⟦ChatGPT logo⟧ ChatGPT

UI and Data Flow Blueprint for the POWLAX Mobile App

Overview: This mobile-first React app provides a unified interface for all POWLAX modules (Club OS, Team HQ, Coaching Kits, Online Skills Academy, Parent Portal, assessments) in a single system. All user roles – Club Directors, Coaches, Players, and Parents – share the same primary navigation tabs, ensuring consistency, but the content in each tab adapts to their role and context [1] . A bottom navigation bar with 4–5 main sections (e.g. **Dashboard**, **Teams**, **Academy**, **Resources**, **Community**) allows quick access on small screens [2] . Each section dynamically displays relevant data for the user's role (if a user has multiple roles, e.g. a coach who is also a parent, they can toggle context or have combined views). The design emphasizes clear hierarchy, short scrollable sections, and role-specific highlights for intuitive use on phones. Integration with WordPress/BuddyBoss handles authentication and community features behind the scenes, embedded seamlessly via webviews or shortcodes as needed.

Below, we detail the interface and flow for each user type, covering their key features, how and where those appear in the app, and how users navigate between sections.

Club Director

1. Key Data & Features for Directors:
- **Club Overview & Metrics:** A high-level dashboard of the entire club's engagement and development. This includes number of teams and players active, summary of Skills Academy usage (e.g. % of players training, total drills completed across club), recent achievements by players, and any outstanding coach or player tasks. Directors need visibility into player development trends and coach participation [3] (e.g. "Skills Academy Team Access makes player development visible, scalable, automatic" [3]).
- **Team Management:** Ability to view all teams in the club. The director should see a list of teams (or a dropdown) with each team's coach, roster size, and key stats. They may not manage day-to-day scheduling, but they need oversight: which teams are using the tools, which coaches have set up their Team HQ, and any teams lagging in participation.
- **Coach & Player Directory:** A directory of all coaches and players in the club. The director can select a team to drill down into its roster. They might invite or remove users (or at least see that everyone is accounted for). This includes seeing which coaches have accessed Coaching Kits or completed training modules, and basic player info and progress summaries.
- **Content/Resource Sharing:** Tools to disseminate club-wide resources or announcements. For example, the director might share a document (like club playbook standards or safety guidelines) to all teams, or post an announcement that appears in each Team HQ news feed.
- **Onboarding & Setup:** For new directors, an easy workflow to set up the club in minutes [4] – e.g. creating teams, assigning coaches, and understanding the platform's features. This may include an onboarding checklist or wizard (invite coaches, upload club logo, etc.), and a quick tour of the app's sections.

2. UI Display & Layout for Directors:
- **Club Dashboard:** The director's **Dashboard tab** becomes a club-wide control panel. It might use a card-

based layout summarizing each key area. For example, one card shows *Club Training Activity* (overall drills completed this week, number of badges earned by club members, etc.), another shows *Team Summary* (a grid or list of teams with basic stats per team), and another for *Coach Engagement* (e.g. how many coaches have viewed the Coaching Kits or Master Class). Each card can use visuals like progress rings or bar charts for quick comprehension on mobile. Short lists or **tapable** summary rows let the director dive deeper (e.g. a list of "Top 5 players by points this month" with a small trophy icon, or "Teams with 0 recent activity" highlighted in red).

- **Team List & Selector:** Within the **Teams tab**, if the user is a director with multiple teams, the top-level view presents a scrollable list of teams (each as a card or list item showing team name, coach, and maybe an icon indicating recent activity). This screen acts as a hub: tapping a team takes the director into that **Team HQ** (the same interface a coach would see, but in a read-only or oversight mode for the director). The design uses clear section headers like "My Teams" and might allow filtering or searching team names if needed.

- **Team HQ View (Director Mode):** When viewing a specific team, the UI mirrors the coach's Team HQ (roster, playbook, etc.) but with a banner or indicator that the director is in an oversight view. Most elements are view-only (the director doesn't necessarily edit practice plans, for example). Key info like team's Skills Academy leaderboard or recent posts appears similar to coach view, so the director can monitor. A simple back navigation returns to the club team list.

- **Global Announcements/Resources:** The **Resources tab** (or possibly a section within Dashboard) allows directors to share content club-wide. For instance, a "Club Resources" section could list documents or videos the director has posted for all to see (e.g. club playbook PDF, codes of conduct, etc.). The UI might show these as a list of files with icons or as cards with descriptive titles. A plus (+) button could let the director add new content (opening a modal to upload a file or paste a link). For announcements, the director might have a compose button on the Dashboard or Team list that posts to all teams' news feeds at once.

- **Status Indicators:** Throughout the director's view, visual indicators highlight status. Example: if a team has low engagement, a warning icon or colored dot might appear next to that team's name. If there are pending requests (like a coach awaiting approval or a parent asking to join), a badge count or highlight on the relevant section (perhaps an "Admin" icon in profile) will alert the director. Skill progress is shown in aggregate via progress bars (e.g. average completion of drills club-wide) to quickly flag how the club is doing. These concise indicators let the director know where to focus without wading through dense data.

3. Feature Placement in App Structure (Director):
- **Dashboard Tab:** Club overview cards (club stats, cross-team leaderboards, announcements). This is the landing screen post-login for directors, providing at-a-glance info and quick links into teams or content.

- **Teams Tab (Club Management):** Entry to Team HQs. The top level is the list of teams; inside each team, subpages like Roster, Playbook, etc., are accessible just as they are for coaches. (The director essentially "browses" each Team HQ in a supervisory capacity.) If needed, a **Club Settings** sub-page (perhaps accessible via the profile icon or a gear on the Teams list header) can hold administrative settings (like managing club info, branding, or integration settings).

- **Academy Tab:** Directors likely see an aggregate **Skills Academy** view. This could be a simplified dashboard of player development across the club: e.g. total points earned by all players, and maybe a breakdown by team. A toggle or filter might allow the director to view a specific team's leaderboard or drill completion stats from here as well (alternatively, they'd view that by going into the specific Team HQ). The **Academy** section for directors is mostly read-only analytics; it might not list drills (since directors don't train) but rather show summary charts and allow drilling down by team or player.

- **Resources Tab:** A unified library for all roles, but for directors it could highlight administrative resources (like training material for club leaders if any) and allow posting club-wide resources. It can also contain the

Coaching Kits content since directors may want to review what coaches have access to. For example, they might browse the same playbook or Master Class content to ensure quality. This tab might have sections or filters: "Coaching Materials", "Player Development Library", "Parent Guides", etc., all accessible but with the option to view what's relevant. (The UI could detect role and show the most relevant category first – e.g. for a director, show coaching and club management resources at top).

- **Community Tab:** If a community forum or social feed is enabled, directors see it here. Likely it includes forums/groups for broader interaction – e.g. a **Directors Forum** where club directors across organizations exchange ideas, or a **POWLAX Community** for all members. Since BuddyBoss powers this, the **Community tab** might simply embed the BuddyBoss groups or forums UI. A director can join relevant groups (like a private group for their club's coaches or a public "Lacrosse Directors" forum). The interface here could be a simple list of forums or a feed of recent posts. (If the director's own club has an internal social feed, it might appear under Teams instead, reserved for that club's members. The **Community tab** would then be more for cross-club or global discussions).

4. Navigation & User Flow (Director):

- **Onboarding Flow:** After login, a first-time director might be guided through creating or verifying their club setup. For example: "Welcome! Let's set up your club." Step 1: Confirm club name and logo (modal or separate screen). Step 2: Add teams (a quick form to name a team and assign a coach, or invite coaches via email). Step 3: Tour key features – the app could highlight the bottom tabs one by one with brief tooltips (e.g. "Teams: manage each team's HQ", "Academy: track player skill progress", etc.). This process ensures the director knows how to navigate and where to find things.

- **Club Overview to Team Details:** From the **Dashboard**, tapping on a summary (like a specific team's stat or a "View Teams" button) can deep-link into the **Teams tab** for that specific team. For instance, if the dashboard card says "Team Tigers: 5 new player achievements this week", tapping it could directly open Team Tigers' page in Team HQ, showing those player achievements in context. Navigation should feel seamless – the app can programmatically switch tabs and navigate to the appropriate sub-page. A "back" arrow is provided to return to the director's Dashboard or team list as appropriate.

