

**Detailed User Guide**

**By Renat Oosthuizen**

**1988820**

**Contents**

Application Overview ……………………………………….…………………………………………………………………… Page 1

Login …………………………………………………………………………..……………………………………………..…………. Page 2

Logout ……………………………………………………………………………………………………………………….…………. Page 3

View/Edit Own Details …………………………………………………………………………………………….……………. Page 4

Coach Specific Functionality

* View Player Details …………………………………………………………………………….……………………. Page 7
* View/Edit Player Skills ……………………………………………………………………………………………... Page 10
* Create a New Squad ………………………………………………………………………………………………… Page 12
* View/Edit/Delete a Squad ……………………………………………………………………………………….. Page 14

Secretary Specific Functionality

* View/Edit/Delete a Profile ………………………………………………………………………………………. Page 17
* Create a New Profile ………………………………………………………………………………………………. Page 24

**Application Overview**

This is a User Guide for the Simply Rugby management application created by Renat Oosthuizen.

This is a prototype application that is meant to be used by Coaches and Secretaries of a rugby club to manage its members. It was coded with a combination of Java and MySQL and features a Graphical User Interface. It allows for different profiles to be created, edited and deleted. It also allows for the creation, editing and deletion of squads.

This application stores data in an online database and will **REQUIRE AN INTERNET CONNECTION** to use!

The application tracks 2 administrative profiles (Secretaries and Coaches) and 3 non-administrative profiles (Senior Players, Junior Players and Non-Players). By default, the database contains 1 Secretary, 1 Coach, 1 Senior Player, 1 Non-Player, 3 Junior Players and 1 Squad.

**Login**

In order to use the application, the User first needs to login. To do this they must type their registered email address and password into the text fields and then press the Login button. On a successful login, the application will automatically display the content that is appropriate to the profile type of the logged User.

The pre-loaded credentials for a **Coach** profile are:

**Email: georgeh@hotmail.com**

**Password: GeorgePass**

The pre-loaded credentials for a **Secretary** profile are:

**Email: susanp@gmail.com**

**Password: password**

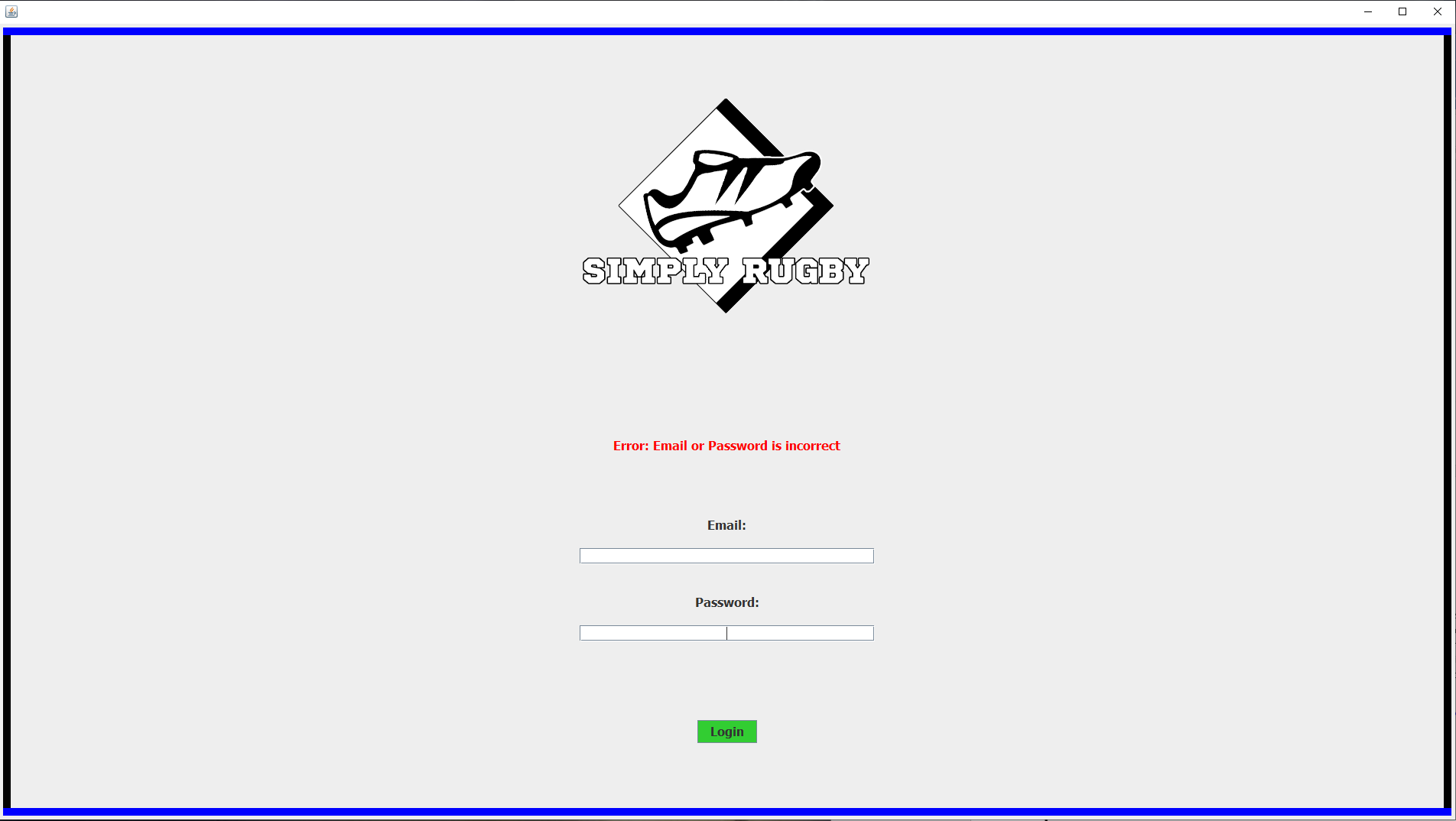


Figure : Login Page

The application will display an error text if either of the text fields are left empty during submission or if the entered email and password does not match any registered profiles.

**Logout**

Once the User has logged in, they will be able to see the name and ID of the logged profile in the top right corner of every page. Next to those details is the Logout button. This button will log the current User out of the application and take them back to the Login page. The User may also quit the application at any time by clicking on the X in the top right corner on a Windows operating system or the top left corner of a Mac operating system. This will also cause the application to forget the currently logged User.

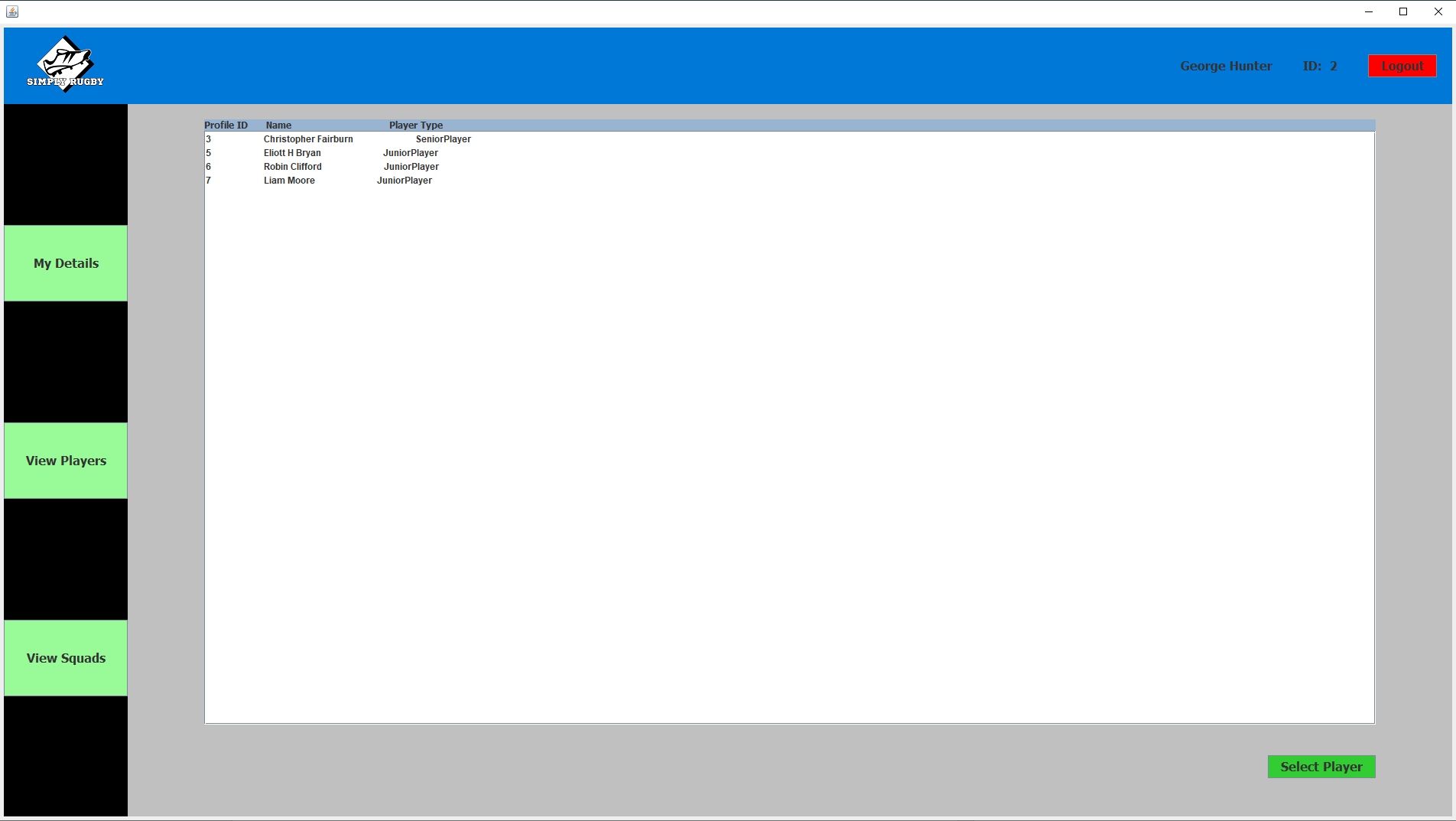


Figure : The top right section of every page showing the name and profile ID of the logged User as well as the Logout button

**View/Edit Own Details**

At any point after logging in, the User can press the My Details button located on the left-hand side of every page inside the application in order to access the Profile Details page.

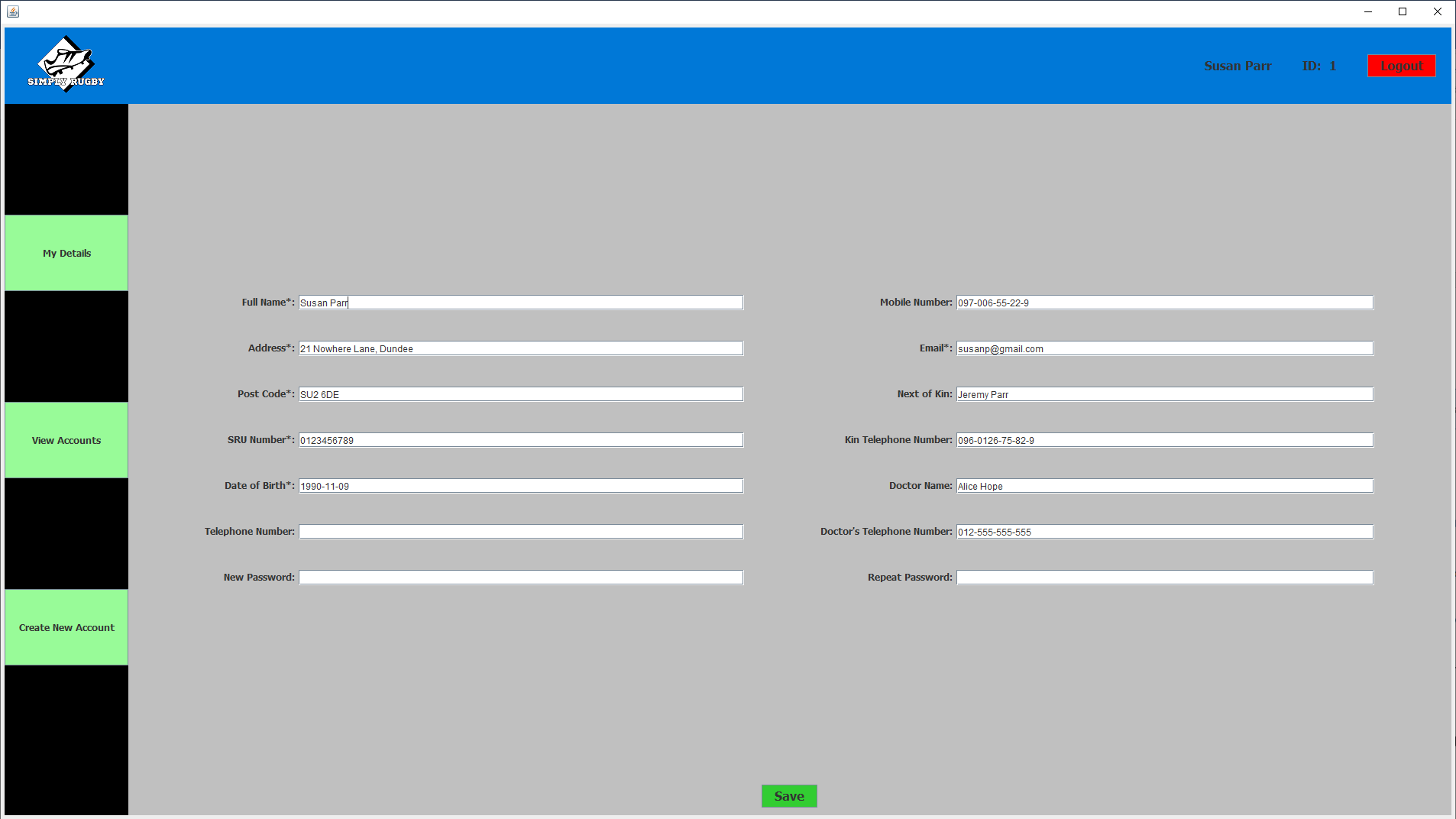


Figure : Button on the left side of every page that will take the logged User to the Profile Details page

On this page the User can see all the profile details that the system has stored except for their profile, except for their password.

