



Maintenance Manual

Esport Club Website

Product Owner:

Sean Tirado

Isaac Rodriguez

Team The Stingers:

Derrick Mar

Gagandeep Singh

Shaya Zahedi

Martin Dominguez

Daniel Sagredos

Harpreet Padda

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1. Home Page

All users that enter sacstateesportsclub.com in their web browser will be directed to the home page also known as a landing page.

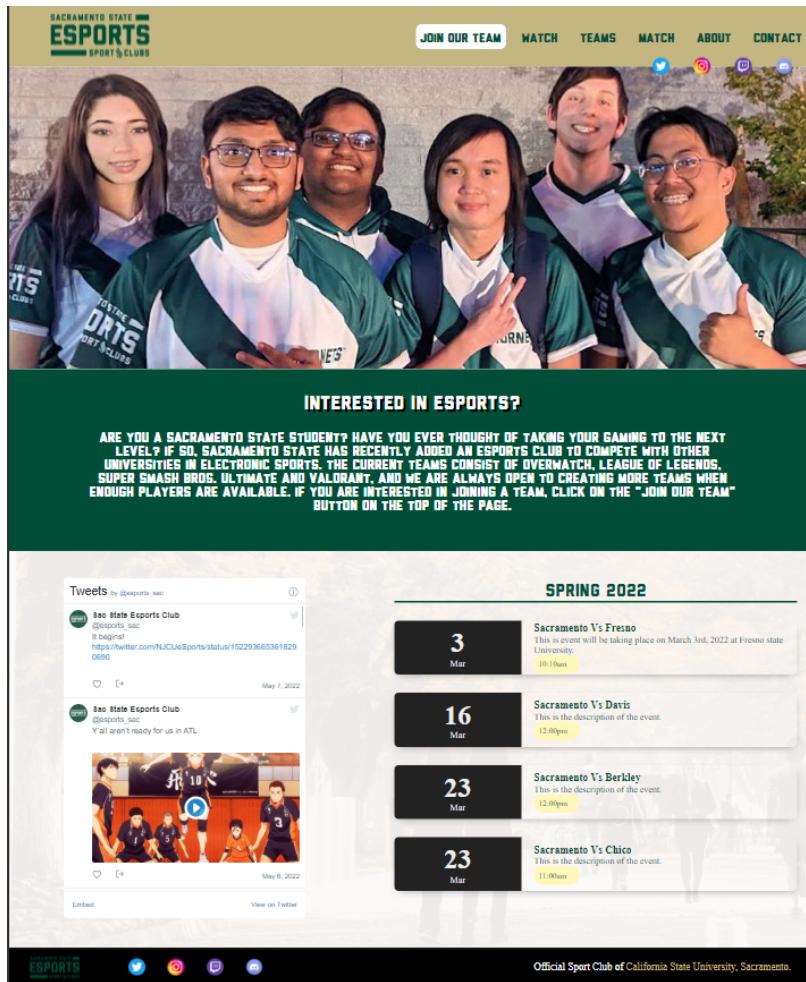


Figure 1. Esports Club Landing Page

Issues:

- If any issues occur on the home page, check the following documents:
 - Src → index.html
 - Src → style.css

1.1 Navigation

All navigation for the Esports Website is done from the navigation bar at the top right of the homepage.

- To navigate the website, use the navigation bar

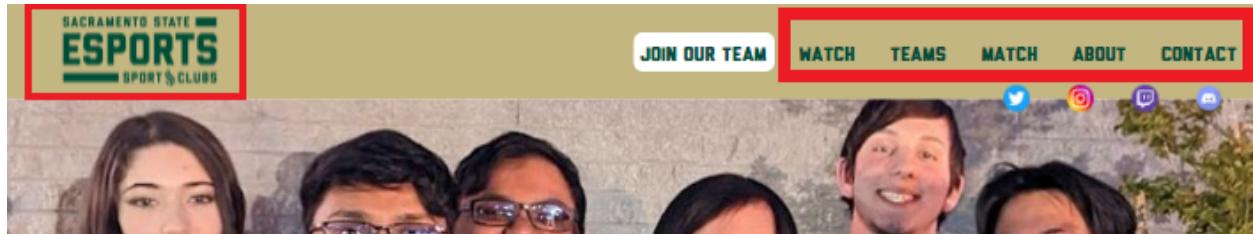


Figure 2: Navigation bar on the homepage

Issues:

- If any issues occur with the navigation while on the home page, check the following documents:
 - Src → index.html
 - Src → style.css
- The portion that contains the navigation list is commented under “<!-- Header - -> which contains all the elements related to the navigation bar.

1.2 Navigation on mobile

If the website screen size becomes less than 1000px, all navigation will be done using the hamburger drop down list.

- To navigate with the hamburger drop down list, click the hamburger icon and the list of the website's pages will drop down. Click on the page you would like to see.



Figure 3: Hamburger Drop Down

Issues:

- If any issues occur with the hamburger drop list, check the following document:
 - Src→ style.css
- The portion that contains the hamburger drop down is commented under the media query which contains all the styling related to the navigation bar.

1.3 Social Media List

The social media list is located on the top right of the homepage.

- To navigate to a different social media page of the Esport's club, click on the corresponding social media icon you would like to visit.

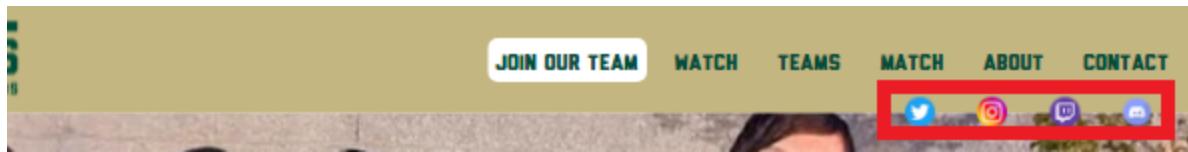


Figure 4: Social Media Links

Issues:

- If any issues occur with the social media links, check the following documents:
 - Src → index.html
 - Src → style.css
- The portion of code that contains all navigation links can be found under the commented “Header”, in the unordered list with class zIndex.

1.4 Image Slideshow

The slideshow is located in the center of the homepage. It consists of three images that displays for six seconds each before changing to the next image.

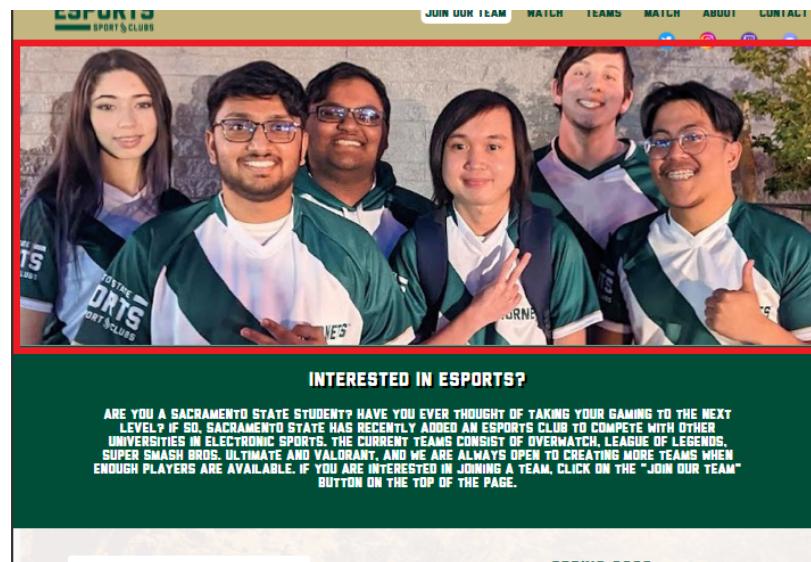


Figure 5: Slideshow

Issues:

- If any issues occur with the slideshow, check the following document:
 - Src → index.html
- The portion of code that contains the slideshow can be found under the container with class “slideshow-container”. The script after his container gives the slide show its functionality.