- **Cross-Section Links:** The design encourages intuitive linking. If the director is viewing a team's roster and notices a particular player's progress is low, tapping that player could offer a detail view with their profile and recent Academy activity (this might pull up a **Player Profile** modal or page, possibly via BuddyBoss profile). From there, the director might hit a button "View Training Progress" which takes them to the **Academy tab** filtered for that player's data. Similarly, within the Academy aggregate view, if a particular drill or skill is problematic across the club, the director might click it to see which players/teams it pertains to, possibly jumping into a team view.

- **Posting Content:** When the director wants to post an announcement or resource, they can do so from either the Dashboard (for announcements) or Resources tab (for files). For example, a floating action button on the Dashboard might say "+ Announcement". Tapping it opens a modal to compose a message and choose recipients (all teams or specific teams). Once posted, that announcement would appear in each relevant team's feed (and possibly trigger push notifications to those users). The director can navigate to the Teams tab to verify it appears under each team's announcements. This linking between posting on the dashboard and content showing in Team HQ ensures the director can quickly jump to see it as a coach or player would.

- **BuddyBoss Community:** If the director taps Community, they may be taken to an embedded webview of the BuddyBoss community. Navigation within that (forums, topics) would follow the BuddyBoss flow (which might have its own internal nav). The app should allow an easy way back to the main tabs (likely a persistent bottom nav remains visible or reappears when closing the webview). For example, if a director opens a forum thread (maybe "General Coaching Tips"), they read and then use a back arrow or close button to

return to the main app interface. Throughout, the bottom nav highlights the current section.

- Overall, the director's experience is about jumping between a high-level club view and specific team details. The UI supports this by making team names and key stats interactive links. A director can smoothly move from seeing an alert on the club dashboard (e.g. low activity on Team A) → into Team A's page to investigate → over to Academy tab to drill into player data, then back to Team or Dashboard. This **flow reduces friction** so directors can oversee and react quickly.

Coach

1. Key Data & Features for Coaches:
- **Team Dashboard & Practice Management:** Coaches need a **Team HQ** dashboard that centralizes their team's info: upcoming practices/games (schedule overview), recent announcements or messages, and shortcuts to manage roster or practice plans. The focus is on tools that help coaching day-to-day. Each coach gets a digital playbook, practice planning tools, and training resources in one place [5] . They should easily access their playbook (team strategies, drills, and formations) and create or view practice plans (possibly using integrated tools like Lacrosse Lab for drills).
- **Roster & Player Profiles:** Coaches manage their player roster. They need to view each player's profile, which includes basic info (e.g. age, position) and that player's Skills Academy progress (points, badges earned, etc.). This helps coaches identify who might need extra help or who to congratulate. Coaches might also track attendance or notes on players here (even if just free-form notes or tags like "injured" or "new").
- **Player Development Tracking:** A core feature is seeing and leveraging the Skills Academy data. Coaches get data on players training on their own time [6] – for example, which drills each player has completed, and overall leaderboard of their team. This is motivational and informative: coaches can incorporate this data into coaching (e.g. "10 players completed the wall-ball challenge this week" or noticing a player hasn't engaged at all). They might even assign specific drills or recommend content to players. Personalized assessments come into play here: a coach could perform a formal skills assessment for each player (e.g. a **Mastery Assessment** checklist or scoring system) and log it in the app to personalize the player's training plan.
- **Coaching Education (Coaching Kits):** Coaches also benefit from POWLAX's coaching materials. They have access to the **Coaching Kits**, which include things like the Youth Lacrosse Master Class, pre-built season plans, drill videos, and printable resources [7] . This content helps them improve and save time. For example, the **Video & Playbook** library provides drill videos and play diagrams, **Master Classes** provide advanced strategy lessons, and **Tools** like practice plan templates can be directly used. These resources need to be easy to find in the app so a coach can reference them on the field or during planning.
- **Communication & Coordination:** Coaches communicate with their team (players and their parents). Key communication features include making announcements (e.g. "Practice is moved to 5pm" or "Watch this video before next practice"), answering questions, and possibly engaging in a team discussion board or chat. A coach might also communicate one-on-one (like responding to a parent's message or giving feedback to a player). While POWLAX isn't focused on general scheduling or payments [8] , having a simple calendar view or list of upcoming events in the team section is still important for coordination. Coaches may input basic events or at least pin a link to an external calendar.
- **Onboarding & Guidance:** When a coach first joins the app, they may need guidance on setting up their Team HQ. Features like an onboarding checklist ("Upload your roster", "Explore the digital playbook", "Post your first team announcement") would ensure they quickly utilize the tools. This also includes enabling any necessary integrations (e.g. connecting to their existing calendar if needed) and encouraging them to look at the Coaching Kits materials so they feel supported rather than overwhelmed.

2. UI Display & Layout for Coaches:
- **Team HQ Home (Coach's Dashboard):** Upon opening the **Teams tab**, a coach goes straight into their team's main page (assuming they have one primary team; if they coach multiple teams, they might first see a list of teams to choose). The team home screen is a scrollable dashboard with sections such as:
- *Upcoming Events:* a small calendar snippet or list (e.g. "Next Practice: Jan 10 at 5:00 PM at Lincoln Park"). If the app doesn't manage scheduling, this can be a static info area or a synced feed from external calendar.
- *Recent Activity:* recent posts or announcements (like a mini feed – "Coach uploaded a new drill video" or "Player X earned the Sharpshooter badge"). This keeps the coach aware of what's happening.
- *Team Stats:* a quick overview of team progress in the Skills Academy – for example, a bar or pie chart of how many drills the team completed this week, or a leaderboard snippet ("1st: Alice – 300 pts, 2nd: Bob – 250 pts…"). This could be an interactive card that flips or expands to show more.
- *Quick Links/Actions:* icon buttons or cards for common tasks: **Roster**, **Practice Plan**, **Playbook**, **Messages**. These could be displayed as a grid of icons or a horizontal carousel of cards for easy thumb tapping. For example, a "Practice Plan" card might show a thumbnail of the next practice's outline and a "Edit" button. The **Playbook** card might show an icon of a play diagram and say "View Playbook". This visual menu prevents deep menu hunting on mobile.
- **Roster & Player Detail:** The **Roster** is usually a separate screen or sub-page accessible via Team HQ. It would list all players (maybe as a simple list of names with small avatars). Each list item might also show a tiny status icon – for instance, a green check if the player completed their last assigned workout, or a number of points/badges next to their name. The coach taps a player to open that **Player Profile** page. On the profile, display the player's basic info (photo, name, age/level) at top, followed by **Skill Progress** – e.g. a progress bar or radial chart of their overall completion percentage in the Academy, and a list of badges earned (small badge icons) [9] . There could also be a section for **Coach's Notes** (text field where the coach can record observations or private notes about that player). If a formal assessment was done, show an **Assessment** section here (e.g. "Nov 2025 Evaluation: 7/10 offense, 8/10 defense, notes…" possibly with a PDF or form summary). This profile page might use accordions or tabs for "Stats", "Notes", etc., to keep it organized on a small screen.
- **Practice Plans & Playbook:** The **Playbook** could be accessible via a subpage or a tab within Team HQ. It might open to a list of categories (Offense, Defense, Man-up plays, etc.) or directly show a list of plays and drills. Each play could be a card with a title and maybe an icon or thumbnail (perhaps an image of the diagram). Tapping a play shows details: embedded diagram images or video, description, and coaching points. Because coaches might use this on-field, the UI should be clean and readable, possibly with a full-screen diagram on tap. There might also be a **Practice Plan** builder interface: for instance, a coach can create a practice by selecting drills from the library. This might open a form or a multi-step modal: choose date, select drills (maybe search or pick from categories), then save. Saved practice plans can be listed by date in a schedule format. The app can display each practice plan as a card listing the drills (so a coach can tap it during practice to see the sequence and details of each drill). These tools might integrate external services (as mentioned, not focusing on scheduling, but practice content is key).
- **Coaching Kits (Resource Center):** The **Resources tab** for coaches is essentially their personal coaching development library. This can be organized with a segmented interface or nested list for the different kit components: **Training Videos & Drills**, **Master Class**, **Printables/Tools**. For example, a coach clicks **Resources** and sees sections like "Master Class (12 modules)" – tapping that shows a list of course videos or lessons; "Drill Library" – which could actually mirror the Academy's Drill Bank of 200+ videos [10] but from a coach's perspective (searchable and not gamified); "Season Playbook Templates" – maybe PDFs to download. We can use cards with images (like thumbnail of a video or a PDF icon) and titles for each resource. The layout must be mobile-friendly: likely a simple vertical list of resource categories, then drill down to items. Videos should play inline or fullscreen when tapped, and PDFs or diagrams can open in-app or via viewer. The **Mastery Assessment** might be presented here too if it's a tool coaches use to evaluate

players – e.g. a form they can fill out per player, which then populates that player's profile. This could be accessible either from the player's profile ("Assess Player" button) or from the Resources/Education area as a general tool with instructions.