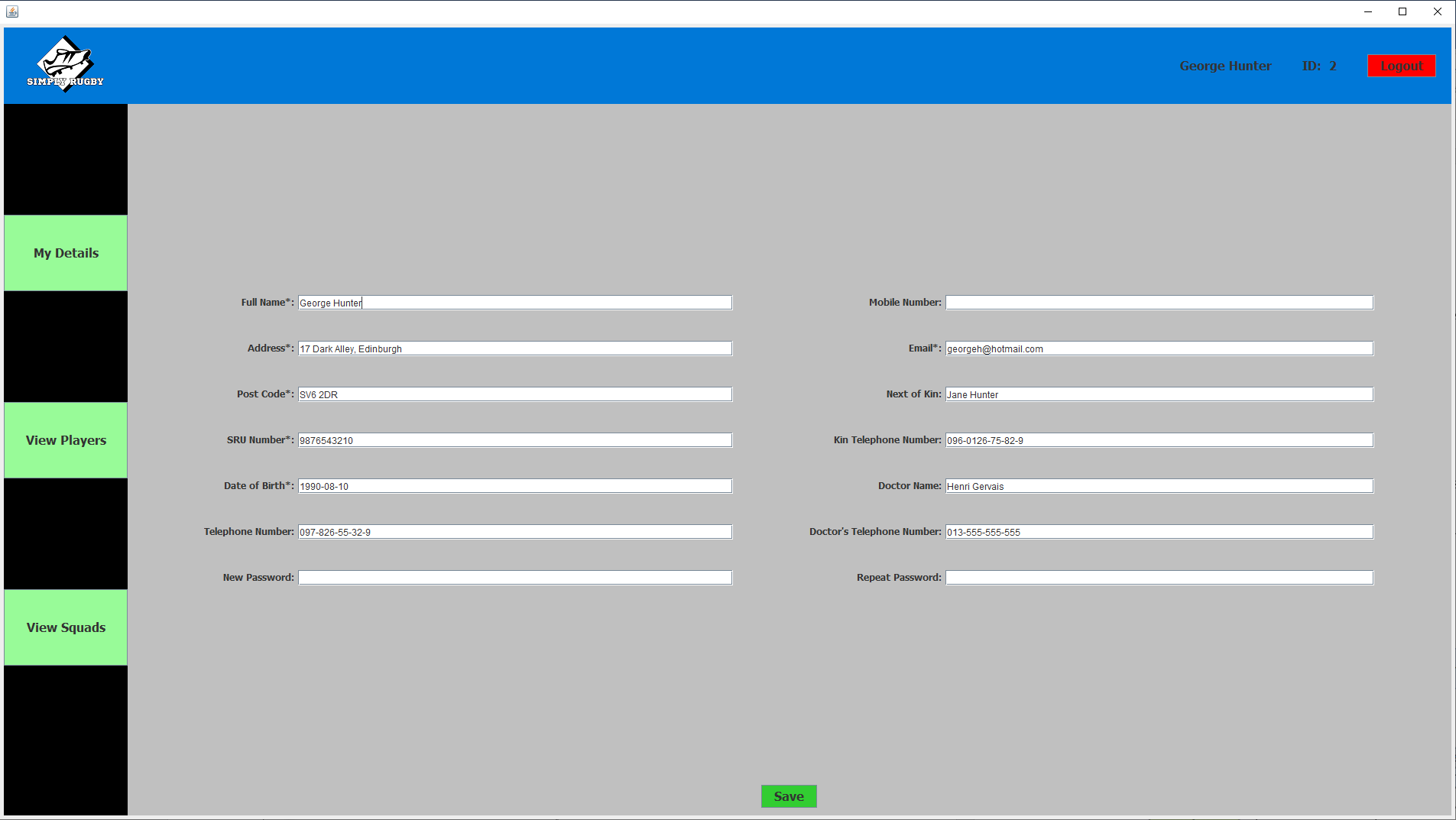


Figure : Profile Details page for the logged User

The User can edit any of the details in the text fields and press the Save button located on the bottom of the page in order to save the changes. The User will be notified of the changes being saved by a dialogue box.

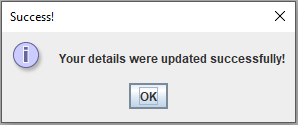


Figure : Dialogue box shown to logged User when they save changes to their profile

There are a number of criteria that must be met for the system to accept and save the changes:

1. All text fields marked with an asterisk must contain data.
2. All text fields are limited by the number of characters that they may contain.

* Full Name, Address, Email, Next of Kin and Doctor Name may only contain up to 100 characters.
* Telephone Number, Mobile Number, Kin Telephone Number and Doctor’s Telephone Number may only contain up to 20 characters.
* SRU Number may only contain up to 10 characters.
* Post Code can only contain up to 8 characters.

1. Date of Birth must be a valid date of the format “YYYY-MM-DD”.
2. The entered Email must not be the same as the Email for any other profile in the system.

An error notification will be displayed if a criterion is not fulfilled:

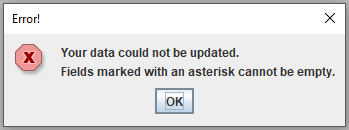


Figure 6: Dialogue box shown to the logged User if any of the text fields marked with an asterisk are empty

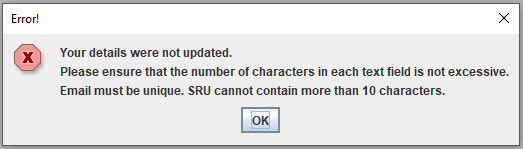


Figure 7: Dialogue box shown to the logged User if there are too many characters in one of the text fields or the entered email is already registered with another profile

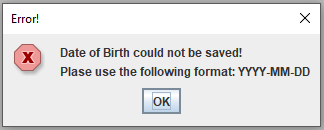


Figure 8: Dialogue box show to a logged User if the Date of Birth text field does not contain text of the correct format

If one of the two password fields contains data then pressing the Save button will also cause the system to attempt to update the User’s password. For this to be successful, both New Password and Repeat Password text fields must contain identical text. The User will be notified of whether their password was update or not via a dialogue box.

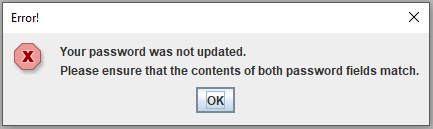


Figure : Dialogue box show to a logged User if the New Password and Repeat Password fields do not match

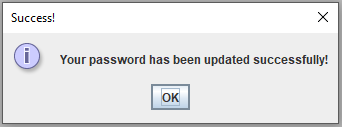


Figure : Dialogue box show to a logged User when their password is successfully updated

**Coach – View Player Details**

At any point after logging in, the Coach can press the View Players button located on the left-hand side of every page inside the application in order to access the View Players page.

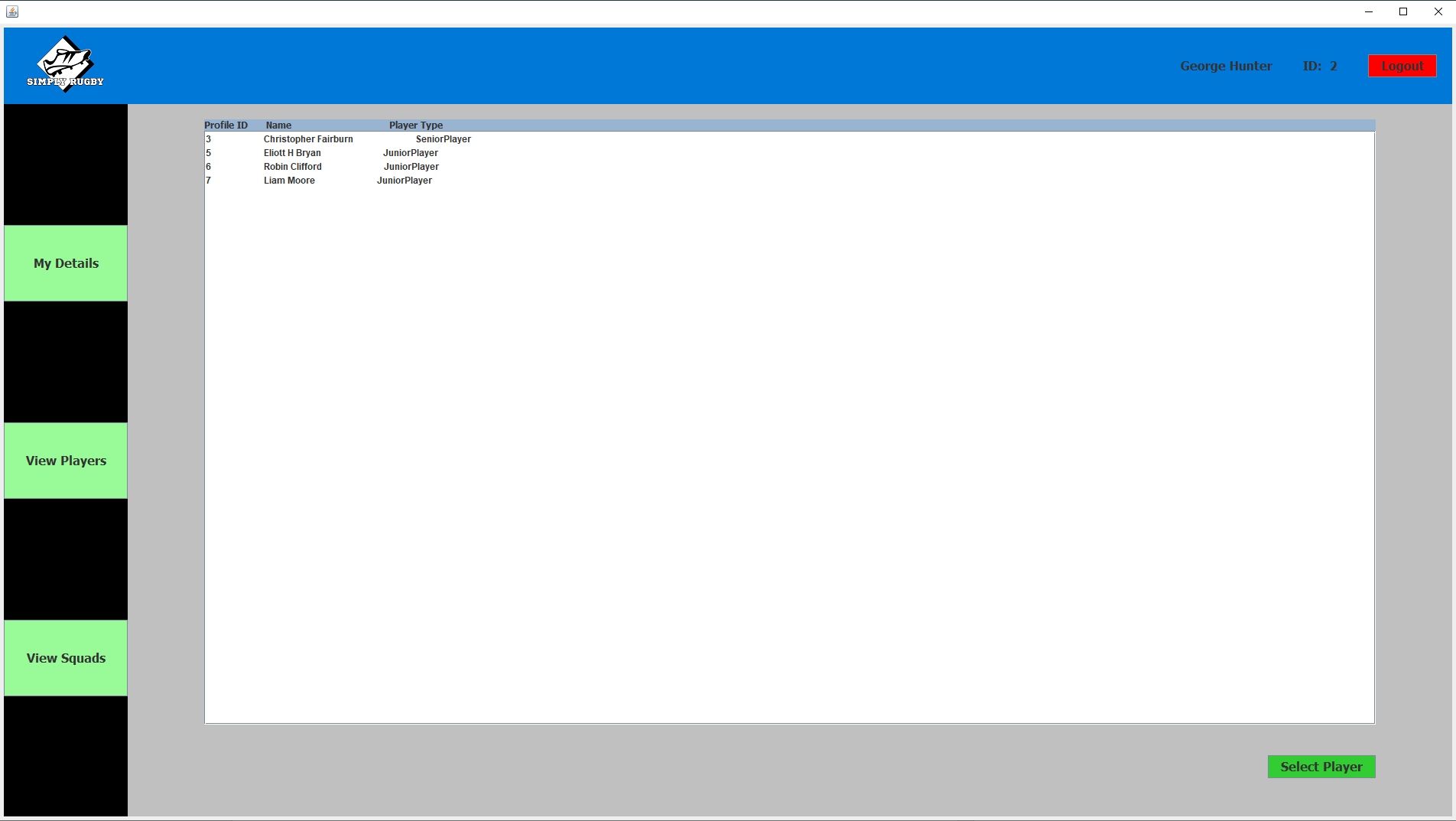


Figure : Button on the left side of every page that will take the Coach to the View Players page

When the View Players page loads it will display a Player ID, Player Name and Player Type for all registered Junior and Senior Players.

The Coach can click on a line in the table to select it and then press the Select Player button on the bottom right to view the details of the player. If no player is selected then pressing the Select Player button will not do anything.