1.5 Text Content

The context of the homepage can be found in the center of the homepage.

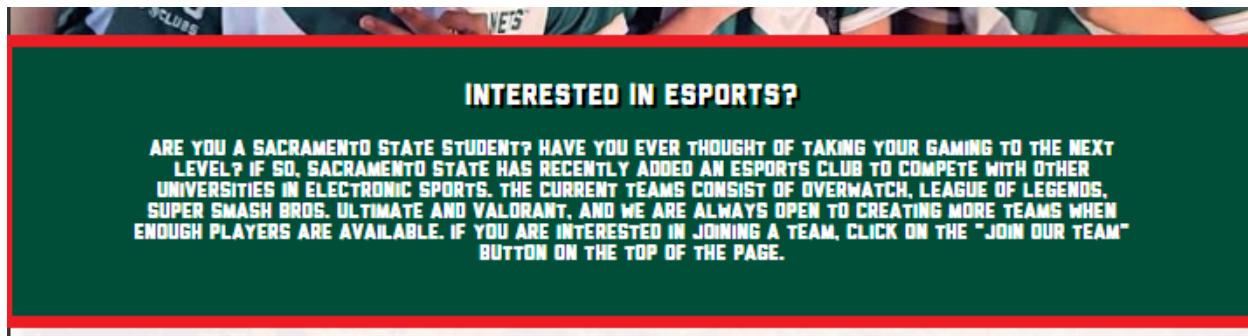


Figure 6: Text Content

Issues:

- If any issues occur with the slideshow, check the following document:
 - Src → index.html
- The portion of code that contains the text content can be found under the container with class “greenBg”.

1.6 Twitter Feed

The twitter feed of the Esport's club can be found on the bottom left of the homepage.

- All tweets posted from the Esport's club twitter will automatically update onto the twitter feed.

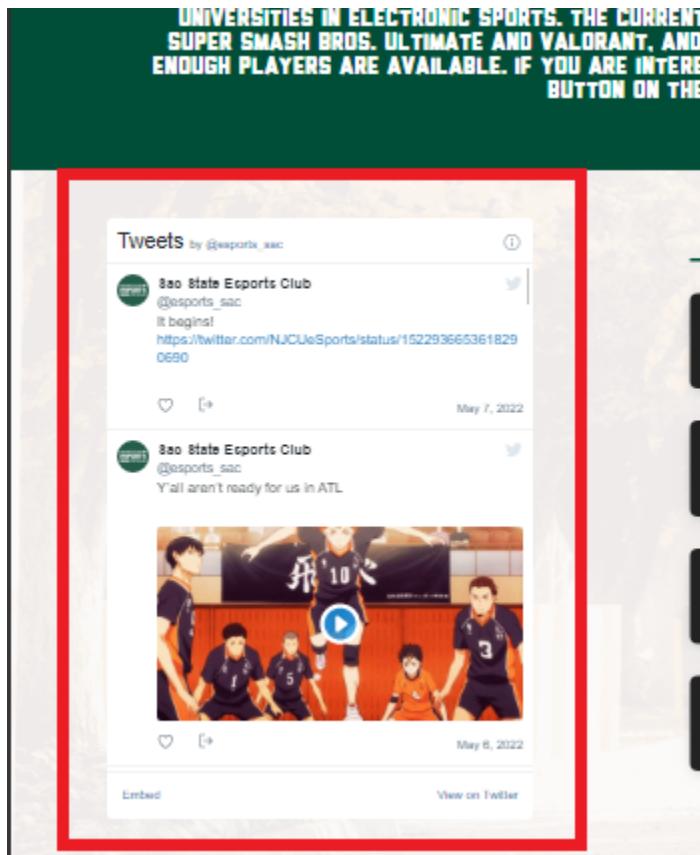


Figure 7: Twitter Feed

Issues:

- If any issues occur with the slideshow, check the following document:
 - Src → index.html
- The portion of code that contains the twitter feed can be found under the container with class “twitter-container”. It is an async script that gives the twitter feed its functionality.

