tasks/actions.

Setup:

Takes place after downloading the data-files.

1. Getting Files

    a. When you download the data-files, you'll have to unzip it before continuing.

    b. You'll need to find the main.exe file which will have the path Downloads\Elo-Match-Recirds\Code\dist.
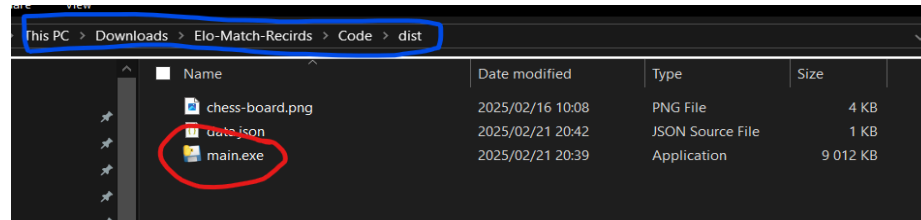
2. Creating Shortcut

- *You can create a shortcut for the main.exe file*

       (This will allow you to easily access the program without having to go to the folder where the program is stored)

    a. *Right click* where you want to create a shortcut.

    b. Click *New > Shortcut*
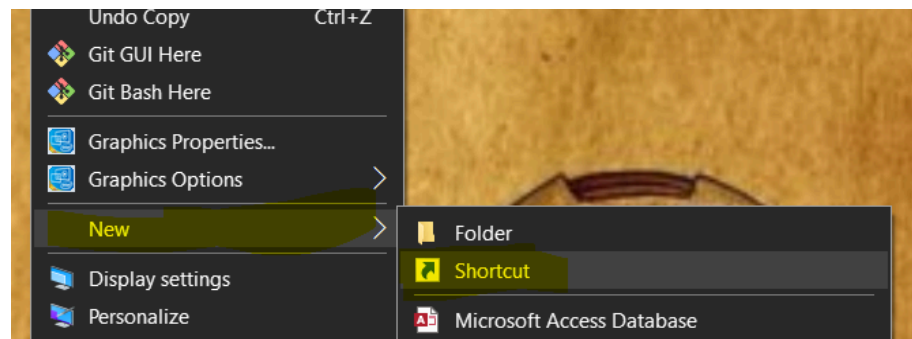
    c. A popup window will appear asking for what item you'd want to create a shortcut for. You're gonna merely copy the file-path given here and past it in the input area.

    C:\Users\YOUR_USERNAME\Downloads\Elo-Match-Recirds\Code\dist\main.exe

.

What item would you like to create a shortcut for?

This wizard helps you to create shortcuts to local or network programs, files, folders, computers, or Internet addresses.

Type the location of the item:

C:\Users\Franc\Downloads\Elo-Match-Recirds\Code\dist\main.exe   Browse...

C:\Users\Franc\Downloads\Elo-Match-Recirds\Code\dist\main.exe

Click Next to continue.

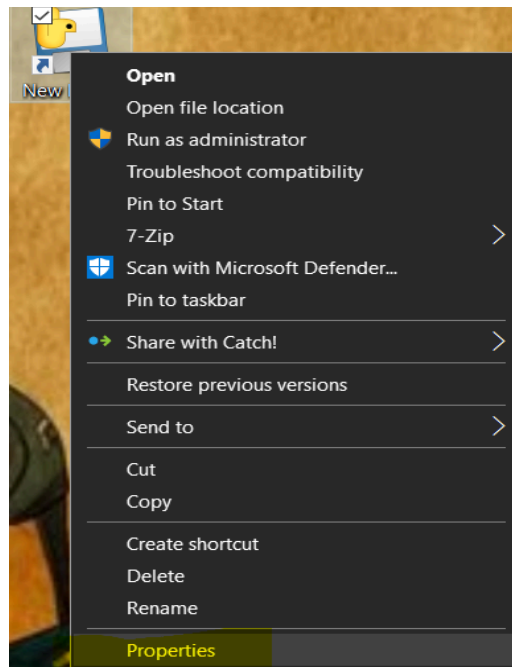d. Press **Next**
e. Rename the shortcut to whatever you like..