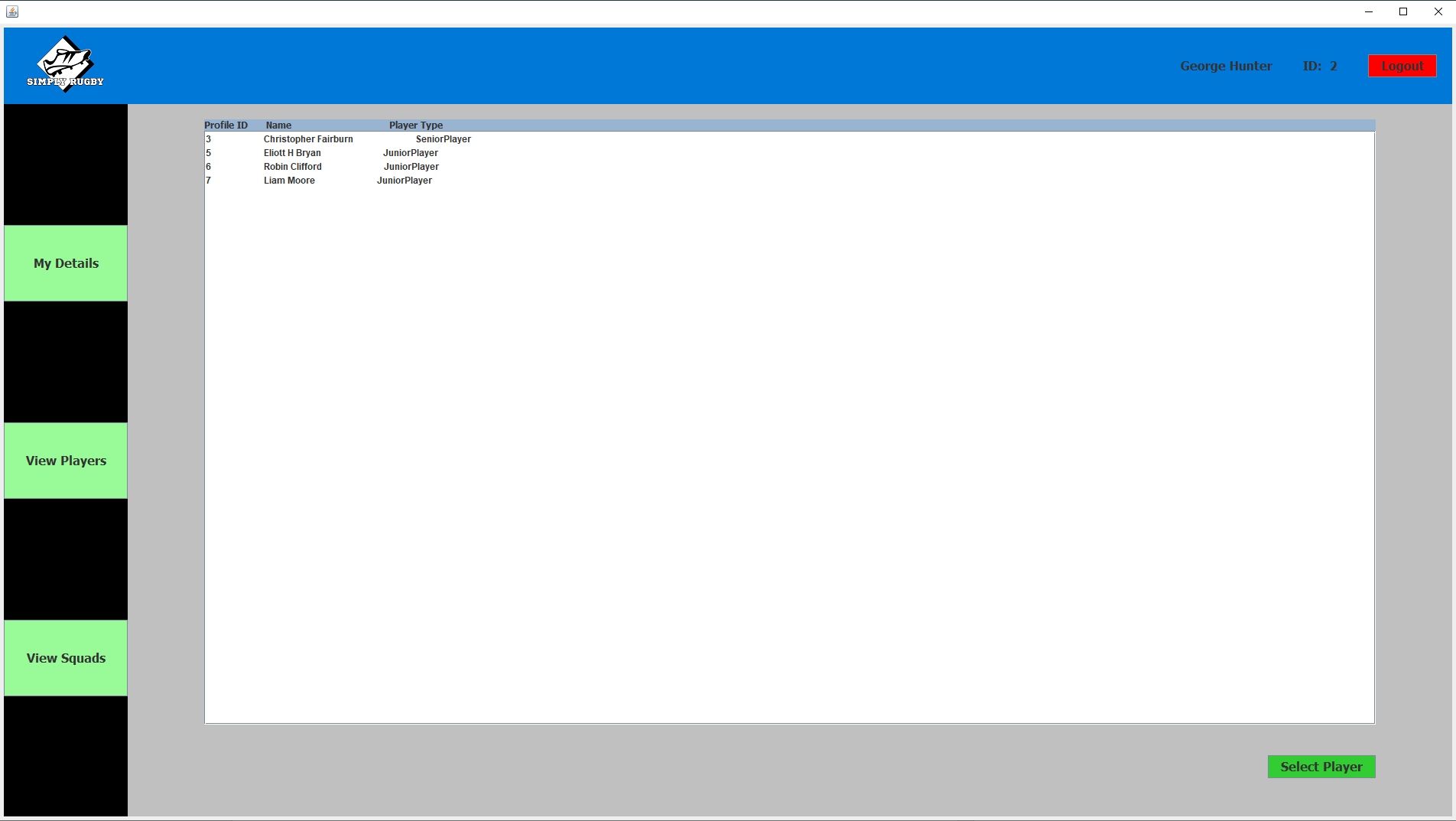


Figure : View Players page

This will take the Coach to the Player Details page that shows details for the selected player. The page contains text fields for all profile details of the player excluding their ID. The text fields cannot be edited.

There are two variants of this page, one for Junior Players and one for Senior Players. Both pages have a Player Skills button at the bottom that takes the Coach to the Player Skill page. The Junior Player variant has an additional More Details button that takes the Coach to the Junior Player Details page for that player. Additionally, for Junior Players, “Kin Name” is replaced with “Guardian 1 Name” and “Kin Telephone Number” is replaced with “Guardian 1 Telephone Number”.

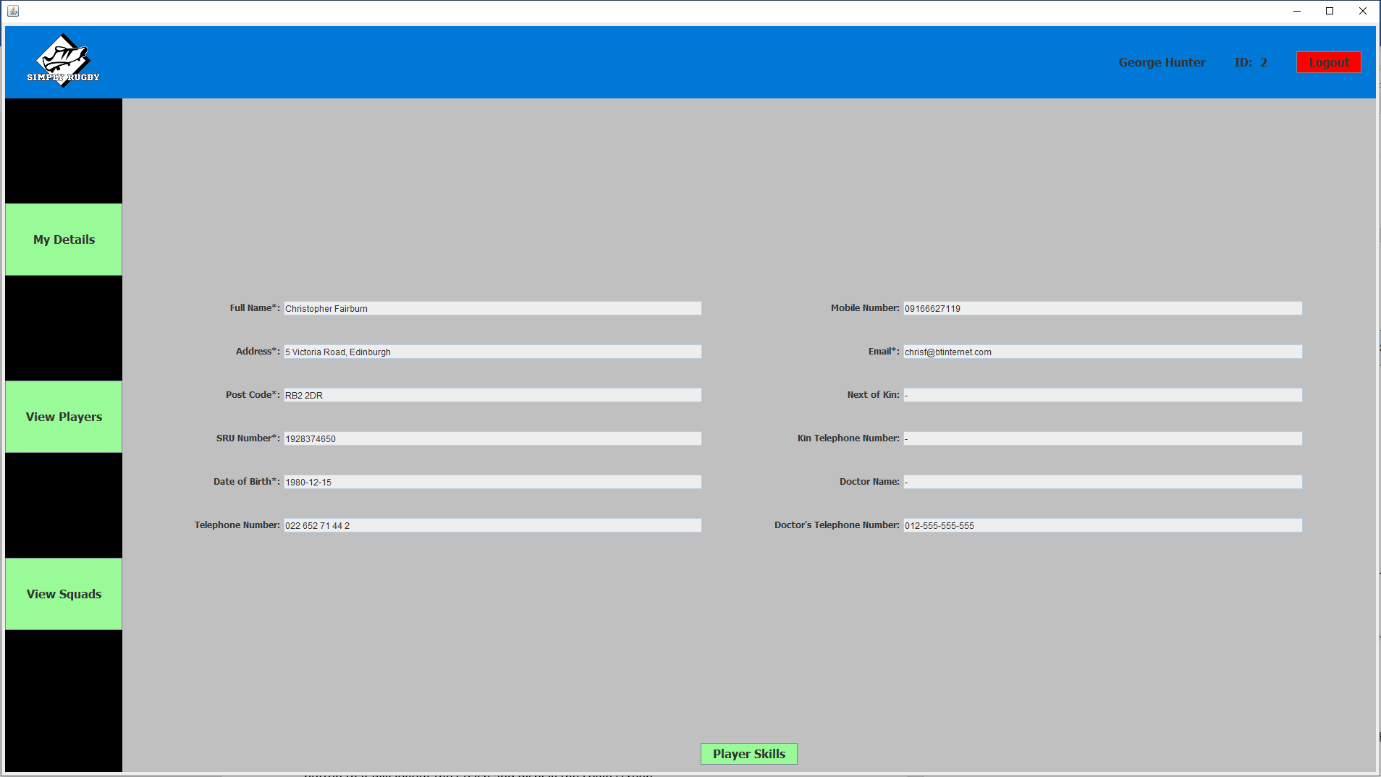


Figure : Player Details page for a Senior Player shown to Coaches

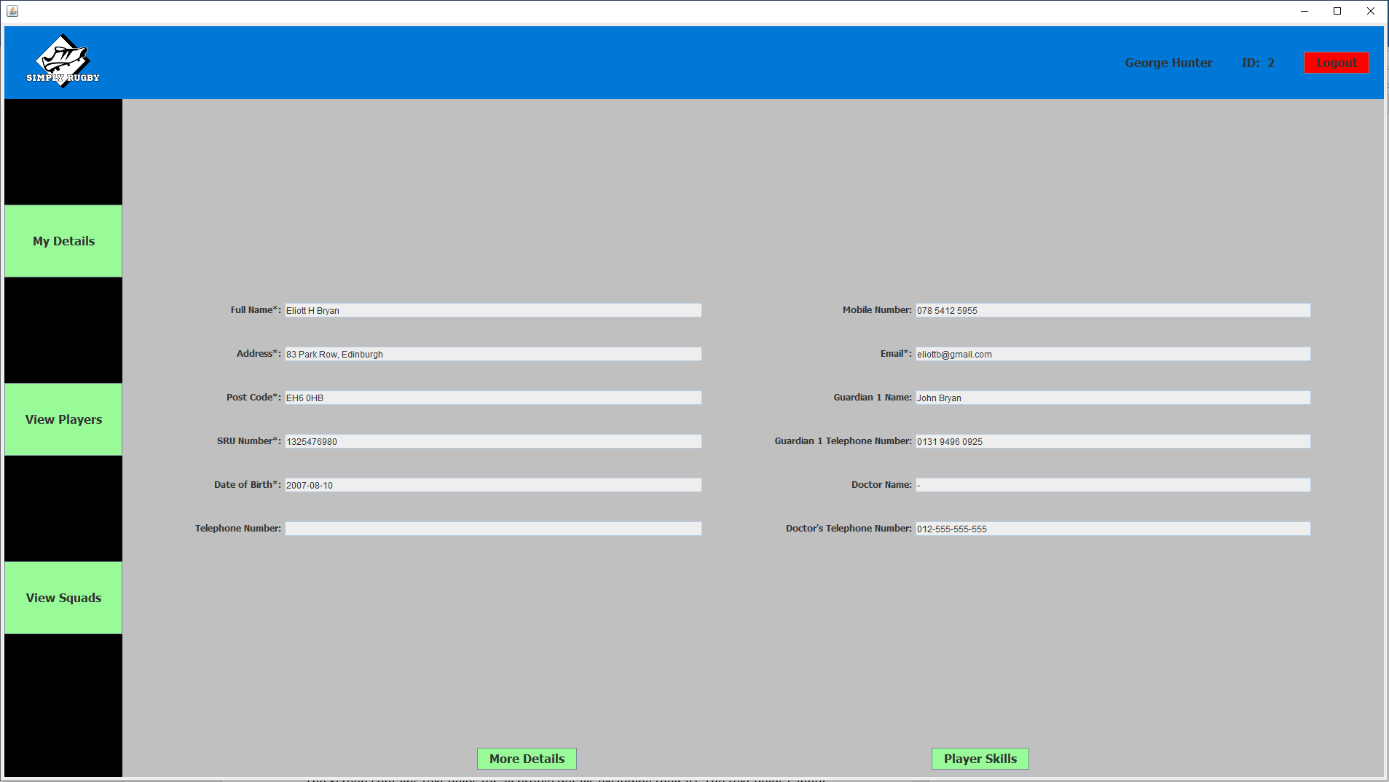


Figure : Player Details page for a Junior Player shown to Coaches

The Junior Player Details page contains text fields for profile details unique to Junior Players. The text fields cannot be edited. Coaches can press the Go Back button to return to the Player Details page or the Player Skills button to go to the Player Skills page.

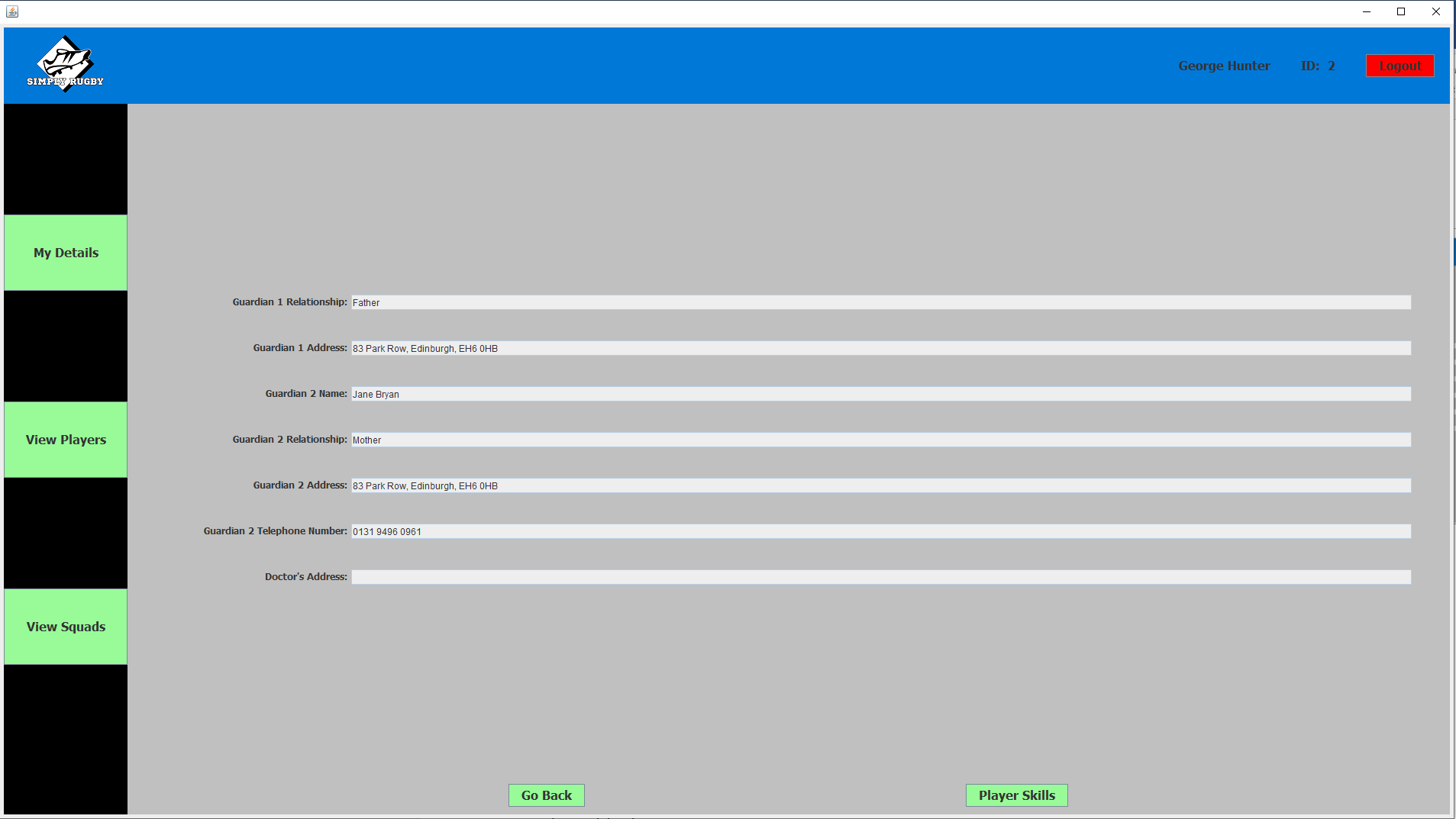


Figure : Junior Player Details page for a Junior Player shown to Coaches

**Coach – View/Edit Player Skills**

This is the page displayed after a Coach clicks Player Skills on a Player Details page or the Junior Player Details page (shown in the Coach – View Player Details section).