1.7 Upcoming Events

The upcoming events of the Esport's club can be found on the bottom right of the homepage.

- All upcoming events on the homepage are clickable. If clicked they will take you to the watch page so the user can view the match if it is being streamed by the Esports club's twitch.

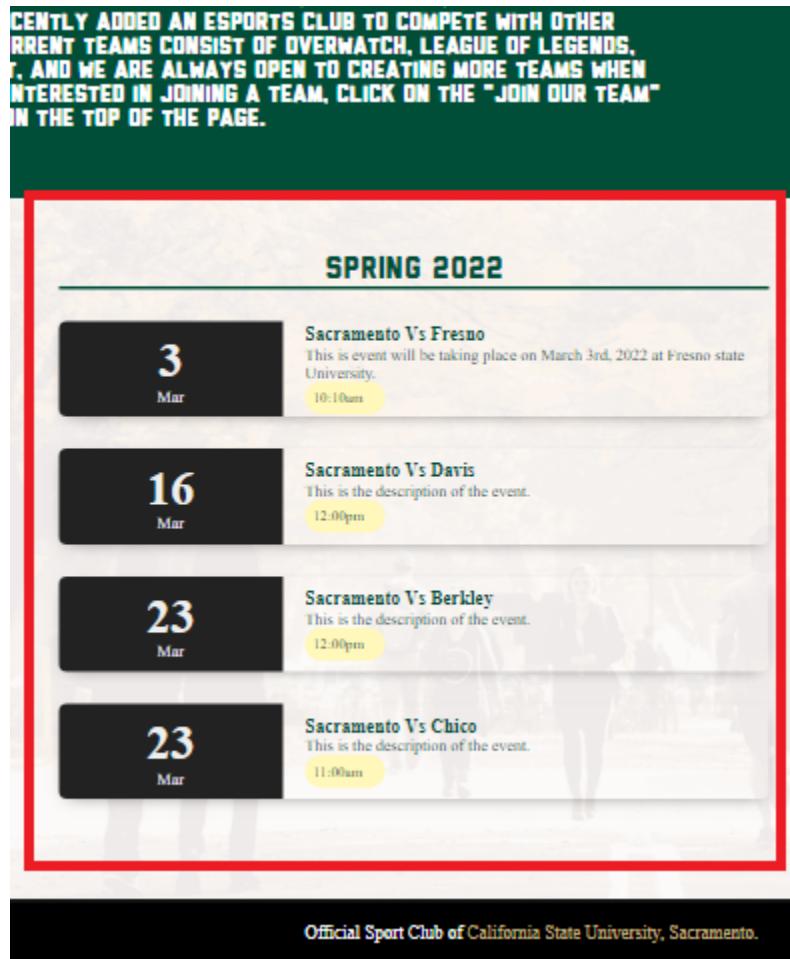


Figure 8: Event List

Issues:

- If any issues occur with the event list, check the following document:

- Src → index.html
- The portion of code that contains the event list can be found under the container with class “event-container”. All containers of an event can be found in this container.

1.8 Footer

The footer of the Esports club homepage can be found at the bottom of the page.

- The footer contains social media icons similar to the ones located at the top of the homepage. If the user would like to visit the social media page of the Esports club, they can click on the corresponding icon.



Figure 9: Footer

Issues:

- If any issues occur with the footer, check the following document:
 - Src → index.html
- The portion of code that contains the footer can be found under the container with class “footer-container”.

2. Watch Page

The watch page is the place a user goes to view the Esports Club’s twitch live stream, gameplay, and highlights. This page is designed to help increase outreach and awareness of the

club. At the top of the watch page a user will find the Sacramento Esports Club’s twitch live stream. Additionally, on the right there is a youtube clip that will display gameplay from the club itself.