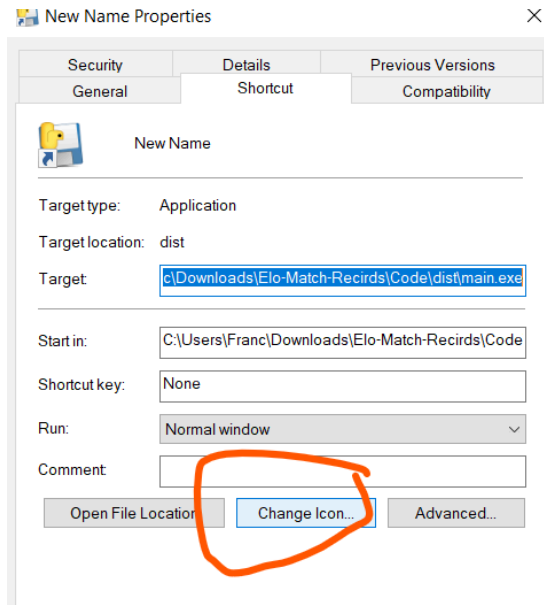What would you like to name the shortcut?

Type a name for this shortcut:
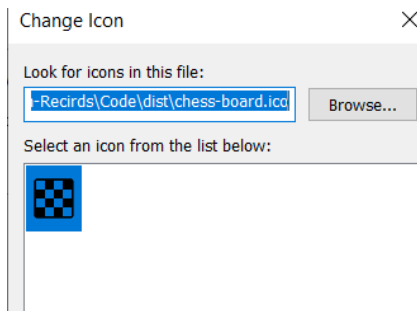
New Name

Click Finish to create the shortcut.

f. Click **Finish**
g. *Right Click* on the new shortcut then move down to **Properties**

New

Open
Open file location
Run as administrator
Troubleshoot compatibility
Pin to Start
7-Zip   >
Scan with Microsoft Defender...
Pin to taskbar
Share with Catch!   >
Restore previous versions
Send to   >
Cut
Copy
Create shortcut
Delete
Rename
Properties
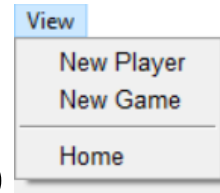
h. Click **Change Icon**

i. Add the file path of 'chess-board.ico'

j. Click **Okay**
k. Click **Apply** to save changes
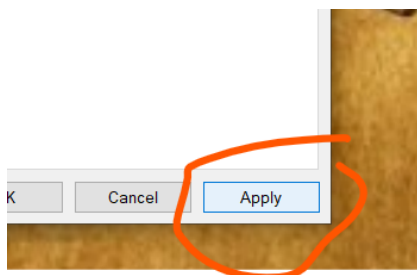
Using Application

1. Navigation(View)

a. Home Page
1. The main page and where all the players-data will be stored in a list and displayed.
2. The list will be able to be sorted in different ways depending on player-data like - Grade, Elo-rank and amount of Wins, Losses, Draws, Games played.

b. New Player
1. Here players will be able to be added - *Name, Surname, Grade*.
2. **For formatting purposes**: it is advisable not to add any spaces at the end of inputs along with not using any specific symbols.
   - *These additions may cause some formatting issues and/or player-data-handling issues.*

c. New Game

1. Here new games will be added.
2. **Result:** will be the result of the game for *Player A*
3. **Note** that the *names* and *surnames* need to be the same as those which have been used when the player was created.

Chess Game Records

Player A

First Name

Last Name

Result

Player B

First Name

Last Name

Submit

d. Player Profile

1. Here is where specific player details will be displayed namely - *Name, Surname, Elo, Grade* and all the *games* they have played.
2. The player can also be deleted - **be careful because it will permanently remove all player details**.

Chess Game Records

EXAMPLE1 A	**Grade: 10**	**Elo: 496**
Opponent:		Result:
EXAMPLE2 B	480	0
EXAMPLE3 C	501	0.5
EXAMPLE4 D	521	1

Delete

3. This page can be reached by clicking on the players' name at the Home-page.

2. Actions

a. Sort

1. By clicking on these options (<u>categories</u>) you can sort the list of players according to these <u>categorial specifications</u>.

The following has already been discussed, here it will merely go into more detail.

b. Addition of Players

1. **Specifications:** *Player name, surname, grade.*
2. **Input syntax:** This is important to ensure that all data entered into the system is handled correctly so please try not to do the following:
    i. Placing unnecessary spaces, especially in the middle of two parts of a *name* or *surname*
    ii. Using symbols or special characters in *names* or *surnames*
    iii. Misspelling since you may misspell it upon adding the player but when trying to update their games the system cannot find them if you make either a different spelling mistake or spell it correctly.