On this page the Coach can see all of a player’s details that relate to their ability to play rugby.

It also contains a non-editable Player Name text field to remind the Coach of which player they are looking at.

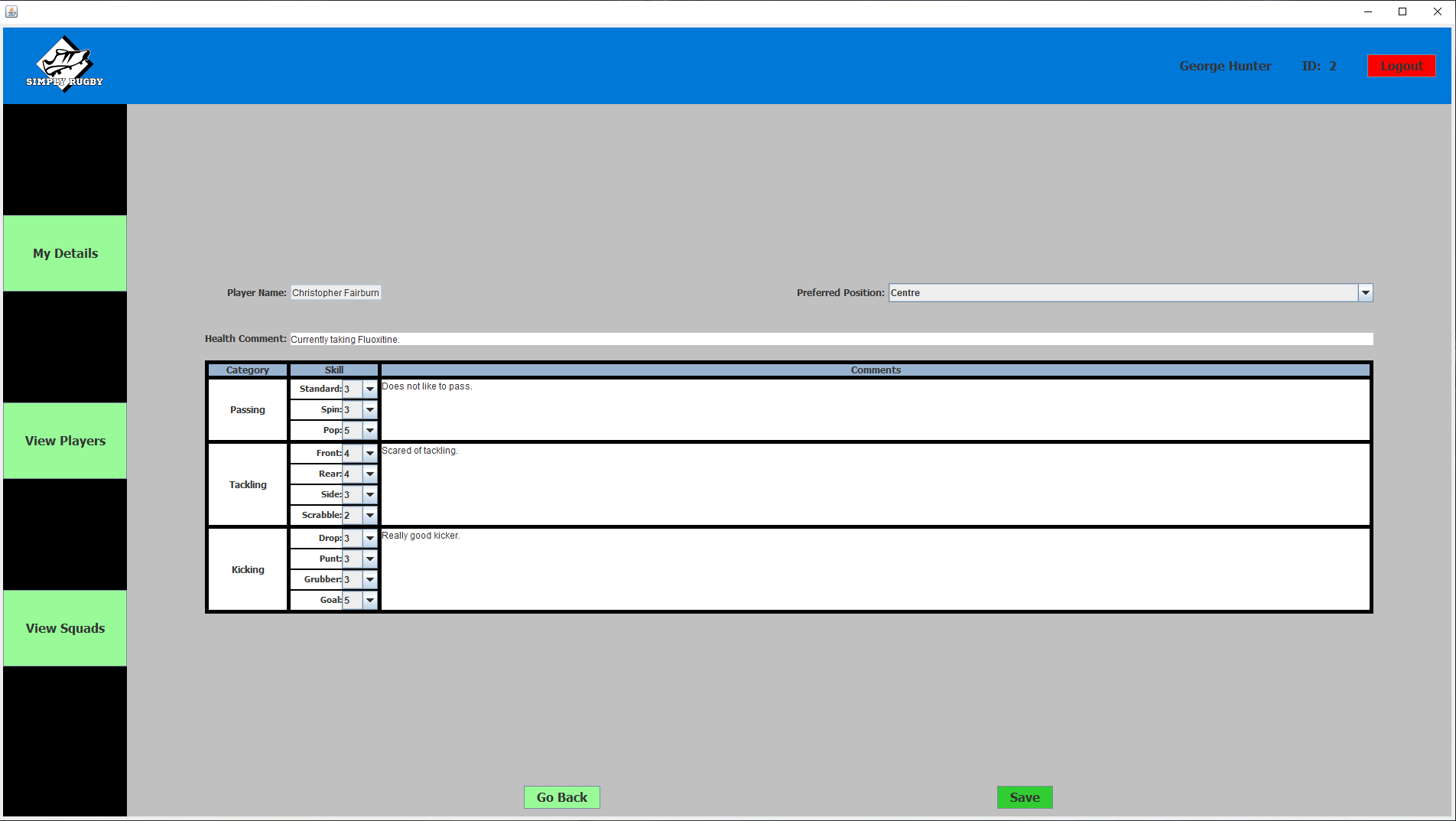


Figure : Player Details page

The page has dropdown menus for various skills that let the Coach select the player’s skill in that category on a scale from 1 to 5. The Coach can also select the Preferred Position of the player using a dropdown menu.

There are also a number of editable text fields which include Health Comment, Passing Comment, Tackling Comment and Kicking Comment.

The Save button can be pressed to permanently save the contents of the text fields and the dropdown menu selections. For the changes to be successfully saved, no text field is allowed to contain more 255 characters. A popup will inform the Coach if the changes were saved successfully or not.

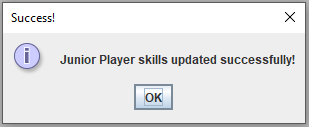
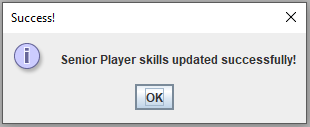


Figure : Dialogue boxes displayed when the contents of the Edit Skills page are saved

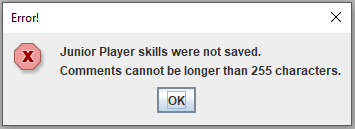
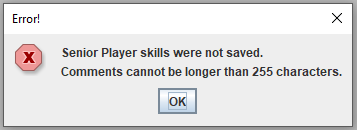


Figure : Dialogue boxes displayed when the contents of the Edit Skills page fail to be saved



The Go Back button at the bottom of the Edit Skills page can be pressed to return to the Player Details page for the currently viewed player.

**Coach – Create a New Squad**

At any point after logging in, the Coach can press the View Squads button located on the left-hand side of every page inside the application in order to access the View Squads page.

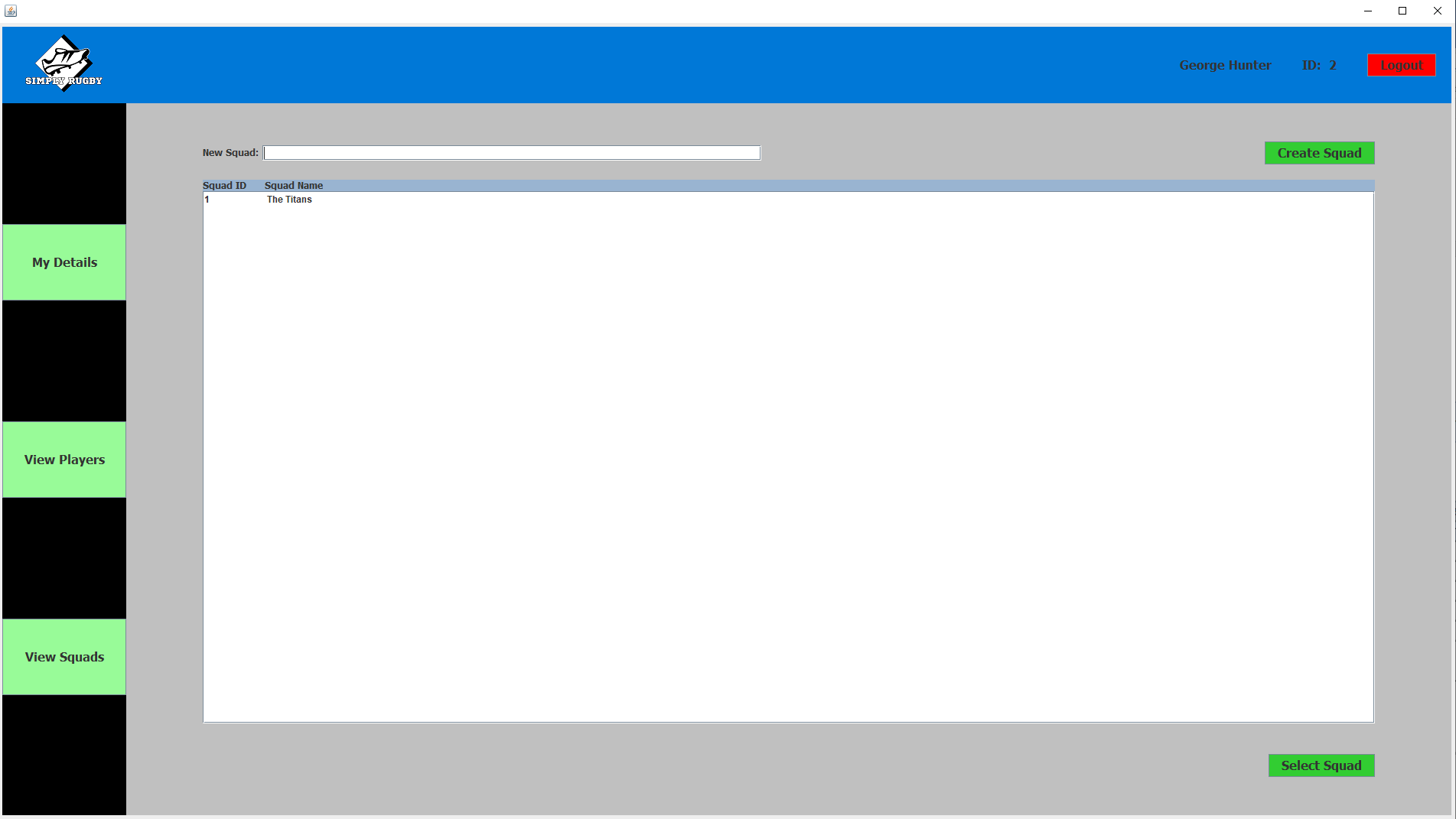


Figure : Button on the left side of every page that will take the Coach to the View Squads page

When the View Squads page loads it will display a Squad ID and Squad Name for every squad that the Coach is a member of.

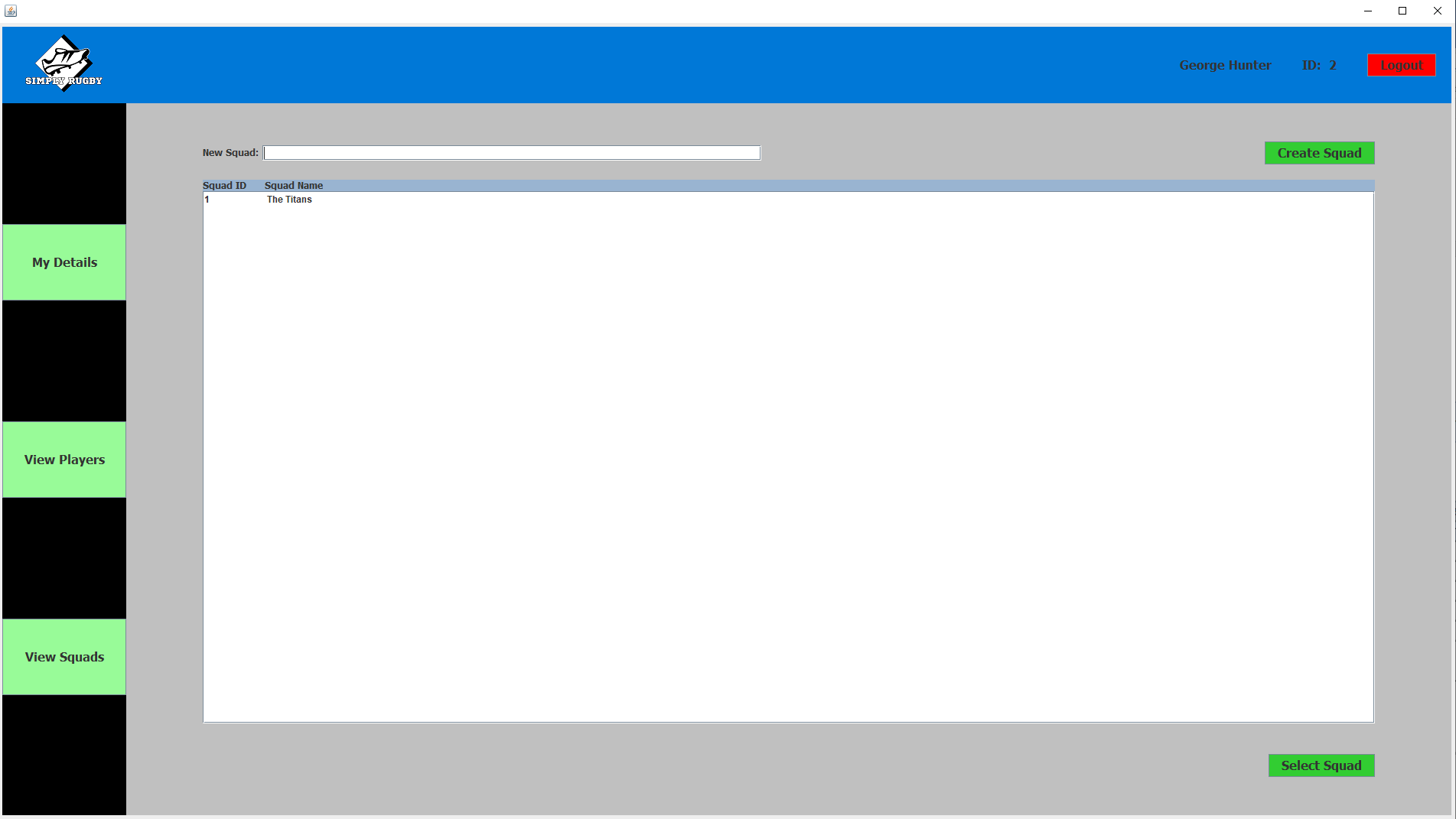


Figure : View Squads page

To create a new squad the Coach needs to enter the name of the squad they wish to create into the New Squad text field and then click the Create Squad button in the top right. For a Squad Name to be valid it must be less than 20 characters long and be different from every other squad name in the system. The Squad Name cannot be empty. The Coach will be notified of whether the squad was successfully created by a dialogue box.