2.1 Navigation

To navigate to the Watch page from the homepage one must simply navigate to where it says “WATCH” at the top of the navigation bar.

SACRAMENTO STATE
ESPORTS
SPORTS CLUBS

JOIN OUR TEAM **WATCH** TEAMS MATCH ABOUT CONTACT

1

INTERESTED IN ESPORTS?

ARE YOU A SACRAMENTO STATE STUDENT? HAVE YOU EVER THOUGHT OF TAKING YOUR GAMING TO THE NEXT LEVEL? IF SO, SACRAMENTO STATE HAS RECENTLY ADDED AN ESPORTS CLUB TO COMPETE WITH OTHER UNIVERSITIES IN ELECTRONIC SPORTS. THE CURRENT TEAMS CONSIST OF OVERWATCH, LEAGUE OF LEGENDS, SUPER SMASH BROS, ULTIMATE AND VALORANT, AND WE ARE ALWAYS OPEN TO CREATING MORE TEAMS WHEN ENOUGH PLAYERS ARE AVAILABLE. IF YOU ARE INTERESTED IN JOINING A TEAM, CLICK ON THE "JOIN OUR TEAM" BUTTON ON THE TOP OF THE PAGE.

Tweets by @esports_sac

Sac State Esports Club @esports_sac It begins! https://twitter.com/NJCUESports/status/1522936653618290690 May 7, 2022

Sac State Esports Club @esports_sac Y'all aren't ready for us in ATL May 6, 2022

SPRING 2022

3 Mar	Sacramento Vs Fresno This event will be taking place on March 3rd, 2022 at Fresno state University. 10:10am
16 Mar	Sacramento Vs Davis This is the description of the event. 12:00pm
23 Mar	Sacramento Vs Berkley This is the description of the event. 12:00pm
23 Mar	Sacramento Vs Chico This is the description of the event. 11:00am

Embed View on Twitter

Official Sport Club of California State University, Sacramento.