Note: There will be error/warning/info messages to let you know if something went wrong or to guide you with entering data or doing actions. Although this isn't applicable for all possible inputs

c. Addition of Games

1. **Specifications:** *Player A's name, surname* and *Player B's name, surname.*
2. **Result input:** Remember that the result you input will be **Player A's** game result.
   a. *Player A* is usually the player who wins but here it doesn't matter as long as the correct input for each outcome is given:
      i. <u>Draw:</u> *1/2* or *0.5* or *0,5*
      ii. <u>Wins:</u> *1*
      iii. <u>Losses:</u> 0

d. Player Deletion

1. **Automatic:** When the application is loaded each time it will automatically go through the list of players and check if they are out of school (matric) or not. If they are not their grade will be updated if the end of the year has been reached.
      i. <u>Prerequisites:</u> The application will use the *user's machine/device/computer* to determine the date and when to *delete/update* these players automatically.

2. **Manual:** You as the user of the application can also delete/remove players from the database. This can be done on the player you want to delete/remove *Profile Page.*
      i. <u>Implications</u> - Remember before deleting a player that their details will be permanently lost to the system and won't be recoverable.

      ii. <u>Procations:</u> You as the user will get a warning popup message to confirm the deletion.

3. Pop-up=Messages

a. Warning
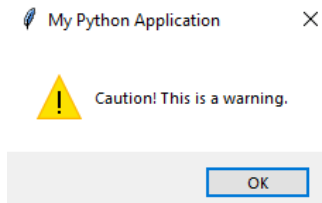
    i.   **Invalid Value Entered**

        1. This will occur when you enter an incorrect value type. (*letters, symbols, special characters, spaces*) instead of numbers.

            a. When entering a *grade, game result* don't include the above mentioned
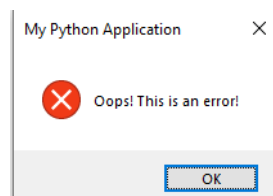
    ii.   **Invalid Range**

        1. This is specifically for validating the range entered for *grade* entries. It is to ensure only values are entered between 8 and 12 (High School grades).

    iii.   **Values Omitted**

        1. This merely warns you that not all values have been entered into the '*input boxes'*,

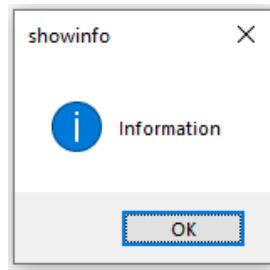   a. Note that everywhere there is asked for values, values to be entered

b. Error

    i.   **Non-Existing Player**

        1. This means that the player you have entered can not be found on the system.

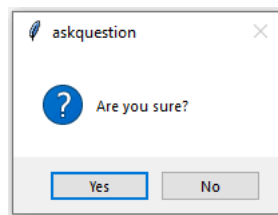   a. Probable causes: Either the person you've entered does not exist or you entered it incorrectly.

c. Information

i. No Player Data

1. This occurs when you're trying to sort all the players into a list with a category chosen but there merely does not exist any sort of player.
   a. Create/Add players to resolve this

d. Confirm (Yes/No)

i. Player Already Exists

1. This occurs when you create/*add* a player but the player seems to already exist in the database.
   a. <u>YES</u> = Add player anyway
      i. This will cause issues down the line when adding games and where that player played - the system won't be able to distinguish between the two
   b. <u>NO</u> = Doesn't add the player again.
      i. Safest option and keeps the system from potential confusion in the future.

ii. Deleting Player

1. To confirm if you want to *remove/delete* a selected player.

iii. Submit Values?

1. Occurs to confirm if you (the user) wants to *add/create* a new *player* and/or *game*.
   a. <u>YES</u> = Tells system that the values you entered is correct
   b. <u>NO</u> = Tells system that you aren't sure and it lets you re-check and change the values.

Postrequisite:

Points	Explanation
Overview	Note that everything in this application is self-made along with the documentation. Meaning that there may be a few issues or inconsistencies I haven't noticed or thought of yet. (*You're more than welcome to contact me and inform me of these issues*)
Professionalism	This is not a professionally created application merely being for the easing of our chess club/teams admin and keeping track of players performance.
System sensitivity	I've tried to make the systems' data management and user input validation and formatting as lenient as possible. Unfortunately I merely can not account for all possibilities - not alone at least. Therefore i do advise you to be careful with how you enter data into the system and be mindful of your keystrokes.