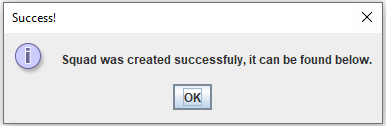


Figure : Dialogue box displayed when a squad is successfully created

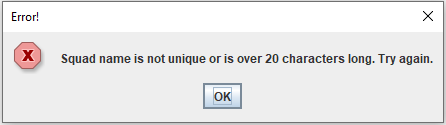


Figure : Dialogue box displayed when a new squad fails to be created due to the squad name being too long or not unique

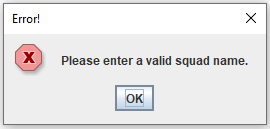


Figure : Dialogue box displayed when the Coach tries to create a new squad without a squad name

If the squad was successfully created, the page will reload and the new squad will be visible in the squad table.

**Coach – View/Edit/Delete a Squad**

On the View Squads page (see Coach – Create a New Squad section) the Coach can click on a line in the table to select it and then press the Select Squad button on the bottom right to view the details of the player. If no player is selected then pressing the Select Squad button will not do anything.

This will take the Coach to the Edit Squads page that shows details of the selected squad. This includes the name of the squad, the names of the coaches that manage the squad and the names of the players that occupy different positions within the squad.



Figure : Edit Squad page

The Coach can edit the Squad Name text field and they can enter different Profile IDs into a text field for any position in the squad. The application will accept any Profile ID in the system for any position in the squad (except Coach 1 which cannot be edited). It is the Coach’s responsibility to make sure that the squad can be usable in the real world.

Pressing the Save button will save the profiles for their respective squad positions and will reload the page to display their names. The current Squad Name will also be saved.

If the Coach wishes to remove a player from a squad position without replacing them, they need to enter “**0**” into the Profile ID text field for the squad position. Entering a non-existent Profile ID will also clear the player’s name from the position however this should not be done as the position will become filled once a Profile with that ID is created.

There are a number of criteria that must be met for the system to accept and save the changes:

1. The Squad Name must be less than 20 characters long and be different from every other squad name in the system.
2. Profile ID text fields must not contain non-numbers.

A popup will inform the Coach if the changes were saved successfully or not.

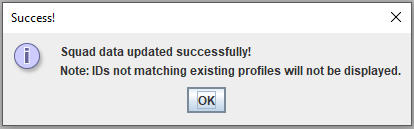


Figure : Dialogue box that appears when changes to a squad are successfully saved

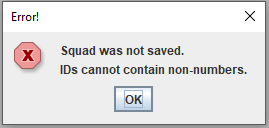


Figure : Dialogue box that appears when any of the Profile ID fields contain non-numbers

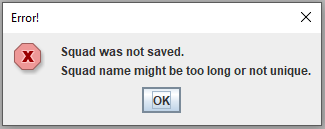


Figure : Dialogue box that appears when the Squad Name is over 20 characters long or is the same as the name of another squad in the system

**Deleting a Squad**

The Delete Squad button can be pressed to permanently delete the squad. A popup message will be displayed, asking the Coach to confirm squad deletion. If the Coach presses Yes, the squad is deleted and they are returned to the View Squads page. If the Coach presses No or exits out of the dialogue box then squad deletion is aborted.

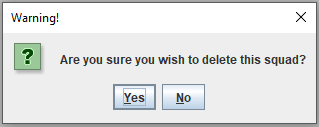


Figure : Dialogue box that appears when the Coach attempts to delete a squad

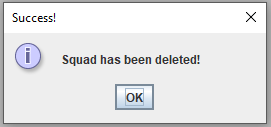


Figure : Dialogue box that appears when a squad is deleted

**Secretary – View/Edit/Delete a Profile**

At any point after logging in, the Secretary can press the View Accounts button located on the left-hand side of every page inside the application in order to access the View Profile page.

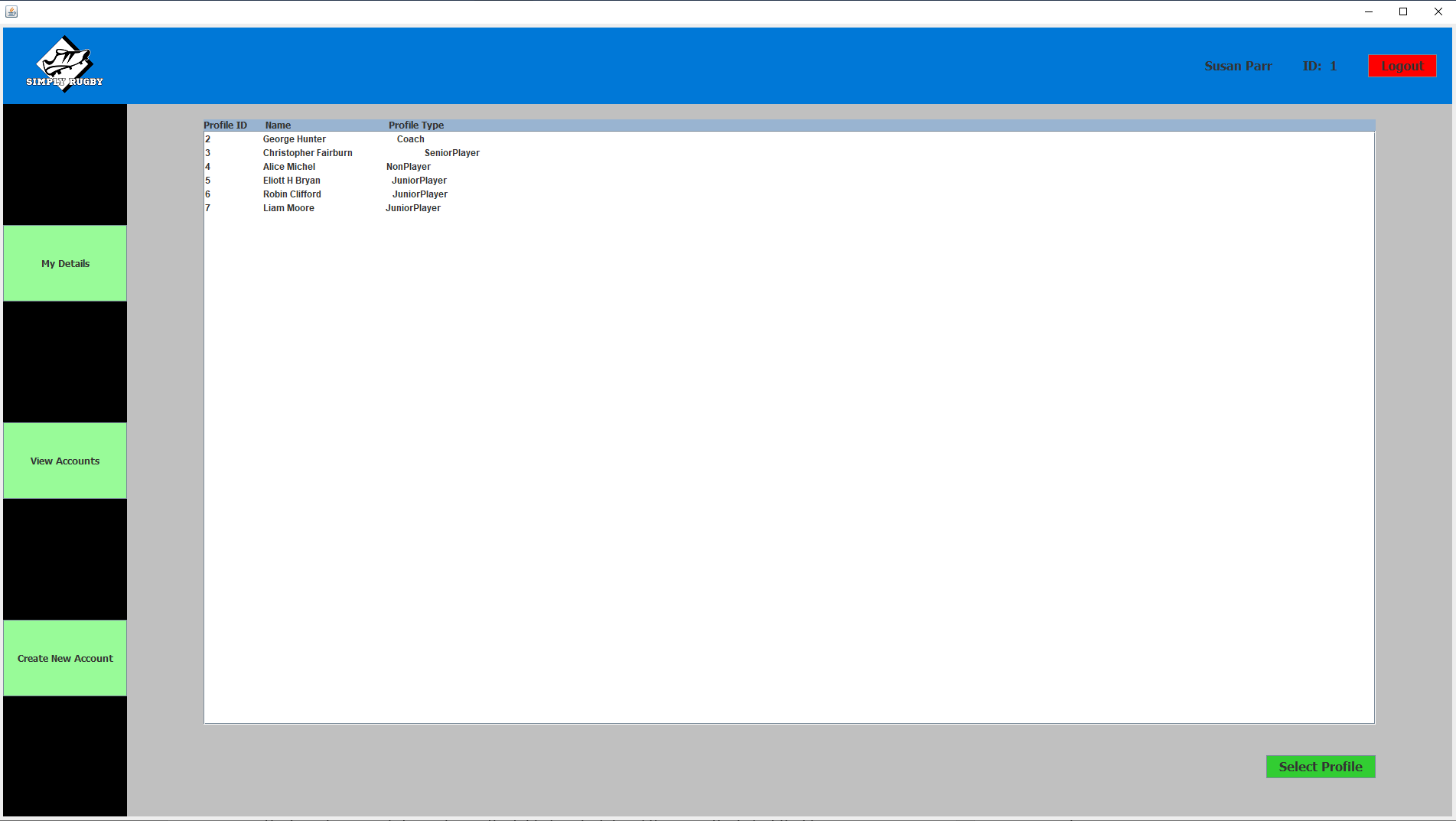


Figure : Button on the left side of every page that will take the Secretary to the View Profiles page

When the View Profiles page loads it will display a Profile ID, Profile Name and Profile Type for all profiles in the system except the currently logged Secretary.

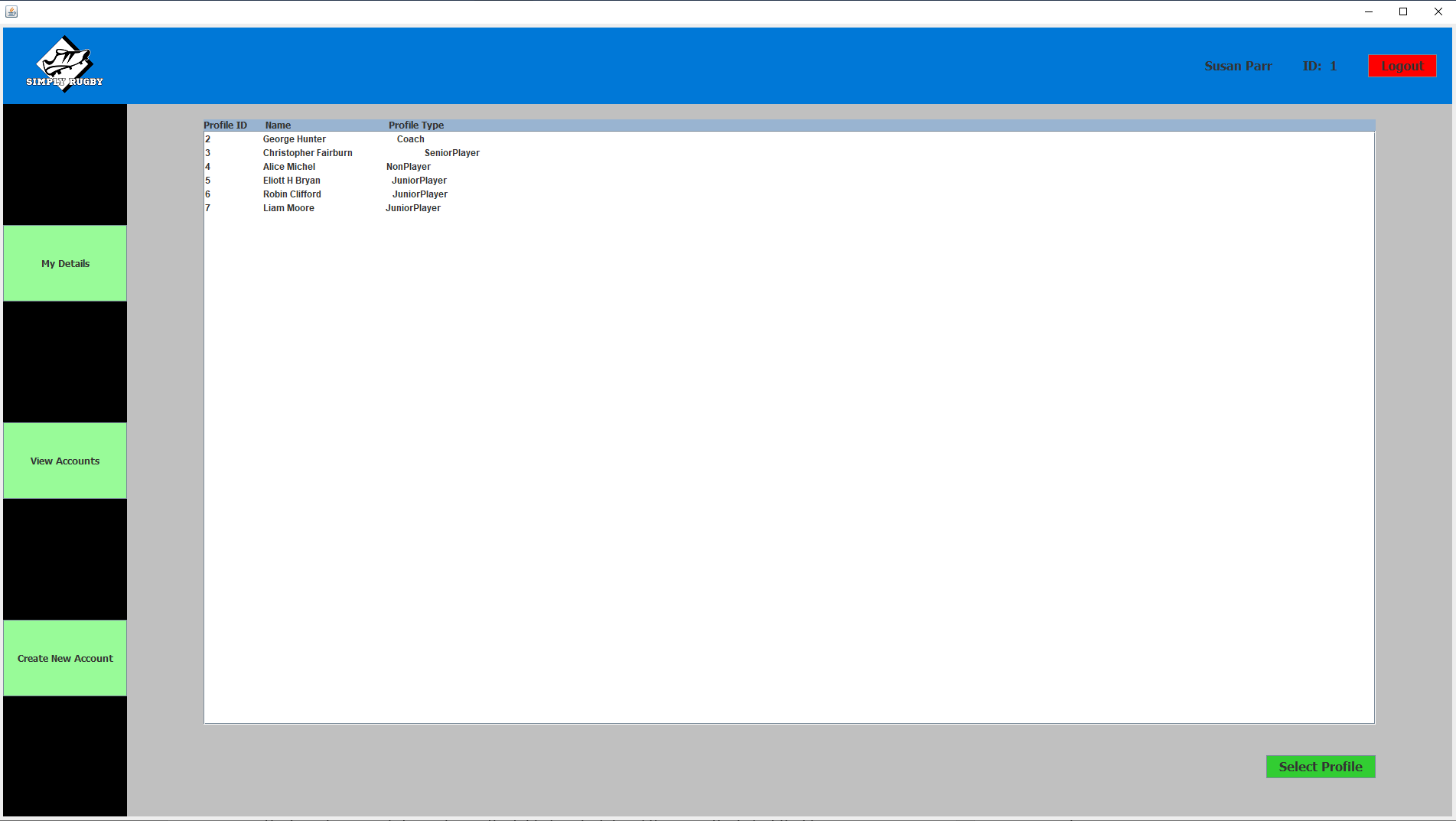


Figure : View Profiles page

The Secretary can click on a line in the table to select it and then press the Select Profile button on the bottom right to view the details of the profile. If no profile is selected then pressing the Select Profile button will not do anything.

This will take the Secretary to the Profile Details page that shows details for the selected profile. The page contains text fields for all the details of the profile excluding their ID and password.

There are three variants of this page, one for Secretaries and Coaches, one for Junior Players and one for Senior Players and Non-Players. For Junior Players, “Kin Name” text field is replaced with “Guardian 1 Name” and “Kin Telephone Number” text field is replaced with “Guardian 1 Telephone Number”.