- **Communication UI:** Communication could be handled through a **Community or Messages** interface. A simple approach: within Team HQ, have a **Team Feed** (which could be an embedded BuddyBoss group timeline or a custom feed). This appears on the team home screen or via a "Messages" button. For example, the coach posts an update ("Great practice today! Reminder: do your wall-ball drills this week.") which appears in the feed for all team members (players and parents) to see. The feed item could allow comments if needed (parents might ask questions). Alternatively or additionally, a **Chat** icon could open a real-time chat (if using a BuddyBoss or third-party chat plugin) where team members can have a group conversation. On mobile, this likely appears as a simple chat thread UI. Coaches should also be able to send direct messages – perhaps by tapping a player or parent in the roster and choosing "Message", which opens a one-on-one chat (BuddyBoss supports private messages, though child accounts may not be able to reply due to privacy settings). The UI for messages would resemble common messaging apps (list of conversations, each opening a threaded chat). If robust discussion boards exist, a **Community tab** covers that (see Community section below), but for day-to-day team talk, keeping it in Team HQ is more intuitive for coaches.

- **Visual Cues:** Coaches benefit from visual status cues like color-coded progress or alerts. For instance, on the roster list, a player's name might be highlighted or have an icon if they haven't logged into the Academy in a long time (nudge for coach to intervene). Likewise, if a player just earned a badge today, a small star icon could appear next to their name or in the feed ("Alice earned **Ground Ball Guru** badge!"). The coach's team dashboard might use colored progress bars to indicate team average skill progress (green if on track, yellow if some are falling behind). When something needs the coach's attention (like an unanswered parent question or an incomplete roster info), a badge notification can appear on the **Teams** tab or on a specific menu item (e.g. a red dot on the "Messages" icon if new messages).

3. Feature Placement in App Structure (Coach):

- **Dashboard Tab:** For a coach, the "Dashboard" might be a personal home, but since coaches are so team-focused, this could either replicate the Team HQ home or show a condensed multi-team view if they have more than one team. For simplicity, the Dashboard for a coach could highlight personal tasks or general POWLAX news (like "New coaching tutorial available" or leaderboard of all teams if they coach multiple). However, it may be acceptable for the **Dashboard** to act as the Team HQ as well if the coach has a single team – meaning the first screen they see after login is essentially their team's home. If they have multiple roles or teams, the Dashboard could present a choice or combined info ("Team A – 3 new updates, Team B – 1 new update").

- **Teams Tab (Team HQ):** The core of the coach's usage. This contains subpages: **Team Home** (dashboard), **Roster**, **Playbook**, **Practice Plans**, **Announcements/Feed** (if not already on home), and **maybe Calendar**. These could be navigated either by a small sub-menu on the Team Home (like a list of links or segmented control at top with "Roster | Playbook | Plans | Feed"), or simply by tapping relevant cards as mentioned. On mobile, a straightforward approach is to have each of those as separate screens pushed on a stack when selected from Team Home. For example, tapping "Roster" on the home goes to the Roster page; from Roster, tapping a player goes further to Profile. A back button returns to Home. This linear flow avoids tiny tabs on a small screen and leverages the native feel of drilling down.

- **Academy Tab:** When a coach taps **Academy**, they see their team's Academy overview. This page might default to the **Team Leaderboard** – a ranked list of their players by points/achievements 9 . The coach can toggle to different views: perhaps a filter at top like "Leaderboard | Drill Completion | Badges". Leaderboard shows points; Drill Completion could show a matrix or list of key drills or modules and who has

finished them; Badges view could show which players earned which badges. Essentially, the Academy tab for coaches is an analytic dashboard for player development. If the coach wants to see the actual drill content, they can – maybe by tapping on a drill name from a list which could open that drill's info (video, description) in case the coach wants to review what the players are learning. Coaches might not "do" the drills, but having access to the same videos (read-only) is useful – this could be integrated by allowing them to navigate the drill library similarly to players. So within Academy, perhaps a subtle switch or menu: "Team Progress" vs "Drill Library." The **Drill Library** could just forward to the Resources tab or duplicate some of it. The placement should minimize confusion – we want coaches to know the Academy tab is mainly about players' progress, whereas the Resources tab is about coaching materials (though there is overlap in actual content, it's framed differently for them).

- **Resources Tab:** Coaches see a full menu of **Coaching Kits** and other libraries here. It's separate from Team context. This is where they'll find their **Master Class** videos, PDF playbooks to download, equipment recommendations, etc. It may also include a link to external tools (e.g. "Open Lacrosse Lab" if that's a separate web app for designing plays – possibly embedded via webview). Each item in this tab is presented as a friendly card or list item (with descriptive text like "Youth Lacrosse Master Class – 10 video modules" ⑦ so they know what's inside). Clicking one opens either an in-app viewer (for videos, we can embed a player; for a course, maybe one video at a time) or an external link if integration is easier. Because this tab might be content-heavy, consider grouping into collapsible sections to avoid a long scroll: e.g. a collapsible heading "Coach Education" containing Master Class and related, "Drills & Playbook" containing drill bank and printable playbook links, etc.

- **Community Tab:** In the context of a coach, the community features are valuable. Under **Community**, the coach might see forums like "Coaches Forum" (a place where coaches from all clubs ask questions or share tips) and possibly "General Lacrosse Community". BuddyBoss would handle these forums; the app can list the groups the coach is a member of. For example, if the coach's club has a private **Club Group** (for all club members or coaches) that could appear here too. This tab could also house a **Q&A forum** for the POWLAX content itself (maybe coaches discussing the Coaching Kits). Essentially, **Community** is a social hub outside the coach's own team. When a coach enters a forum or group, it might show posts in a timeline format – the UI coming from BuddyBoss styling. The integration should hide or disable anything not mobile-friendly, but BuddyBoss is generally responsive. Coaches can also have direct messages via the community system – those might be accessed through a "Messages" icon either here or in the top nav bar if provided. If not, the Team HQ's chat covers team communication and Community covers cross-team/global communication.

4. Navigation & User Flow (Coach):
- **Onboarding Flow:** After the coach logs in the first time (possibly after being invited by a director or signing up and joining a team code), the app can present a quick start guide. For example: "Welcome Coach! Let's set up your Team HQ." Step 1 might highlight the Roster section with a prompt like "Invite or verify your players". If players are pre-added by the club, the coach just reviews them; otherwise, the app might direct the coach to input player names/emails (via a form or by sharing an invite code link – possibly just instruct them to have players/parents sign up with a team code, depending on the system). Next, a prompt might highlight the practice planning: "Check out your digital Playbook and practice tools." This could deep link the coach to the **Resources tab** -> Playbook or open a sample practice plan. Another step: "Encourage your players: post a welcome announcement." This could automatically open a text box in the Team feed for the coach to write a welcome message. By guiding these first actions, onboarding ensures the coach populates and uses the key features right away.
- **Team-Centric Navigation:** In daily use, the coach will mostly live in the **Teams (Team HQ)** section. The app should remember their last view – for example, if they were editing a practice plan and left, returning should keep them in context. From the team home, coaches navigate to subpages (roster, etc.) with simple

taps. After viewing or editing, they typically go back home or to another subpage. The bottom nav always allows jumping to Academy or Resources if needed. For instance, a coach might be in the roster page looking at Player A's profile and see they struggled with a certain drill. The coach can tap a "View Drill" link next to that drill in the profile, which might jump them into the **Resources/Drill Library** (or Academy tab's drill detail) to review the drill video. After watching, they hit back and are back to the player profile. This kind of flow ensures the coach can quickly reference educational material and then continue coaching tasks.

- **Linking Academy Data to Coaching Actions:** If the coach notices in the **Academy (Team Progress)** tab that a certain fundamental skill has low completion across the team, the UI could offer an action like "Assign Workout". For example, a banner might appear: "Many players haven't done *Ground Ball Basics* – Assign this as a goal for the week?" If the coach clicks that, it could automatically post an announcement with the drill link, or mark it as a recommended drill that shows up on players' dashboards. This tight coupling of data to action will streamline user flow – coaches move from insight to communication in one or two taps.