Figure 10: Navigate to Watch Page

2.2 Edit Clip of the Week

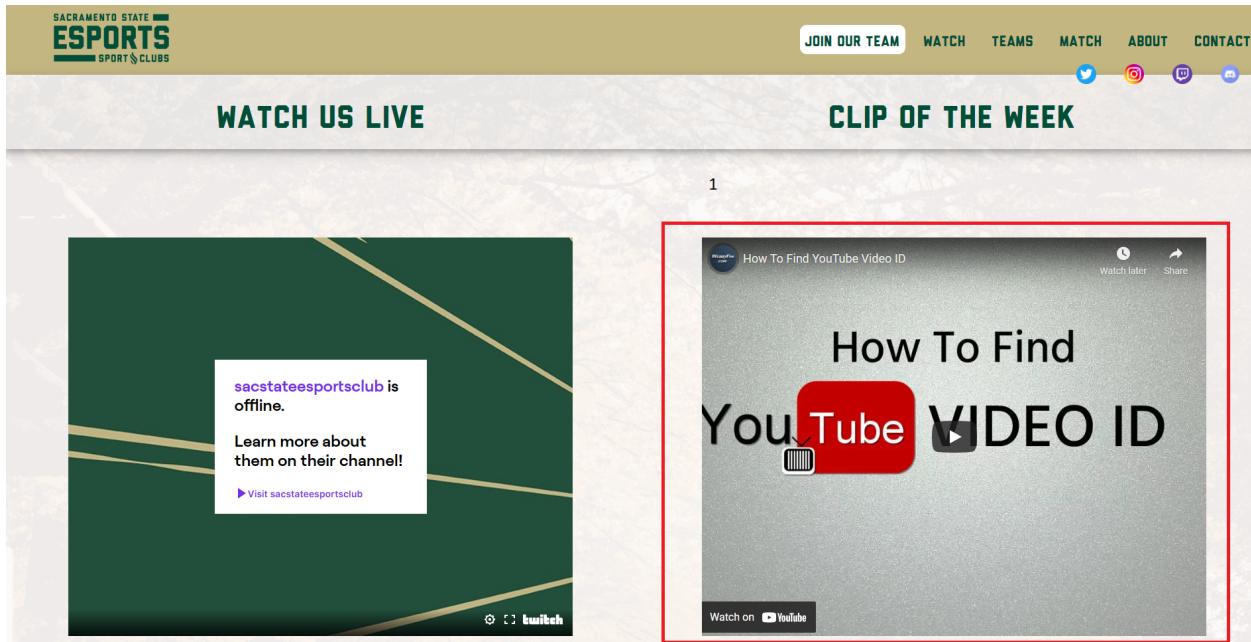


Figure 11 : Edit Clip of the Week

To Edit the clip of the week you have to go to watch.html. Once in the file navigate to the figure below, and edit the highlighted code where it says source. This is the embedded youtube link. To obtain Link, hit share on any youtube video, and obtain the Embedded link. Once there, change the youtube video to the desired video (figure below).

```
<!-- Right video (Clip of the Week)-->
<div class="youtubeTopRight">
  <iframe id="youtube-frame-topright"
  src="https://www.youtube.com/embed/
U7EvCXEDoxw" title="YouTube video
player" frameborder="0"
allow="accelerometer; autoplay;
clipboard-write; encrypted-media;
gyroscope; picture-in-picture"
allowfullscreen></iframe>
</div>
<!-- end of upper-->
</div>
```

Figure 12 : Edit Clip of the Week (watch.html)

2.3 Edit Bottom Video 1-5

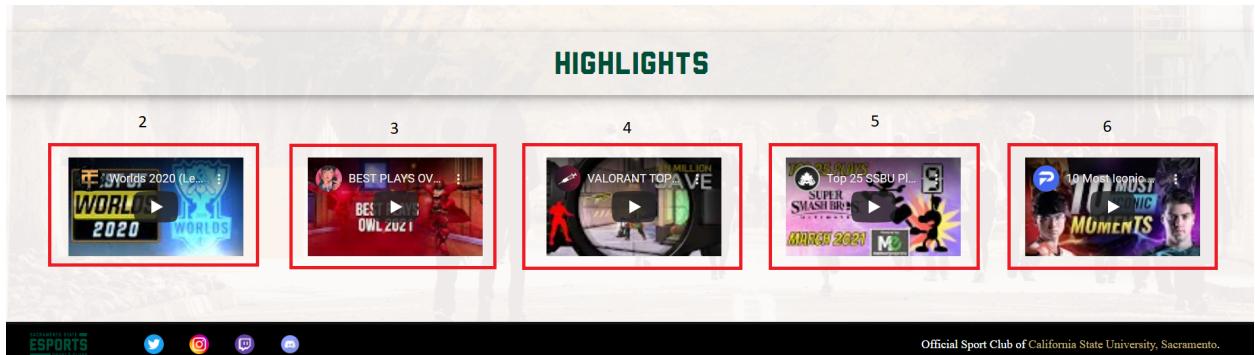


Figure 13 : Edit Bottom Video 1-5

To Edit the Bottom Videos 1-5 you have to go to watch.html. Once in the file navigate to the figure below, and edit the highlighted code where it says source. This is the embedded youtube link. To obtain Link, hit share on any youtube video, and obtain the Embedded link. Once there, change the youtube video to the desired video.

```
<!-- Bottom Video 1 -->
<div class="youtubeBottom1">
  <iframe id="youtube-frame-bottom1"
    src="https://www.youtube.com/embed/
    HpWmKJt9Msk" title="YouTube video
    player" frameborder="0"
    allow="accelerometer; autoplay;
    clipboard-write; encrypted-media;
    gyroscope; picture-in-picture"
    allowfullscreen></iframe>
</div>
```