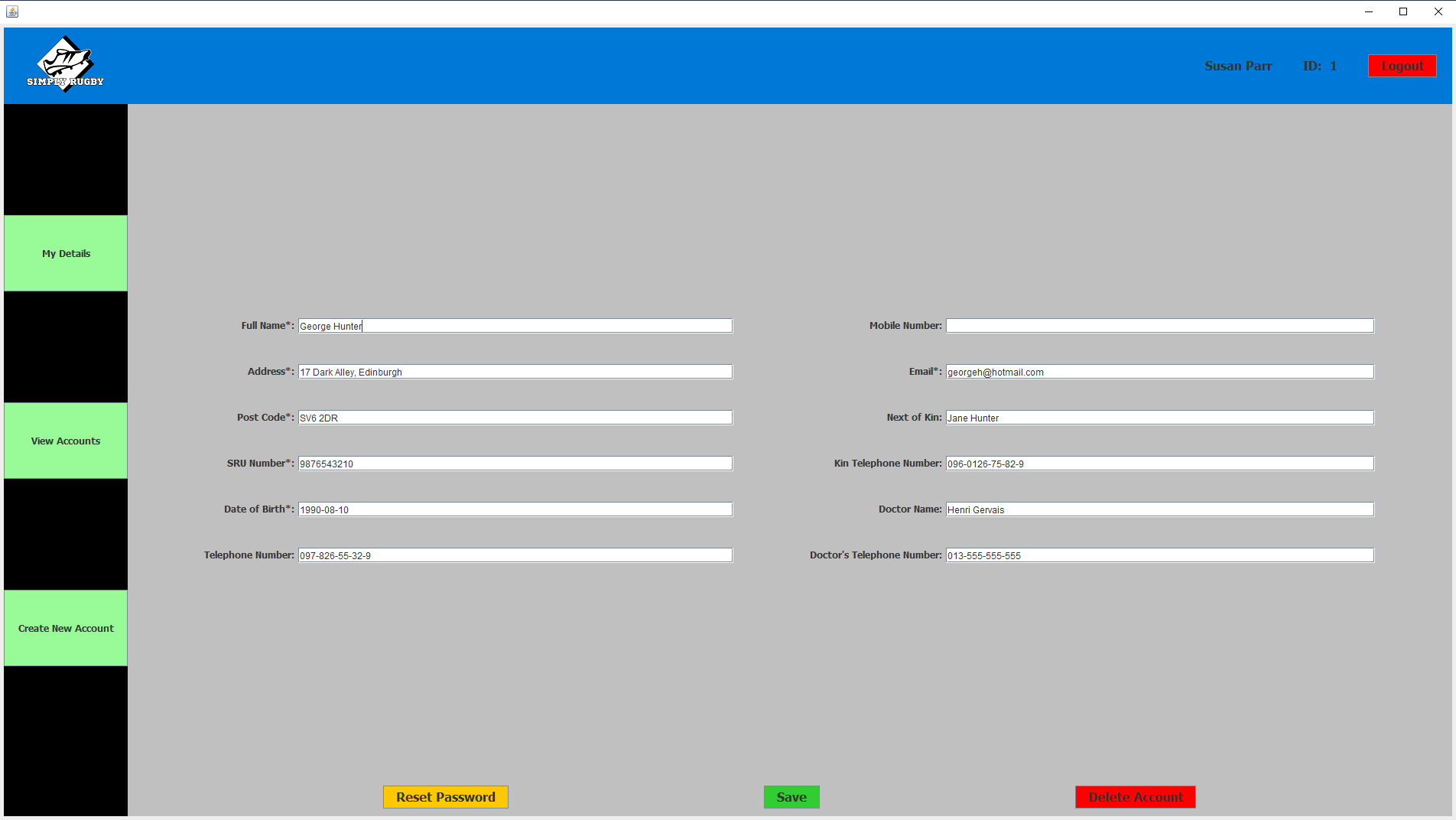


Figure : Coach/Secretary variant of the Profile Details page

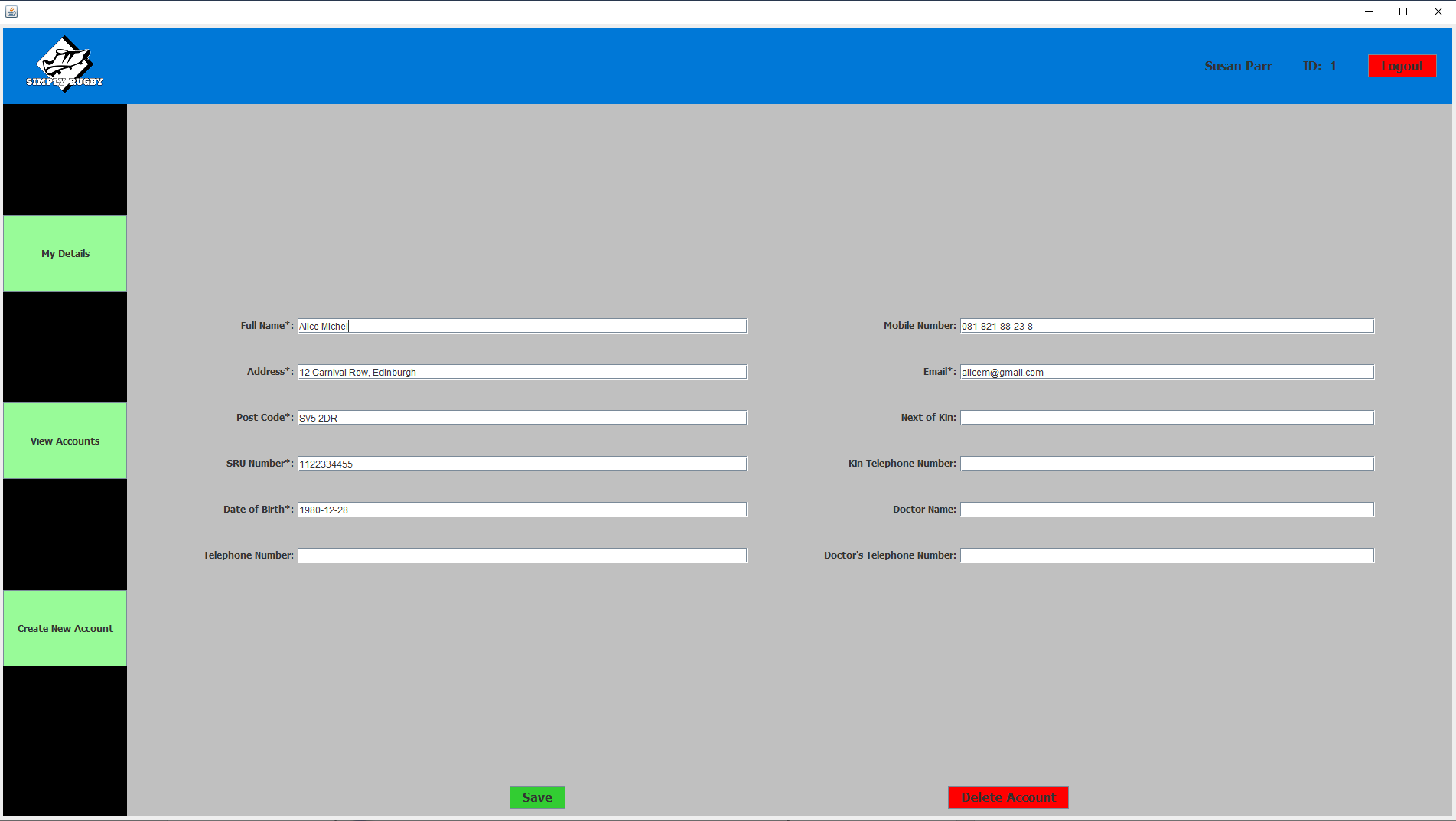


Figure : Profile Details page that appears when editing a Non-Player/Senior Player profile

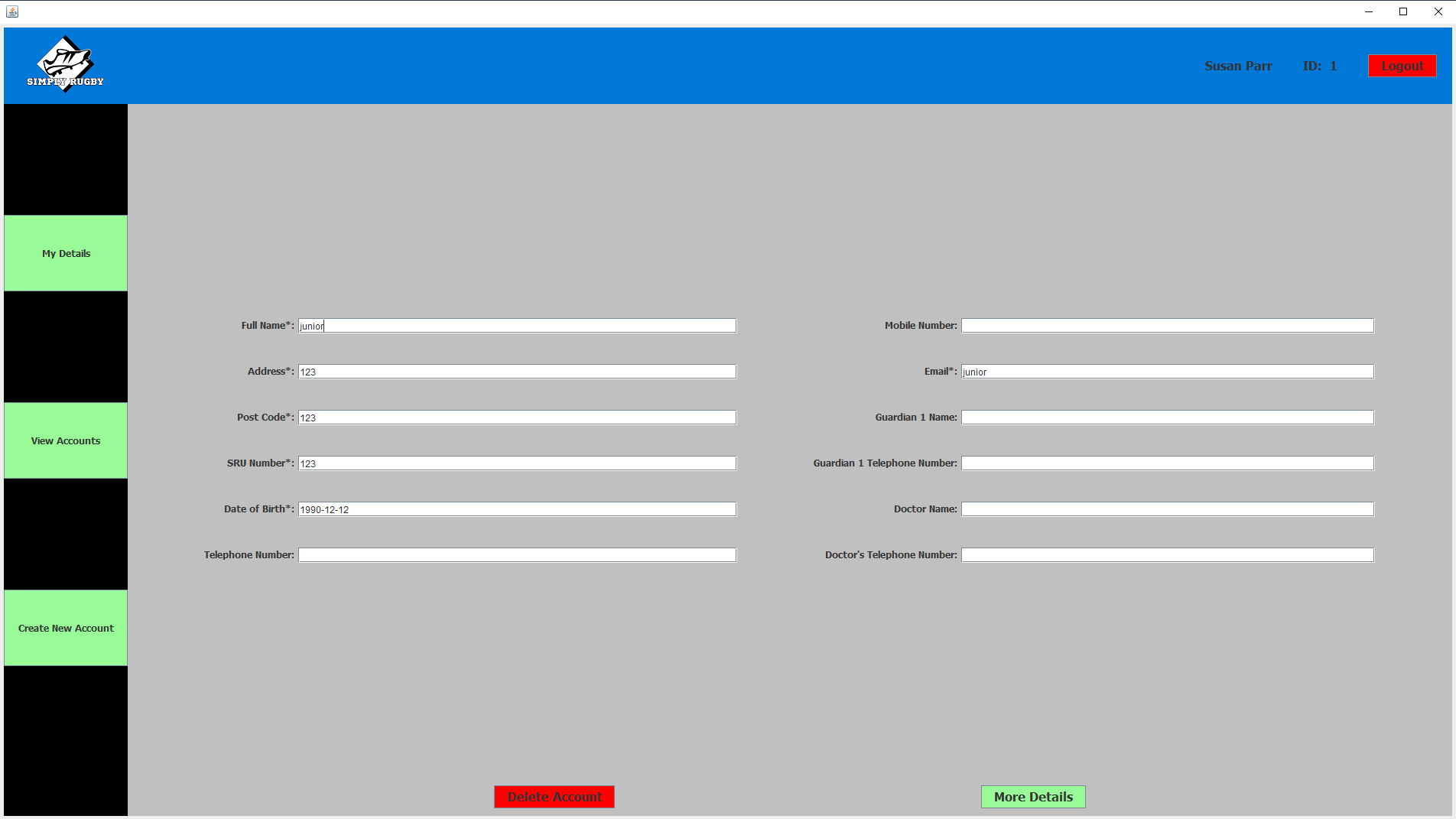


Figure : Profile Details page that appears when editing a Junior Player profile

The text fields can be edited and the Save button can be pressed in order to save the changes. The Secretary will be notified of the changes being saved by a dialogue box.

There is no Save button for Junior Profiles. The Secretary must instead press the More Details button located on the bottom of the page in order to go to the Junior Profile Details page where the changes can be saved. The system will remember any edits made on the Profile Details page. The Secretary will be prevented from transferring to the Junior Profile Details if the details on the Profile Details page are not valid (see points 1 and 3 below).

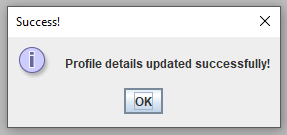


Figure : Dialogue box displayed when changes to a profile are saved.

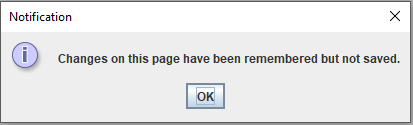


Figure : Dialogue box displayed when successfully transferring to the Junior Profile Details page

There are a number of criteria that must be met for the system to accept and save the changes. An error notification will be displayed if a criterion is not fulfilled:

1. All text fields marked with an asterisk must contain data (not checked when transferring to the Junior Profile Details page).
2. All text fields are limited by the number of characters that they may contain.

* Full Name, Address, Email, Next of Kin and Doctor Name may only contain up to 100 characters.
* Telephone Number, Mobile Number, Kin Telephone Number and Doctor’s Telephone Number may only contain up to 20 characters.
* SRU Number may only contain up to 10 characters.
* Post Code can only contain up to 8 characters.

1. Date of Birth must be a valid date of the format “YYYY-MM-DD”.
2. The entered Email must not be the same as the Email for any other profile in the system (not checked when transferring to the Junior Profile Details page).