- **Communication Flows:** When a coach posts an announcement or message in Team HQ, the app could also prompt sharing that with parents if needed ("Notify team parents as well?"). Most likely, team announcements are visible to all roles tied to that team (players and parents). The coach simply types a message in the feed; on send, everyone in the team group gets a notification. If a parent replies, the coach will see it in the same feed thread. For quick alerts (like last-minute changes), a coach might prefer a push notification – the app could have a feature "Mark as urgent" which notifies via push or SMS in addition to posting. Navigating to send a message should be very direct: perhaps a persistent "+" button on the team home for a new post, or a floating chat icon.

- **Multi-Team Handling:** If a coach has multiple teams (say they coach two age groups), switching teams should be simple. Perhaps on the Team Home, at the top, the team name might be a dropdown to switch context. Alternatively, the app could treat each team as a separate entry on the Teams tab list (similar to the director's view, but only listing teams the coach is assigned to). In that case, tapping Teams tab shows two team cards; the coach picks one to enter its dashboard. A subtle UI indicator (like the team's color or mascot icon at the top of the screen) can remind the coach which team's context they're in. Switching doesn't require logging out/in – just select the other team. This is important for user flow so the coach doesn't get confused if they handle more than one group.

- **Accessing Coaching Materials:** When the coach wants to learn or plan (likely outside of practice time), they go to **Resources**. From anywhere in the app, they tap the bottom nav Resources tab, browse or search for what they need (the drill library could have a search bar). If they watch a Master Class video, afterwards they tap back to return to the list or close the viewer. The app should allow resuming – e.g. if the coach partially watches a course video, maybe mark it so they know where to continue. After using resources, they can tap **Teams** or **Dashboard** to go back to team tasks.

- The **overall flow for a coach** is optimized for minimal friction between planning, executing, and monitoring. For example, after a practice, a coach might open the app, go to **Academy tab** to check who did the pre-practice assigned drills. Then go to **Teams** to post a quick comment like "Great job today, let's improve ground balls for next time." Then jump to **Resources** to watch the next Master Class module on defensive strategies that night. The consistent navigation and context-sensitive pages enable this multi-faceted usage without feeling like separate apps.

Player

1. Key Data & Features for Players:
- **Personal Skill Development (Online Skills Academy):** This is the core for players. They need access to guided training content – drills and workouts that they can do on their own to improve skills [11] [12]. The platform provides structured workout plans (e.g. positional workout programs [13]), drill videos, and a way

to log or confirm completion. Key features include: taking the initial **Lax Skill Check** (a 6-question quiz to identify strengths/weaknesses) [14] , viewing a personalized workout plan or suggested drills based on that assessment, and following along with video tutorials. Players should be able to **track their progress** easily – seeing which drills they've completed and what's next.

- **Gamification & Motivation:** To keep players engaged, the app awards points, badges, and ranks [9] . Players need to see their points tally grow as they do drills, the badges they have earned (with descriptions of what each badge means), and how they rank on leaderboards against peers (within their team or age group). This provides motivation ("Earn points, climb leaderboards, and collect achievement badges as you train" [9]). A feature to set personal goals could also be included (e.g. "Complete 5 workouts this month" with a progress meter).

- **Team Involvement:** Even though players primarily use the Academy individually, they are part of a team, so they need some of the **Team HQ** features: e.g., viewing team announcements, accessing the team's playbook and practice schedule, and seeing a roster of teammates. They might review plays or drills that the coach has shared in the playbook section (like if the coach says "Study this formation," the player can open the diagram or video). They will also likely have a team communication feed – players might not be as vocal as coaches, but they should see messages and possibly respond (depending on age/maturity and coach's settings). If the team uses a discussion board for, say, play discussions or a fun chat, players (especially older ones) would participate.

- **Assessments & Feedback:** Personalized assessments might involve players doing certain tests or quizzes. The **Lax Skill Check** is one assessment (initial 6 questions) [14] which directs them to where to focus. There might also be periodic quizzes or self-assessments after a training module (like a short quiz or the app asking "Do you feel your shooting improved? Yes/No"). Another angle is coach-provided feedback: after an evaluation, a coach might input a player's ratings which the player should be able to view. So players need a way to see any **Coach's feedback or ratings**. This could simply appear on their profile ("Coach's Evaluation: 8/10 last month") or as a private note to them.

- **Personalization & Content Curation:** The app should personalize content for the player. Based on their position (which could be set in their profile) and skill gaps, the Academy should highlight relevant drills (e.g. a midfielder sees ground ball drills first, a goalie sees goalie drills, etc.). Also, if they have a favorite area or need improvement area (from the Skill Check), surface that content prominently ("Focus Area: Footwork – try these drills next!"). The player also might want to explore beyond assigned content, so browsing the **Drill Bank** for any drill is a feature (maybe locked in free vs paid tiers, but assuming full access here).

- **Onboarding & Guidance:** For players (especially younger ones), the onboarding needs to be engaging and simple. It should excite them about using the app. Key onboarding tasks: setting up their profile (maybe an avatar or choosing their position, which could be a fun step like selecting an icon for Attack/ Midfield/etc.), completing the Skill Check quiz to personalize their plan, and doing their first drill or earning their first badge (perhaps the app could guide them to a quick "starter" drill so they see how it works and immediately get points). Also, explain the points and badges system in a gamified way (for example, a quick tutorial pop-up: "You earn 10 points for every drill! Collect badges by completing goals. Check out the leaderboard to see how you stack up."). This ensures they understand the motivation mechanics.

2. UI Display & Layout for Players:

- **Home Dashboard (Player's Overview):** The **Dashboard tab** for players is their personalized homepage. It should be upbeat and encouraging. At the top, greet the player by name ("Hi Alex, ready to train today?"). Show a **progress snapshot**: for instance, a circular progress graphic indicating weekly training progress (e.g. "3 of 5 drills done this week") or their current point total and level. A prominent **"Continue Training"** button or card should lead them into the next recommended drill or workout in the Academy. Below that, there might be an **Achievements preview**: a horizontal scroll list of badge icons with those earned in full

color and those not yet earned in grayscale (tapping could go to the full Achievements page). Another section can be **Team Updates**: if there are any new announcements from their coach or upcoming events, list the top one or two here ("Coach posted a new video in Playbook" or "Game this Saturday at 9 AM"). This keeps team context in view on the home screen. The layout uses bite-sized cards and sections that a player can quickly scan – avoiding long paragraphs.

- **Skills Academy Interface:** The **Academy tab** is essentially the player's training center. It might open by default to a **Workout List or Program** view: For example, if the player is following a structured program (like "Level 1: Fundamentals"), it could show a list of workouts or modules with completion status. Alternatively, it could show categories of drills (Offense, Defense, etc.) with progress bars for each. A mobile-friendly approach is to use a **tabbed interface within Academy**: e.g. at the top, tabs or segmented buttons for **"Workouts"**, **"My Progress"**, **"Leaderboard"**.

- *Workouts:* shows the training content. If a specific workout plan is assigned, list the drills in order (each drill entry shows title, an icon or thumbnail, and maybe a checkbox or progress bar if partially completed). If the player can choose workouts, this page might show several cards: "Recommended for You" (based on their skill check), "All Drills" (full library by category), and "Challenges" (special time-bound tasks or skill challenges). Each card leads to more detail. For example, tapping a recommended drill opens a **Drill Detail** page with the video embedded, instructions, and a "Mark as Completed" button. Upon marking complete, they get points and maybe an animation or confetti to reward them.

- *My Progress:* this section visualizes what the player has done. It might include a summary like "Completed 20 drills, 5 workouts" and show progress bars for different skill areas (e.g. Shooting 60% complete, Dodging 40% complete, etc., depending on how content is structured). It also lists badges earned (with dates) and ones in progress ("3 more ground ball drills to earn **Ground Ball Guru** badge"). This gives a sense of accomplishment and goals.

- *Leaderboard:* shows how the player ranks. Likely default to their **Team leaderboard** – list all players on their team with points, highlighting the player's own entry in that list. It could also allow switching to a **Club-wide** leaderboard if applicable, or even global (if the community aspect allows seeing outside club – but given child privacy, probably limit to team or club). The leaderboard can be a simple numbered list with names and points, maybe medal icons for top 3. This competitive element taps into their motivation ⁹ .