Figure 14 : Edit Bottom Video 1, watch.html

```
<!-- Bottom Video 2 -->
<div class="youtubeBottom2">
    <iframe id="youtube-frame-bottom2"
        src="https://www.youtube.com/embed/
        JeEFRqfPGb8" title="YouTube video
        player" frameborder="0"
        allow="accelerometer; autoplay;
        clipboard-write; encrypted-media;
        gyroscope; picture-in-picture"
        allowfullscreen></iframe>
</div>
```

Figure 15 : Edit Bottom Video 2, watch.html

```
<!-- Bottom Video 3 -->
<div class="youtubeBottom3">
    <iframe id="youtube-frame-bottom3"
        src="https://www.youtube.com/embed/
        -h1GtK_nOLo" title="YouTube video
        player" frameborder="0"
        allow="accelerometer; autoplay;
        clipboard-write; encrypted-media;
        gyroscope; picture-in-picture"
        allowfullscreen></iframe>
</div>
```

Figure 16 : Edit Bottom Video 3, watch.html

```
<!-- Bottom Video 4 -->
<div class="youtubeBottom4">
    <iframe id="youtube-frame-bottom4"
        src="https://www.youtube.com/embed/
wlPt07UM05c" title="YouTube video
player" frameborder="0"
        allow="accelerometer; autoplay;
        clipboard-write; encrypted-media;
        gyroscope; picture-in-picture"
        allowfullscreen></iframe>
</div>
```

Figure 17 : Edit Bottom Video 4, watch.html

```
<!-- Bottom Video 5 -->
<div class="youtubeBottom5">
    <iframe id="youtube-frame-bottom5"
        src="https://www.youtube.com/embed/
vFb4Pj5cwsK" title="YouTube video
player" frameborder="0"
        allow="accelerometer; autoplay;
        clipboard-write; encrypted-media;
        gyroscope; picture-in-picture"
        allowfullscreen></iframe>
</div>
```

Figure 18 : Edit Bottom Video 5, watch.html

Issues:

- If there are any issues check in the src -> watch.html file



Figure 19 : watch.html

3. Teams Page

The teams page is the place a user goes to view the Esports Club's current rosters. This page is designed to increase player recognition among campus. At the top of the Teams Page there is a list of the team's game icons. These icons are clickable and will auto-scroll to the responding games teams. Each team has a header with a green background, and below each header is each individual player's photo, along with their gamertag, name, role, and biography.

3.1 Navigation

To navigate to the Watch page from the homepage one must simply navigate to where it says “TEAMS” at the top of the navigation bar.

