## **Rndm Ftbll Tm Pckr**

	Position	Points		
Enter a Team mate	Striker <b>y</b>	0-10	Generate Teams	TEAM NAME
Enter a Team mate	Goalie 🗸	0-10	Clear Names	Jonny
Enter a Team mate	Center ▼	0-10	0 11	Ellie
Enter a Team mate	Defence▼	0-10	Options  Team size	Pete
Enter a Team mate	Center <b>∀</b>	0-10	Team size	Daniel
Enter a Team mate	Defence▼	0-10	5	Paul
Enter a Team mate	Goalie ▼	0-10	6	TEAM NAME
Enter a Team mate	Center <b>▼</b>	0-10	7	Nicola
Enter a Team mate	Striker 🗸	0-10	8	Liz
Enter a Team mate	Defence▼	0-10		Arthur
				David
				Куе

## **Notes:**

1. This new wireframe works horizontally more, as it's going to be a web app I wanted to make better use of the space.

Footer - email? - website? - github? - codepen?

- Also I wanted to have 10 inputs instead of 1, it's then clearer to the user that there needs to be 10 names initially.
- 2. The Generate Teams button will be disabled until all 10 names are entered.
- 3. Position and Points options should be dropdowns, (Points one should be a number scroller).
- 4. Names will appear, randomised on the far right in 2 separate boxes, clearly marked using color. The names should be capitalised.
- 5. There is an option for team sizes of 4,5,6,7 and 8 for the advanced feature.

## **Problems:**

- 1. I still see the problem with the Position dropdown, with the options of Center, Defence etc. But I'd really like to add it, I will keep thinking about how best to show that, because again it will be less random if the user enters this, I need to find a way to randomise the positions perhaps?
- 2. Having a drop down with options of 4,5,6,7,8 isn't exactly n-a-side team as in the brief, so will have a rethink on that too.