- **Team HQ for Players:** When the player taps the **Teams tab**, they enter their team's section. This is a scaled-down version of what the coach sees. The Team Home for a player might emphasize *information consumption* rather than creation. So it would list:

- *Coach Announcements:* The latest 1-2 posts from the coach appear here (e.g. "Coach: Remember to practice ground balls. [Posted 2 days ago]"). The player can tap it to see the full thread or older posts.

- *Upcoming Event:* one liner like "Next Game: Sunday vs Lions" if the coach or director provided schedule info.

- *Team Playbook:* a card or link to the playbook – perhaps the coach can mark certain plays as "New" or "Focus" so that card might say "New Play: Man-Up Wheel – view now." The player tapping it goes to the playbook detail (they likely can view all plays but not edit).

- *Roster:* possibly a short mention like "Team Roster: 20 players" with a link to view roster. The roster list for players would show their teammates' names and maybe jersey numbers. It might or might not show contact info (probably not for privacy), but could show positions or fun facts if added. It's mostly so players feel part of a team community.

- *Team Chat/Forum:* If enabled for players, a button for "Team Chat" could be present. For younger players, this might be read-only or limited; for older, it might open the buddyboss group discussion where they can interact. The UI might just show a "Team Conversations" link leading to a simple forum thread view or chat interface.

- **Playbook & Drills (Player's View):** When a player views the team **Playbook**, it should be read-only diagrams/videos of strategies. The UI would likely list play names grouped by category. Players tap a play to

see the diagram (maybe a series of images or an animation video). There could be a **download** button if they want a PDF of it (if provided). This interface should be simple – likely identical to the coach's playbook view but without edit options. Similarly, if the coach shared specific practice drills, the player might see those listed (some coaches might share practice agendas with players). If so, a player could click to see what drills will be at the next practice (so they can prepare via the Academy). This connection between practice plan and Academy content can be highlighted: e.g. a practice plan could have a button "Practice this drill now" linking back to the Academy drill video.

- **Profile & Settings:** Though not explicitly asked, players will have a profile (with things like their name, avatar, position, etc.). Likely accessible via a **Profile icon** (perhaps in a top corner or under a "More" tab if provided). Here they could also adjust notification settings (e.g. get notified when coach posts, when they earn a badge, etc.). The profile page might also show their parent account link (like "Parent: [Name]" if a parent is attached), but not something they can change. For completeness, the design should include a basic settings/profile area for all users. On mobile, this might be under a fifth tab (often "Profile" or "Menu"). Since the prompt says all users see same tabs, perhaps one of the tabs (like Community or Resources) could be replaced by a "Profile/More" section if needed. Alternatively, an icon in the header could open profile. In any case, players can view their own profile which also doubles as a summary of their achievements and team membership. This is mostly a standard user profile view (BuddyBoss might handle a lot of this in the backend, but we ensure it's accessible).

- **Visual Design for Motivation:** The player's UI uses a more **gamified design**. Bright colors, badges icons, and maybe a character or mascot guiding them. Progress bars and achievement badges are shown prominently – e.g., a badge icon might light up or animate when earned. We could incorporate a **level system** (even if not explicitly in POWLAX, we can display something like "Level 3 – Rookie" which corresponds to points ranges). Status indicators for skill progress can be fun, like a meter or "XP bar" that fills as they earn points. Also, when they log a drill, immediate feedback like "+10 XP!" or a green check mark appears, reinforcing usage. These UI touches keep the experience feeling like a game layered on training.

3. Feature Placement in App Structure (Player):
- **Dashboard Tab:** Personal dashboard as described, mixing training status and team news. It's the first screen after login for a player, designed to direct them into action (e.g. a big "Train Now" button).
- **Academy Tab:** The hub for all training content and progress tracking. Likely the most used tab for players. Contains sub-sections (Workouts, Progress, Leaderboard, Achievements). Could use an internal tab bar or segmented control to switch views, or a scrollable page with sections (but segmented is cleaner so the player can focus on one at a time). The **Lax Skill Check** should be accessible here as well – possibly as a banner or button at the top of the Workouts page when the player first joins, and later as a menu item like "Re-take Skill Check" under Progress if they want to reassess. If the player hasn't done it yet, the app can detect that and prompt them upon entering the Academy tab the first time ("Take Skill Check to personalize your training [14] ").
- **Teams Tab (Team HQ):** Team pages oriented for consumption. Subpages include **Announcements/Feed**, **Playbook**, **Roster**, **Schedule**. The player might not have a dedicated "Practice Plan" page unless the coach shares those; if they do, it could be under Schedule or a sub-item in Playbook (some teams might simply list practices under schedule). Possibly, the feed and announcements might actually suffice to convey practice plans ("Coach: Today we'll work on X and Y – see drills in Academy"). The Team tab for players might essentially show the feed and allow navigation to roster and playbook from there.
- **Resources Tab:** For players, this could be minimal. Most of their "resources" (drills) are under Academy already. However, if POWLAX offers some general knowledge or bonus content for players outside the structured Academy, it could appear here. For instance, perhaps a "Lacrosse Knowledge Base" or inspirational videos library. The site's nav for players includes "Player Practice Videos" which is likely the

same as Academy content. To stick to the idea that all see the tab, we can repurpose **Resources** for players as well: it might show things like the **Drill Bank** (all drills without the gamified structure, if they just want to browse by category) [10] , or **Extra Challenges** (like fun challenges not part of core curriculum). It could also house any non-training content like a **Lacrosse Rules Guide** or equipment tips (though that was more for parents, players might still find it useful). If nothing else, the Resources tab for players can simply say "All drills and videos" and be another way to access the content in a free-explore mode.

- **Community Tab:** Given **Child Account Privacy**, younger players might have this largely disabled [15] . If the user is marked as a child, the Community tab could either be hidden or only show their private groups. For example, they might only see their team group here (which would duplicate what's in Team tab) or a message like "Community features are limited for youth accounts" for safety. If the player is old enough or if the system allows it, they could have access to broader forums (maybe a "Players Forum" to discuss tips or just socialize). We would adapt based on age: for high-school players with permission, Community could be similar to what coaches see (forums, etc.), whereas for under-13, it's effectively off. For the blueprint, we note the difference: the **Community tab** is present (to keep the tab structure consistent) but may contain only the team's chat or be read-only. In any case, players will primarily stick to their Team feed for communication and Academy for training, so Community is a lesser-used area for them.

4. Navigation & User Flow (Player):
- **Onboarding Flow:** On first login, a player likely goes through a brief interactive onboarding. After signing in (possibly with parent's help if young), they might be greeted with an introduction screen or even a short tutorial video about POWLAX. Then the app asks a few quick setup questions: "Confirm your name/ username. Choose your role: Player (already set). Select your position: [Attack/Midfield/Defense/Goalie] (for tailoring workouts)." Once that's set, it prompts the **Lax Skill Check**: "Answer these 6 questions to find out what to work on first!" – these would be simple multiple-choice or slider questions right in the app. After completion, it immediately shows results like "You're great at X, but could improve Y. We've prepared a training plan for you." and perhaps awards a small achievement for completing the quiz. Next, the app might highlight how to navigate: e.g. flash an arrow at the bottom nav: "This is your Skills Academy tab where your training happens. Let's go there!" Tapping it (or automatic) leads the player into Academy section showing their first recommended workout. They can start the first drill – an embedded video will play with instructions. After finishing, they hit complete, see points earned and maybe unlock the first badge (e.g. a "Getting Started" badge). This quick win is important to hook them. Finally, it might show "Check out your team section to see coach messages" – guiding them to the Teams tab. This way, onboarding covers setting up, training intro, and team intro in a concise flow.
- **Daily Use Flow:** A typical use-case: a player opens the app after school. They land on Dashboard, see a card "+10 points earned this week, 3 drills to go for weekly goal". They tap **Academy** directly (or the "Continue Training" button on Dashboard) to do a drill. In Academy, under Workouts, the next drill is highlighted ("Next: Wall Ball Routine #2"). They tap it, view the instructions/video, then mark it done. The app might then pop-up "Congrats, drill complete! +10 points." If that triggered a badge ("Wall Ball Warrior Badge earned!"), the app shows an animation and maybe a toast message. The player can then check Leaderboard sub-tab to see if they climbed in rank among teammates. Feeling accomplished, they might next check the **Team tab** to see if any new announcements – they see coach's reminder for the upcoming game and maybe a comment from a teammate. They might add a quick reply emoji or "Got it!" comment. Then they could log off or browse more drills if motivated.
- **Switching Context:** If a player is on multiple teams (not common for youth, but maybe a high schooler playing for school and club), the app might allow switching team context similarly to coaches. But likely the vast majority have one team, so Team tab goes straight there without extra steps. If a player does have two teams, perhaps they see a selection screen or a dropdown on Team tab as well.