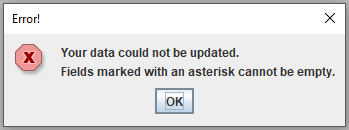


Figure : Dialogue box shown to the Secretary if any of the text fields marked with an asterisk are empty

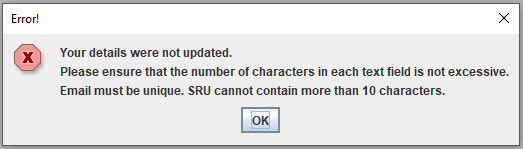


Figure 38: Dialogue box shown to the Secretary if there are too many characters in one of the text fields or the entered email is already registered with another profile

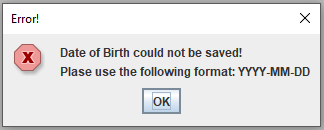


Figure : Dialogue box show to a Secretary if the Date of Birth text field does not contain text of the correct format

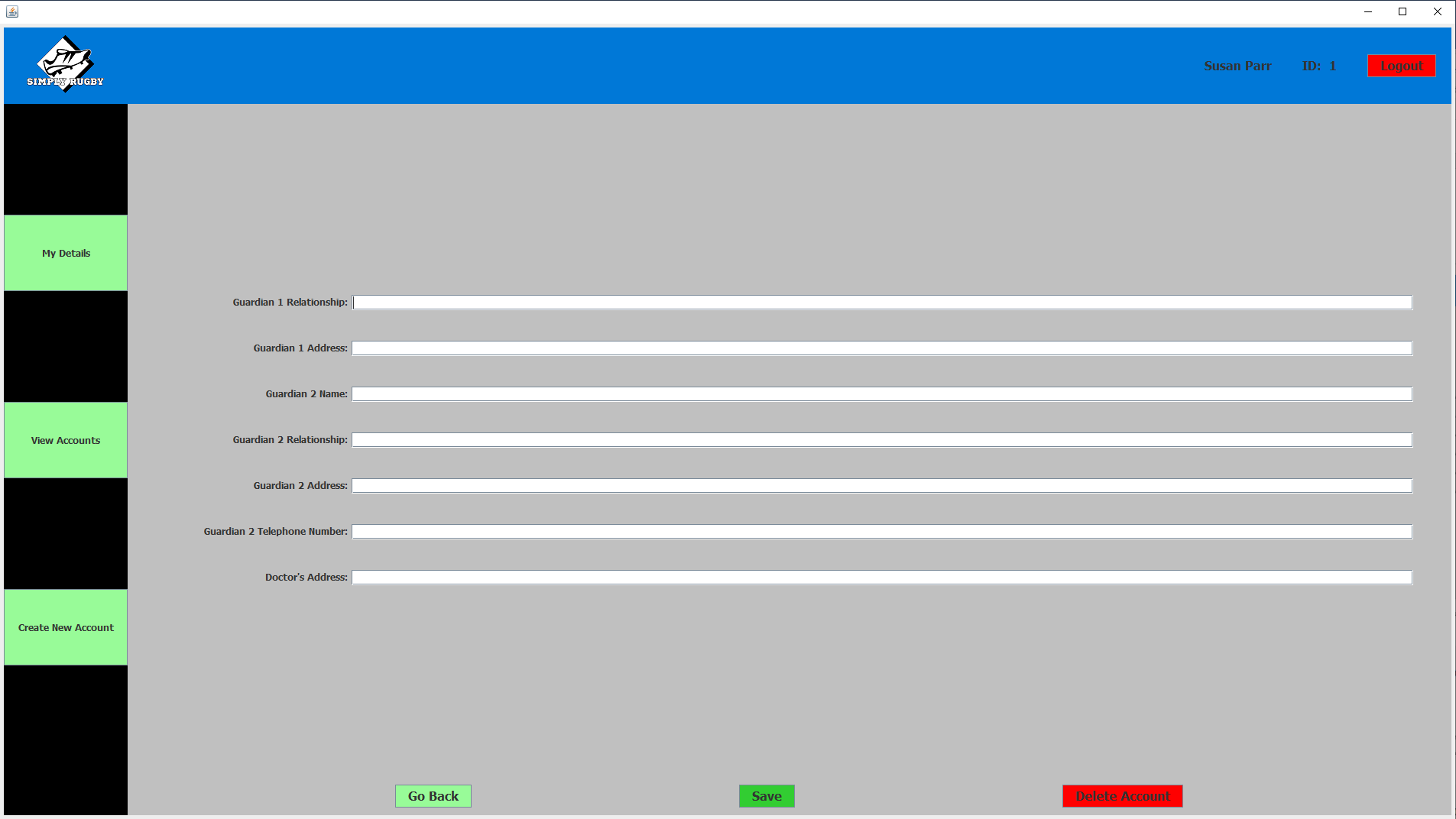


Figure : Junior Profile Details page that appears when editing a Junior Profile

On the Junior Profile Details page the Secretary may choose to press the Go Back button located on the bottom of the page to return to the Profile Page. The changes on the Junior Profile Details page will be remembered and the Secretary will be notified via a dialogue (see Figure 35).

The Secretary can press the Save button located at the bottom of the Junior Profile Details page to save the changes to the Junior Player profile. The Secretary will be notified of the changes being saved by a dialogue box (see Figure 34).

There are additional criteria for a Junior Player to be saved successfully:

* Guardian 1 Relationship and Guardian 2 Relationship may only contain up to 50 characters.
* Guardian 1 Address, Guardian 2 Name, Guardian 2 Address and Doctor’s Address may only contain up to 100 characters.
* Guardian 2 Telephone Number may only contain up to 20 characters.

If these additional criteria are not met an error message will be displayed (see Figure 37).

**Resetting a Password**

If the Secretary is looking at another Secretary or a Coach profile then the Secretary can reset their password back to the default “**root**” password. To this this the Secretary must click the Reset Password button on the Profile Details page and click Yes when prompted to confirm the decision on the subsequent dialogue box. Pressing No or exiting out of the dialogue box will abort the password reset attempt. If the password was successfully reset, the Secretary will be notified via another dialogue box.

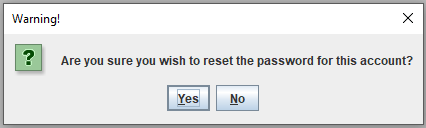


Figure : Dialogue box that appears when the Secretary attempts to reset someone’s password

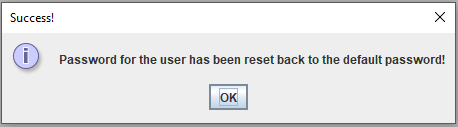


Figure : Dialogue box that appears when a password is reset

**Deleting a Profile**

Any profile can be deleted by pressing the Delete Account button on either the Profile Details page or the Junior Profile Details page. The Secretary will then be prompted to confirm the deletion of the profile via a dialogue box. Pressing Yes will cause the system to attempt to delete the profile. Pressing No or exiting out of the dialogue box will abort the profile deletion attempt.

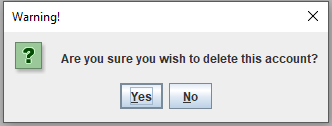


Figure : Dialogue box that appears when the Secretary attempts to reset someone’s profile

If a profile was successfully deleted, the Secretary will be notified via another dialogue box. When the dialogue box is exited, the Secretary will be sent to the View Profiles page.

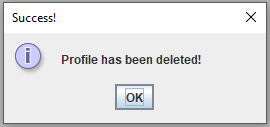


Figure : Dialogue box that appears when the Secretary deletes someone’s profile

Coach profiles that are current owners of a squad (listed in the Coach 1 position of a squad) cannot be deleted. To delete such Coach profiles, the Coach must first delete the squads that they own.

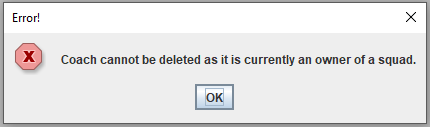


Figure : Dialogue box that appears when a Secretary attempts to delete a Coach profile that owns a squad

**Secretary – Create a New Profile**

At any point after logging in, the Secretary can press the Create New Account button located on the left-hand side of every page inside the application if the wish to create a brand-new profile.

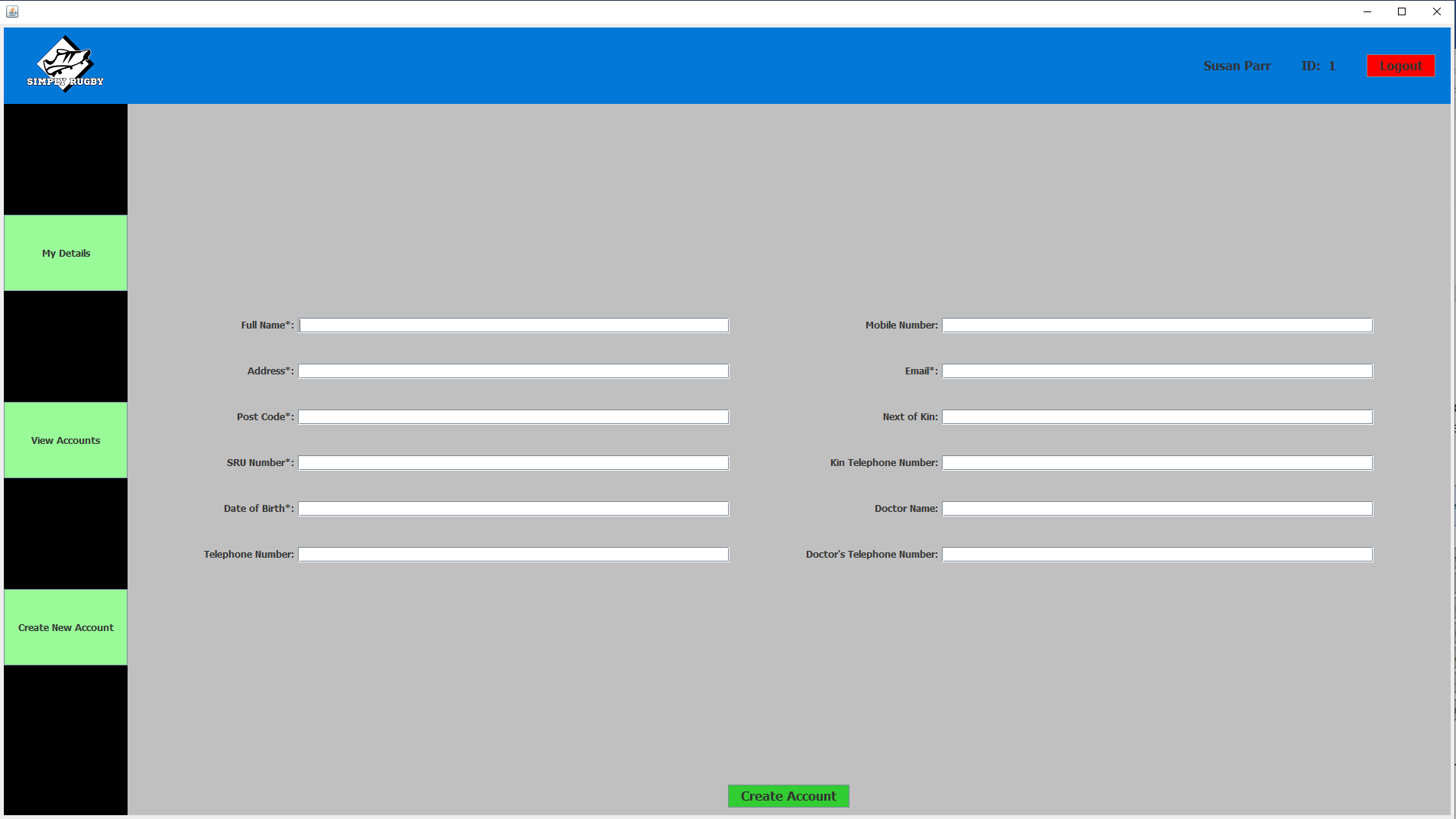


Figure : Button on the left side of every page that will initiate account creation for the Secretary

The Secretary will then be asked what kind of profile they wish to create via a dialogue box. They must select the profile type from a dropdown menu and press OK to be sent to a Profile Details page to fill in. If they press Cancel or exit out of the dialogue box, the process will be aborted.

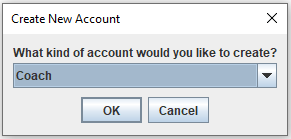


Figure : Dialogue box that appears when the Secretary attempts to start creating a new Profile

There are two variants of the Profile Details page for profile creation. One for Junior Players and the other is for all other profile types.