- **Accessing Parent-allowed Features:** Some players (especially older or if given access) might venture into **Community** to read or post on general forums. The navigation there would be similar to coaches: they pick a forum from a list. But given safety, maybe skip detailed flows here.
- **Notifications & Linking:** The app should use push notifications for key events: e.g. "Coach posted a new announcement" or "You earned a new badge!" When a player taps such a notification, it deep-links to the relevant content (announcement opens the Team feed, new badge opens the Academy Achievements section). Internally, linking is also useful: from within a practice plan (if the player views it and sees "Drill: Dodge left/right"), the item could link into the Academy drill video if they want to practice ahead. If a player sees another player high on the leaderboard and taps their name (if enabled), it might show a minimal profile (maybe just their achievements or something, though privacy may limit that – likely better to keep it non-linkable for players to avoid comparisons beyond points).
- **Encouraging Engagement:** The UI flow for players encourages a loop: **Train → Earn → See Progress → Social Proof (team)**. For example, after finishing some training, the app could encourage them to share or celebrate: maybe a button "Share with team that you completed this workout" which posts to the team feed ("Alex completed 5 dodging drills today! "). This gives the coach visibility and might spark friendly competition. Navigation-wise, that might auto-switch to Team tab showing the post. The player can then see any reactions (like coach's thumbs up).
- Overall, the player experience is crafted to be **simple and rewarding**. They generally will bounce between **Academy** (doing drills) and **Team** (seeing coach/team communications). The other sections (Resources, Community) are secondary but available if they want to explore more or for older players. The consistent bottom nav means they always have those options visible, and the app can colorfully highlight when there's something new (e.g., a notification dot on the Academy icon when a new challenge is released, or on Team icon when a new announcement arrives). With a mobile-first layout of clear buttons and engaging graphics, players can navigate largely by recognition rather than reading a lot, which suits younger users.

Parent

1. Key Data & Features for Parents:
- **Child's Progress & Achievements:** The parent's primary interest is tracking their child's development and ensuring they are engaged. They need an easy way to see their kid's Skills Academy progress: how many points they have, which badges they've earned, what skills they're improving. This might include viewing the child's answers or results from assessments (like the initial Skill Check outcomes) so the parent knows where the child needs support. Essentially, a **progress dashboard for the child** with metrics and maybe comparisons to team averages (some parents will want to know if their kid is behind or ahead).
- **Schedule & Events:** Parents are often responsible for logistics, so they need to see the team's schedule of practices, games, or events. Even if Club OS isn't a scheduling tool per se [8] , the app should present whatever schedule info is available in one spot for parents (to avoid confusion, potentially pulling from an external calendar link provided by the team). At minimum, the next event and any key dates should be visible.
- **Team Communications (Parent Portal):** The Parent Portal aspect likely includes receiving announcements from coaches (and the club) and the ability to communicate back or ask questions. Parents should be able to read all team announcements, and possibly have a **parent-specific discussion area** (some clubs do things like separate parent chat or just include them in the team group chat). Key features: viewing coach posts, replying if permitted (e.g. "Thanks coach!" or asking for clarification), and perhaps sending direct messages to the coach or team manager. They might also coordinate with other parents (like arranging carpools or snacks) – possibly via a separate forum thread or group chat just for parents of that team. The app should facilitate these interactions in a controlled way.

- **Multiple Children Management:** If a parent has more than one child in the POWLAX system (even on different teams or clubs), they'd want a unified experience. They might have a way to switch the view between each child's data. For example, if one child is an 8U player and another is 12U, the parent app could allow toggling "Viewing: [Child Name]" at the top. This would swap the progress stats and team info accordingly. This is important for families with siblings in the club.
- **Educational Resources for Parents:** POWLAX provides parent-focused content (the "Parent Portal" includes things like *Support My Player Quiz*, *Lacrosse for Parents 101*, *Equipment Guide*). Parents appreciate guidance on how to support their child's sports journey. So features here: possibly a **quiz or questionnaire** that helps them understand how to help their player (e.g. the "Support My Player Quiz" could be an interactive form in-app that yields some personalized tips). Also, static or video resources that teach the sport basics so parents can follow along (rules overview, what to practice at home, etc.). These might not be frequently used, but they add value and should be easily accessible in the app's Resources section.
- **Administrative Oversight:** While POWLAX isn't handling registration or payment, parents might still need to handle some admin: for instance, ensuring their child's profile is correct, maybe signing waivers or viewing any documents the club directors share (like a welcome letter or code of conduct). So having a place to view **shared documents** (like any club-wide resources directed at parents) is useful. Also, the ability to update the child's info or photo (if allowed) might be needed through the parent account. Authentication ties in here: the parent likely created the child's account or was linked, so they might have partial control or at least visibility into the child's profile settings.

2. UI Display & Layout for Parents:
- **Parent Dashboard (My Child Overview):** The **Dashboard tab** for a parent centers on their child (or children). If only one child, it will show that child's name and team at the top (maybe with team logo if available). Then a section for **Skill Progress**: e.g., "Johnny's Progress – 120 points, 5 badges" with maybe a progress bar to the next badge or a summary like "75% of fundamental drills completed". It could use a friendly tone, like "Johnny is doing great! He improved his Shooting skill by 20% this month." If multiple kids, the top of the dashboard might be a picker (like pills or a dropdown with each child's name) – selecting one updates the below info to that child. Next, an **Achievements highlight**: perhaps showing the latest badge or accomplishment ("Earned **Dodging Pro Badge** yesterday!"). If the child's coach gave any evaluation or feedback, a snippet could appear ("Coach's Note: Needs to work on left-hand passing"). Then, **Upcoming Events for [Child]**: a list or next event ("Practice on Tue 5pm, Field 3"). Possibly also a quick link to the team's full schedule or calendar. The parent dashboard thus aggregates personal progress and logistical info in one view, avoiding the need to dig around.
- **Detailed Progress View:** In the **Academy tab**, since parents are not performing drills, this section for them is more of a read-only analytics and content area. The top might still show the child's overall point total and ranking ("Johnny is #3 on the team leaderboard" could be displayed with a small trophy icon). Then possibly a breakdown by category: maybe a set of gauges or bars for each skill category (if the system categorizes drills, e.g. Offense, Defense, Fitness). The UI could be similar to what the player sees in "My Progress" but with a bit more explanation for parents. For example, next to a progress bar for "Dodging Skills – 40%", include a note "(Below team average, encourage practice)" or an icon indicating if that's a strength or weakness. Underneath, a parent might see a list of **Recent Activities** of the child: e.g. "Completed Ground Ball Drill 2 on Jan 5", "Earned Speedster Badge on Jan 3". This gives them conversation points ("Hey, I saw you did that drill, great job!"). If parents click on any of these activities, they could even watch the drill video themselves – the UI would allow drill content to play so the parent understands what the child is working on. (This is where embedding video in a parent's view is important – they might not do the LMS, but they can view the content).
- **Leaderboard and Team Comparison:** The parent's Academy view might also have a **Leaderboard**

section, but possibly just showing their child's standing rather than all names (for privacy, maybe show "Johnny is 3rd out of 20 players in points" without listing everyone, unless the parent is allowed to see others' kids names – which in a team context might be fine as they all know each other). If comfortable, a full team leaderboard like the player sees can be shown. Parents can handle seeing how all kids are doing, but to be safe, maybe first show only the child's rank and allow expanding to full list if needed.

- **Team Information (Parent's Team HQ view):** The **Teams tab** for a parent focuses on communications and schedule. It might open to an **Announcements feed** which includes all posts from the coach (and possibly club director) relevant to that team. Each post item could have a label if it's from coach or an automated one (like "Alex completed a drill" if those are shared – though likely coaches decide what posts). Parents can read and possibly "like" or acknowledge. If replies are allowed, they might see a reply field (this might be up to the coach's preference or a club policy). The UI for announcements is similar to a social feed with posts and comments, which BuddyBoss could handle.

- A **Schedule/Calendar** subpage is very useful to parents. Likely accessible via a button or tab in the Team section ("Schedule"). This could show a simple list of upcoming practices/games with date, time, location. If the club uses external scheduling, they might embed a link or simply manually maintain this list. The app can still present it nicely – maybe as a chronological list or a calendar view (month calendar might be cramped on mobile, so a list or agenda view is better). Each event could be tapable to see details (address with a map link, any notes like "Wear white jersey").

- The **Roster** for parents: They will want to know who's on the team (for social reasons and carpooling, etc.). A roster page will list player names and jersey numbers. It might also list parent names/contact for each player – however, due to privacy, maybe not directly. If the club is okay with it, showing parent first names or a contact button (like "Message Parent") could be part of a parent-to-parent communication feature. More conservatively, just listing the kids and maybe their positions is fine. (Some team apps allow parent chat per team, which effectively shares contact when they talk). The UI might allow tapping a player to see limited info – maybe just the profile with their stats if allowed, or nothing if privacy restricted. Given this is an internal team environment and all parents know each other at least by meeting, it's likely fine to show names.

- **Team Documents/Resources:** If the coach or director shared files relevant to the team (e.g. snack schedule, or a PDF of rules), parents should have access. This could be integrated in either the announcements (like a post with an attachment) or a dedicated section (like a "Team Documents" button). In terms of UI, possibly under the Team tab as well, maybe in a sub-menu or the feed supports attachments with download links.

- **Parent Resources (Education):** The **Resources tab** for parents provides those special parent-targeted contents. This might be structured with tiles or list items: e.g. **"Support My Player Quiz"**, **"Lacrosse 101 for Parents"**, **"Equipment Guide"**, **"Camps & Clinics"**. - The **Support My Player Quiz** would launch an interactive form. UI-wise, it could be a multi-step form (similar to how onboarding quizzes work), asking about their child's behavior or needs. At the end it might categorize the parent as a certain "support style" and give tips. The result could be shown in-app ("You are a *Tech Tracker* parent – you like using apps to track progress, so make sure to regularly check Johnny's points and encourage him accordingly!" for example). Those tips might also link to relevant features in the app ("See Johnny's progress here" – which could navigate to Academy tab).

- **Lacrosse for Parents 101:** likely a static article or video series explaining the game basics. The UI can simply show a page with sections (possibly embedded from WordPress content for consistency, or re-formatted). It could also be a series of short videos ("Lesson 1: The Rules", "Lesson 2: Positions") that play in-app.

- **Equipment Guide:** possibly a list of recommended gear or tips on what equipment a new player needs. The UI could list categories (Helmet, Stick, Pads, etc.) and on tap show guidance or even external store links. Keep this simple, likely just an article style.

- **Camps and Clinics:** If POWLAX or the club lists upcoming camps, this page might show a list of events (with dates and sign-up info). Possibly just a webview to a webpage with that info if it's not core to the app's interactive features.

Each of these resource items would be presented as clickable cards in the Resources tab for parents. Using brief descriptions under each title will help parents choose what they need.

- **Visual & UX Considerations:** Parents are typically less interested in flashy gamification and more in clarity and ease. So the design for parents might use more straightforward layouts and emphasize readability (slightly larger text for schedules, clear labels). Status indicators for them could include things like a **badge or highlight if they have an unread coach message** (for example, a dot on the Teams tab if a new announcement hasn't been read). If their child hasn't been training much, the app might subtly indicate that ("Progress: 20% – Consider encouraging more practice" maybe in amber text). Conversely, big achievements might be highlighted in the dashboard to celebrate, possibly with the option to share externally ("Share on Facebook that Johnny earned a lacrosse badge!" – only if appropriate). The UI should reassure parents that the environment is safe: for instance, showing a label "Child Privacy Enabled" or simply not showing any global social features to avoid confusion.

3. Feature Placement in App Structure (Parent):

- **Dashboard Tab:** Dedicated to child overview(s). Possibly labeled "Home" or "My Player" for parents to make it obvious. Contains progress snapshots, upcoming events, latest news for the child's team. If multiple children, either a combined view or a selector to switch context as discussed. The main tabs remain the same, but within this Dashboard the content is clearly about the child.

- **Academy Tab:** For a parent, this might be labeled in their view as something like "Progress" or "Academy" (keeping consistent naming is fine). It's essentially the child's Academy data and content view. The parent can toggle between children here as well if needed (maybe a small child-switch control on this screen too). Placement of elements: a top section with overall progress and maybe a CTA like "View Drills". If a parent wants to actually see the drills, the Academy tab could allow browsing the same drill library (since it's all educational, there's no harm in parents watching the videos – they might even help their kid practice). So below the stats, a **Drill Library** could be listed, possibly behind a button "Explore training drills". This would look like the player's view of drills but with no "complete" buttons, just viewable content. It might be identical to the **Resources->Drill Bank**, so this could be a bit redundant. We might choose to keep Academy purely stats and put all actual videos in Resources for parents to avoid duplication. For clarity: maybe **Academy tab for parents = Stats & Leaderboards**, **Resources tab = actual drill content & parent guides**. That way, parents go to Academy tab to check progress numbers, and if they want to watch drills or read up, they go to Resources. This separation aligns with their goal vs. the player's.

- **Teams Tab (Parent Portal):** The parent's gateway to team info. It might default to the announcements/ feed. We might include sub navigation or buttons for **Schedule** and **Roster** here. For example, at the top of the team feed, there could be two buttons: "Schedule" and "Team Roster" for quick access (or icons in a header). Or a swipeable mini-menu. In any case, those pages exist under Teams section. If the parent is part of multiple teams (one per child), the Teams tab might first show a selection, or better, we integrate with the child selector: When parent switches child context globally, the Team tab dynamically shows that child's team info. Another approach: show both children's teams listed when tapping Teams (like director's multi-team view but just those teams). Listing is fine if they have more than one: it would show "Team A (Johnny)" and "Team B (Emily)" – tapping one goes to that team's feed and info. This is akin to how a director sees multiple teams, but limited to their kids. We should ensure the parent always knows which child/team they are viewing (clearly label with team name and child's name where relevant).

- **Resources Tab:** Here the parent finds all the extra content. Layout might be a simple menu of items (as discussed: quiz, guides, etc.). For consistency, it might also include **Drill Library** access if we want parents to

have it here instead of Academy. It could be labeled as "Player Training Videos" in the parent resource section. So a parent who wants to see what their kid is learning can click that and browse drills by category (essentially the same list the players have in Academy but view-only). The rest of the parent guides follow. Possibly also a FAQ or a link to contact support if they have trouble (since parents often handle account issues).

- **Community Tab:** Parents might be allowed on the community forums – for example, maybe there's a "Parents of Lacrosse" forum or their club might have a parent group. If BuddyBoss is providing a global community, there could be areas for parents (maybe general discussion on youth sports parenting, etc.). The Community tab for a parent would show whatever groups/forums they have access to. By default, a parent would at least be in the team's group (with players and coaches) – but if child privacy hides players globally, that doesn't apply to parents; they can see forums. They might also join a **Club Parents group** if the club has one for all parents to receive club-wide announcements or discussions (some organizations do that). The UI and flow would mirror the coach's with forums and threads. If the parent is not very tech-savvy, they might not use it much, but it's there for those who want broader engagement.

4. Navigation & User Flow (Parent):
- **Onboarding Flow:** A parent's first-time experience might start with account creation where they identify as a parent (as shown in the POWLAX registration form) and likely either create or link to their child's account. The app might ask, after logging in, "Who is your player?" If the club pre-created the child's account and sent an invite, maybe the parent just had to accept and it's linked. Otherwise, the parent might need to create a child profile within the app. An onboarding wizard could guide: Step 1: Add your child (enter name, maybe birth year, team or invitation code to join the correct team). If the parent logged in via an invite, this might be pre-filled. Step 2: Walk through app features: highlight the **Dashboard** ("See your player's progress here"), **Team** ("Communicate with coaches and see schedule here"), **Academy** ("Track training progress and see what they're working on"), **Resources** ("Learn about lacrosse and how to support your player"). Possibly prompt them to take the **Support My Player Quiz** as part of onboarding: "Take a short quiz to get personalized tips for supporting your player." This could be optional, but it's engaging and educative, so including it early might be good. If they skip, it remains available later. After this intro, the parent can proceed to the main UI.
- **Monitoring Child's Progress:** On a regular basis, a parent might open the app to check how things are going. They'd go to **Dashboard** or **Academy** tab to see the latest numbers. This is a read-only check, so navigation is just a matter of viewing the info. If they want more detail, they click into, say, the Academy Progress section which might allow them to scroll through detailed stats or maybe filter by date range (some parents might like to see weekly vs monthly progress – perhaps a simple toggle). The UI should keep this non-confusing: a single timeline of activities could suffice instead of heavy analytics.
- **Responding to Coach Communication:** When a coach posts an announcement, the parent gets a notification or sees it highlighted in the app (red dot on Teams tab). They tap Teams, read the post. If they need, they add a comment or just use a predefined response ("👍 Acknowledged" – we could include quick reaction buttons to reduce the need for typing). If they have a question specifically for the coach, they might either comment or use a direct message. Direct messages might be initiated by going to the coach's profile (maybe via roster or the post author's name clickable) and clicking "Message Coach". The app would then open a private chat interface (buddyboss messaging). The flow would be similar to texting – simple and straightforward. After sending a message, the parent could navigate back to the team feed or wherever; any replies from coach would notify them.
- **Switching Between Children:** If a parent has multiple kids, the flow to switch context should be very visible. Perhaps in the Dashboard there's a dropdown at the top (as mentioned). So if they want to see their other child, they tap that and select the other name. The dashboard content animates to update to that