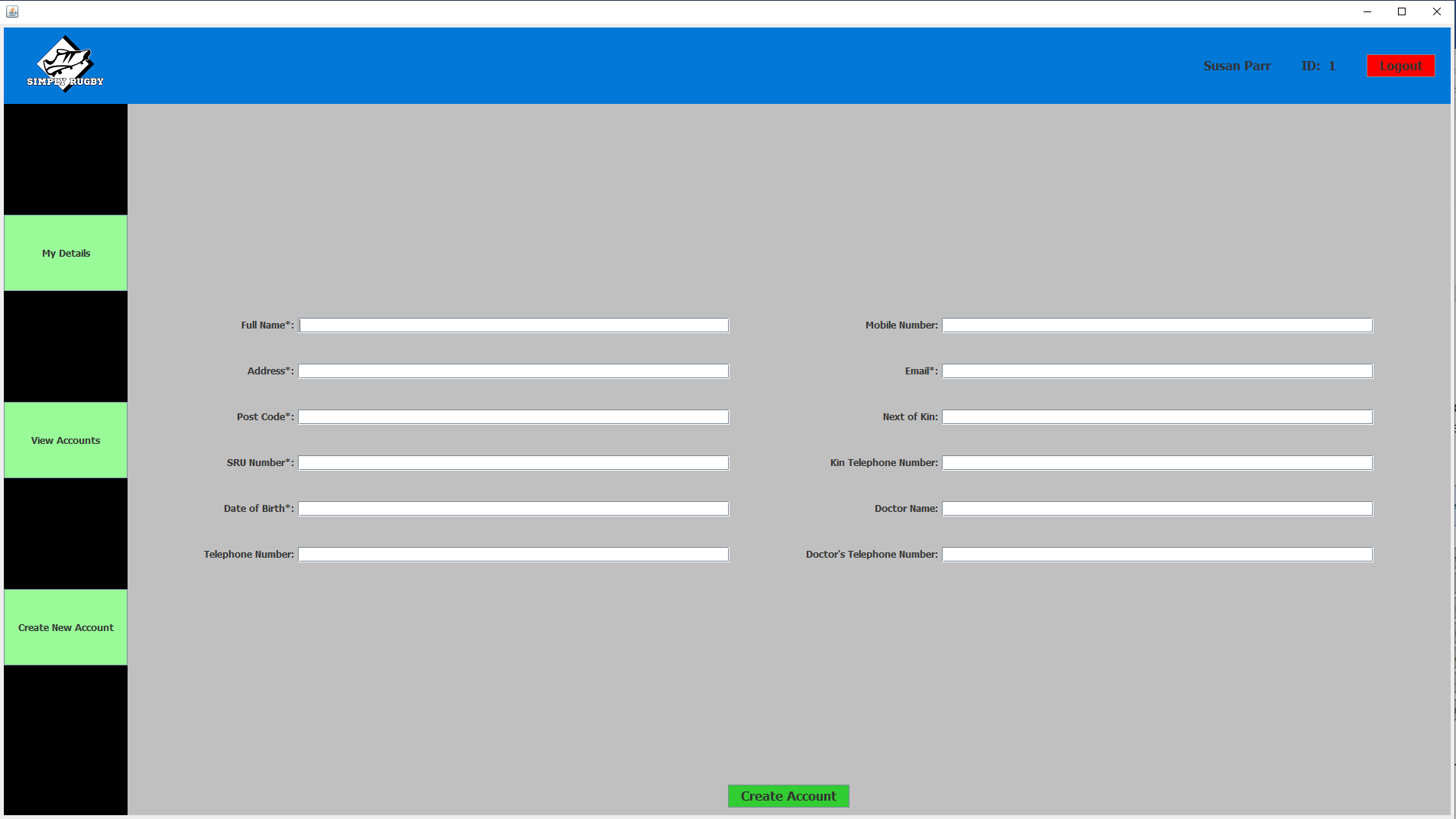


Figure : Profile Details page for non-Junior Player profiles that appears during profile creation

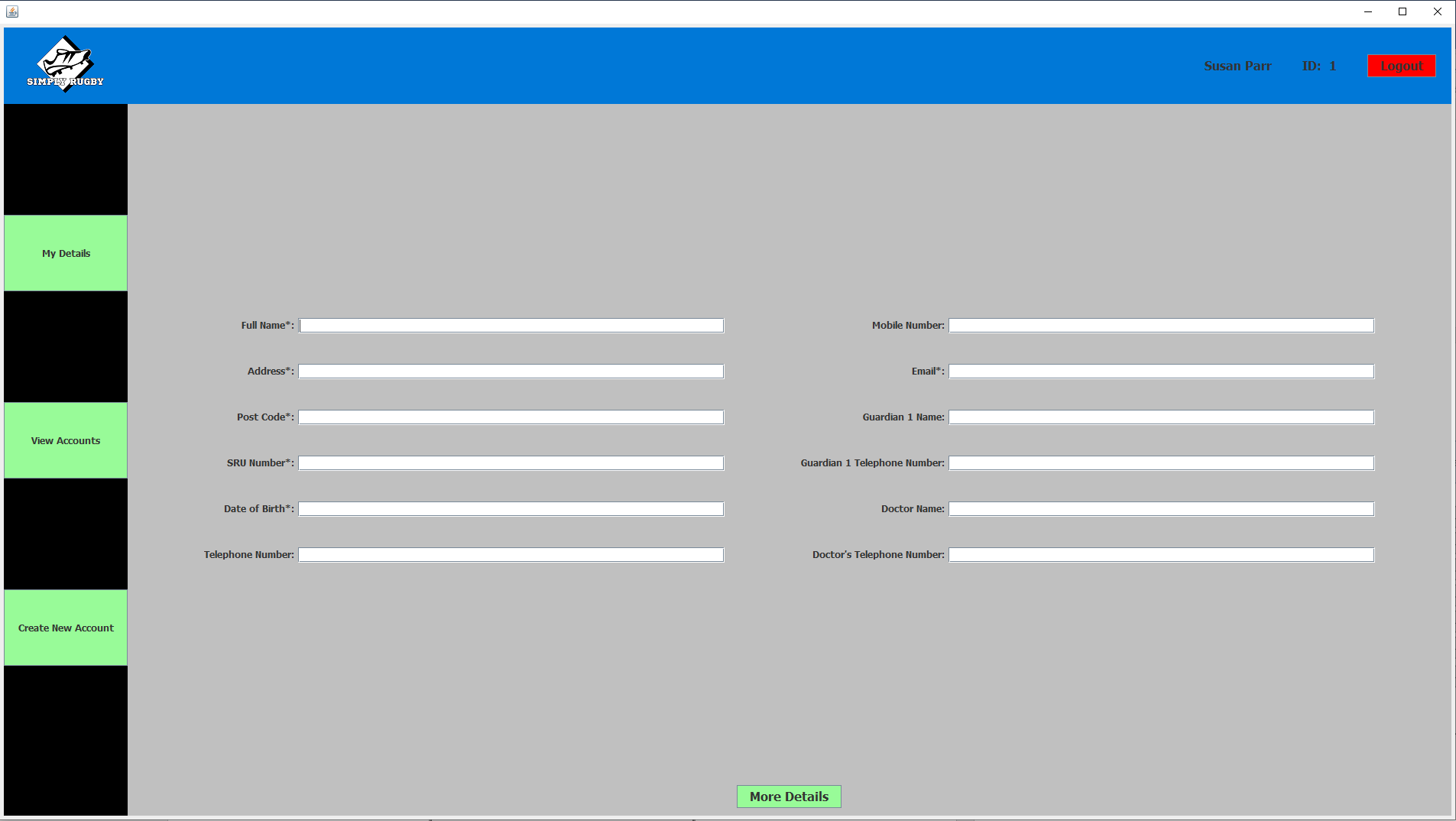


Figure : Profile Details page that appears for Junior Player profiles during profile creation

The Secretary must fill in the text boxes and press Create Account button located at the bottom of the page in order to create the new non-Junior Player profile. The Secretary will be notified of the account being saved by a dialogue box. Once the dialogue box is closed the Secretary will be taken to the View Profiles page.

There is no Save button for Junior Profiles. The Secretary must instead press the More Details button located on the bottom of the page in order to go to the Junior Profile Details page where the changes can be saved. The system will remember any edits made on the Profile Details page. The Secretary will be prevented from transferring to the Junior Profile Details if the details on the Profile Details page are not valid (see points 1 and 3 below).

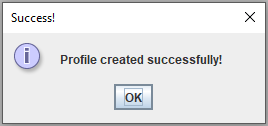


Figure : Dialogue box that appears when a profile is created successfully

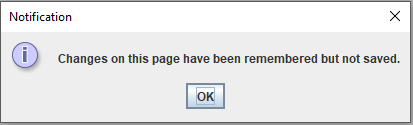


Figure : Dialogue box displayed when successfully transferring to the Junior Profile Details page

There are a number of criteria that must be met for the system to accept and save the changes. An error notification will be displayed if a criterion is not fulfilled:

1. All text fields marked with an asterisk must contain data (not checked when transferring to the Junior Profile Details page).
2. All text fields are limited by the number of characters that they may contain.

* Full Name, Address, Email, Next of Kin and Doctor Name may only contain up to 100 characters.
* Telephone Number, Mobile Number, Kin Telephone Number and Doctor’s Telephone Number may only contain up to 20 characters.
* SRU Number may only contain up to 10 characters.
* Post Code can only contain up to 8 characters.

1. Date of Birth must be a valid date of the format “YYYY-MM-DD”.
2. The entered Email must not be the same as the Email for any other profile in the system (not checked when transferring to the Junior Profile Details page).

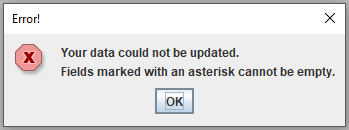


Figure : Dialogue box shown to the Secretary if any of the text fields marked with an asterisk are empty

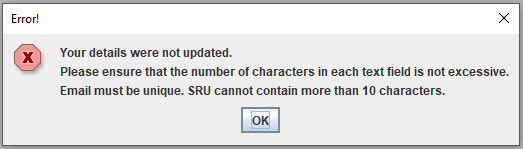


Figure : Dialogue box shown to the Secretary if there are too many characters in one of the text fields or the entered email is already registered with another profile

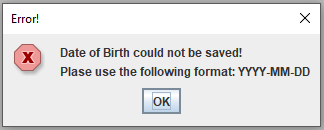


Figure : Dialogue box show to a Secretary if the Date of Birth text field does not contain text of the correct format

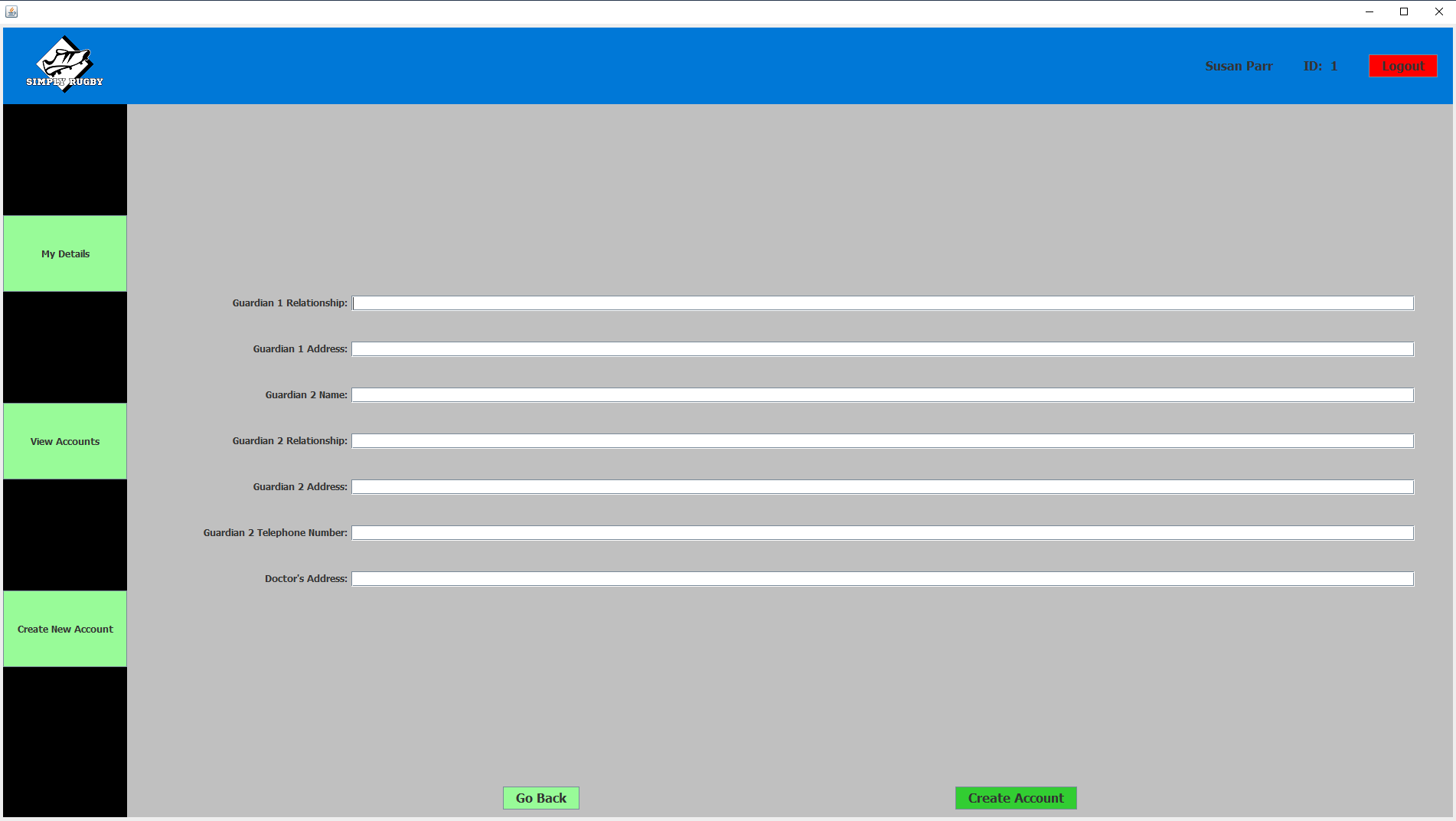


Figure : Junior Profile Details page that appears during profile creation

On the Junior Profile Details page the Secretary may choose to press the Go Back button located on the bottom of the page to return to the Profile Page. The changes on the Junior Profile Details page will be remembered and the Secretary will be notified via a dialogue (see Figure 50).

The Secretary can press Create Account button located at the bottom of the Junior Profile Details page to create a new Junior Player profile. The Secretary will be notified of the changes being saved by a dialogue box (see Figure 49).

There are additional criteria for a Junior Player to be saved successfully:

* Guardian 1 Relationship and Guardian 2 Relationship may only contain up to 50 characters.
* Guardian 1 Address, Guardian 2 Name, Guardian 2 Address and Doctor’s Address may only contain up to 100 characters.
* Guardian 2 Telephone Number may only contain up to 20 characters.

If these additional criteria are not met an error message will be displayed (see Figure 52).

**All new profiles are created with the default “root” password.**