child's info. Then if they go to Teams or Academy, those tabs now reflect the selected child's team and progress. (Alternatively, we present both kids info combined, but that can be confusing and cluttered; switching context is cleaner). We must ensure the state is clear: maybe the child's name or photo is shown near the top of each relevant screen so the parent knows who they're viewing at the moment.

- **Using Parent Resources:** Suppose a parent decides to use the Resources content. They tap **Resources** tab, see the list (Quiz, Guides). They might take the **Support My Player Quiz**. The app leads them question by question (like onboarding style). At the end, it shows results with advice. The UI might then link to further reading (for example, if the result says "Focus on fundamentals," it might link to the "Lacrosse 101" or a particular section). The parent reads/watches those materials, then goes back. If they open the **Equipment Guide**, it might list recommended gear by age. If they find it useful, great – they go back to maybe order gear externally. If they check **Camps & Clinics**, perhaps it shows none at the moment or some listings – they might tap one to get more info (opening a web link or details page). After using resources, they return to main tabs. This content is mostly one-way consumption, so navigation is simple drilling in and backing out.

- **Community Interaction:** If a parent engages in the **Community** tab, they might join a forum like "General Youth Lacrosse Discussion". They can browse topics, maybe ask questions like "Any tips for practicing at home?". This might be moderated by POWLAX or just a peer forum. Navigating this is typical forum style – they select a topic, read replies, maybe post. They can always use bottom nav to go back to main sections. If the club has a specific parent group (some clubs might set up a BuddyBoss group for all parents club-wide for announcements from the club director), the parent might see a notification or a post there too (maybe under Community or integrated into their Dashboard if club uses announcements). The app should unify these where possible – possibly club announcements appear in Team feed or separate. But anyway, the parent can navigate to those via links.

- **Overall Flow for Parent:** The parent's usage might not be daily; but when they do use it, they want quick answers (how is my kid doing, where and when is the next game, what did the coach last say?). The interface supports that by placing those answers up front in Dashboard and Teams tab. Meanwhile, the more in-depth features (like resource articles) are there when they have time or need. Navigation is kept straightforward: they usually jump between Dashboard (progress) and Teams (communiqué). The consistent tab bar means if they need to check something else, it's one tap away. Since parents may not be as tech-savvy or engaged as the kids, the UI avoids clutter and highlights critical info with icons and labels (e.g., a calendar icon next to the date of next event, a trophy next to the points total). These visual cues help them quickly find what they want.

Additional Considerations and UI Flow Integration

Unified Navigation & Role Adaptation: Every user sees the same main navigation (Dashboard, Teams, Academy, Resources, Community, etc.), but what they see inside differs based on role and context. This adaptive design ensures familiarity – for example, a parent who becomes a coach later will already know which tab has team info – while showing appropriate data for each user. The app checks the user's role (or roles) on login and tailors each section accordingly (hiding or showing certain sub-sections, applying role-based filters). If a user has multiple roles (e.g. a coach who is also a parent in the system), the UI can allow switching context or combine info. A possible approach is a **role switch toggle** in the profile menu ("View as Coach / View as Parent") that changes the perspective of certain tabs. However, since the system is mostly overlapping (and a user would typically have distinct login for each role in POWLAX), we might not need an in-app switch often. Still, it's worth noting in design to avoid confusion if someone does have two roles on one account.

Mobile-First Design Patterns: Throughout the design, we favor mobile-friendly patterns like bottom nav for one-handed use [2] , card-based layouts for bite-sized information, and modals for quick tasks (e.g., adding an announcement, completing a quiz). Text is kept minimal and legible on small screens; complex tables or charts are simplified into scrollable lists or summary graphics. Interactive elements (buttons, list items) are sized for touch. Where large amounts of data exist (like drill library or schedules), we use accordion lists or separate pages rather than one huge scroll. This keeps each screen focused (3-5 major items visible at once as recommended).

Embedded Content & External Integration: The app will integrate WordPress/BuddyBoss content seamlessly. For example, forums and group feeds (BuddyBoss features) might not be rebuilt natively but shown via webview or an embedded component. The UI should make this transition smooth – possibly by using the same color scheme and removing unnecessary browser chrome. Shortcodes could embed specific content (like a BuddyBoss forum for the team) directly in a native-like view. For authentication, since BuddyBoss manages it, once logged in the app can use the existing session for any web content. Any embedded video (like YouTube or Vimeo in the drill content) should be playable in-app (using a player component or web embed). We ensure that tapping a video enlarges it properly for mobile viewing (full-screen landscape if needed). The **LMS-like** tracking might be powered by something like LearnDash (just guessing, since BuddyBoss often pairs with it) – if so, those pages can also be embedded or fetched via API to display progress. The app's design abstracts these technical details: to the user, it's all one app, even if part of it is loading from WordPress.

Onboarding & Guidance Recap: Each role's onboarding was mentioned; it's crucial to get users comfortable. We should also include persistent help for later: maybe a **Help & Support** section (under profile or settings) that contains role-specific FAQs or a way to replay the intro tutorial. Possibly even tooltips on certain pages for the first time (e.g., when a player first opens the Academy tab, highlight the leaderboard and explain it briefly). Given the variety of features, context-sensitive help will improve comprehension. For assessments and less obvious features, we can incorporate cues like an **"Assessments"** entry point. For instance, on a player's profile (as seen by coach or parent), a button "New Assessment" (coach-side) or "Last Assessment: View" (parent-side) to clearly indicate where to record or view those evaluations. These ensure that the personalized assessment feature – a key part of the "ecosystem" – is not lost among the other data.

Seamless Navigation Between Sections: Finally, tying everything together, we aim for a **seamless user flow**. If a user is looking at something that naturally relates to another section, the app should let them jump there with minimal taps. For example, directors and coaches seeing a low skill metric can jump into Academy details; players seeing a practice reminder can jump into the relevant drill; parents seeing an unfamiliar drill in their kid's activity can tap it to watch the video themselves. We utilize deep linking internally: any mention of a known entity (drill, badge, user profile, team) can be tapped to navigate to the relevant screen. A consistent header with the app name and perhaps a quick way to switch child context or team (for those who have multiples) will be in place so users always know where they are and can navigate at will.

In summary, the POWLAX app's UI and data flow are carefully orchestrated to serve each user type's needs while maintaining a common structure. Club Directors get a high-level command center to oversee development across teams. Coaches receive a team management hub and rich resource library to elevate their coaching. Players experience a gamified training platform intertwined with their team's activities to keep it relevant and fun. Parents enjoy a window into their child's progress and the team's news, plus

guidance on supporting their athlete. All these experiences live within the same app through adaptive interfaces, leveraging mobile design best practices for clarity and engagement. The result is a cohesive ecosystem where switching between improving skills, planning practices, and community interaction is fluid and intuitive for all users involved, truly "one platform, one system" for the whole POWLAX community [1] .

---

[1] [3] [4] [5] [6] [7] [8] Club OS-Elementor Build – POWLAX

https://powlax.com/club-os-elementor/

[2] Bottom navigation - Material Design

https://m2.material.io/components/bottom-navigation

[9] [11] [12] [13] [14] Players Homepage – POWLAX

https://powlax.com/players-2/

[10] POWLAX Online Skills Academy (Portal Home Page) – POWLAX

https://powlax.com/player-development-home-page-player/

[15] Solid Start Workouts – POWLAX

https://powlax.com/solid-start-workouts/