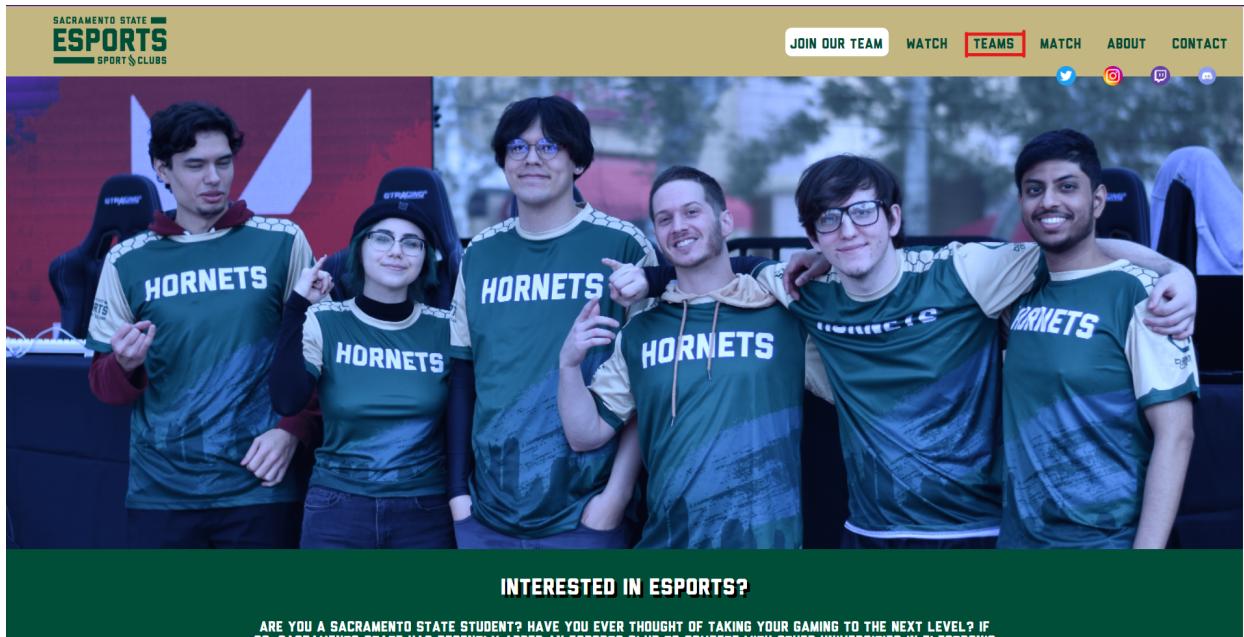


Figure 20 : Navigate to Teams Page

3.2 Add New Team Icon

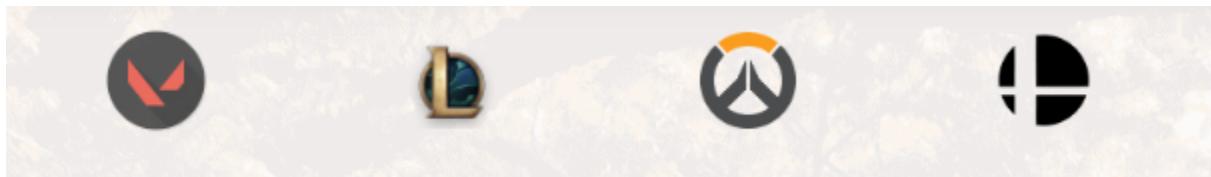


Figure 21 : Team Icons

Step 1: Open the “teams.html” document and find the ← List of Game Icons → shown in the figure below. Copy the Highlighted text shown in the figure below. If you want the icon to be the first in the list (most to the left) paste the code in as the first team (right below the <div class = “list-ImageTeams”>) . If you want it to be last (most to the right) paste it last (right before the bottom </div>).

```

<!-- List of Game Icons -->


<a href="#valorant-teams"></a></a>
    <a href="#leagueoflegends-teams"></a>
    <a href="#overwatch-teams"></a>
    <a href="#ssbu-teams"></a>


```

Figure 22 : Adding New Team Icon: Using Previous Code

Step 2: Changing the Image auto scroll link. For this example let's pretend we are adding Call of Duty as a new Team. We need to add a new icon for Call of Duty that is clickable and auto scrolls to the Call of Duty Team header we will add later. The `` is the link that will make the image auto scroll to the header we will add later. To do this we will change the text highlighted in the figure below. For example we could do “#valorant-teams” → “#COD-teams” or even “#Callofduty”. The text doesn’t matter, as long as it starts with a pound sign, and matches exactly the id we will give to the header that we will add later. This is essentially a link that auto scrolls to whatever the id of the header is.

```

<!-- List of Game Icons -->


<a href="#valorant-teams"></a></a>
    <a href="#leagueoflegends-teams"></a>
    <a href="#overwatch-teams"></a>
    <a href="#ssbu-teams"></a>


```

Figure 23 : Adding New Team Icon: Changing Image Auto-Scroll Link

Step 3: Changing the image. Looking at the figure below, the img source is “images/valorant.png”. This is the location of the valorant logo in the images folder, located inside the EsportsWebsite folder. To change this image you will need to download a new image and put it inside the images folder. You may then replace the text highlighted in the figure below. For example if the image is named callofduty.png you would replace “images/valorant.png” → “images/callofduty.png”.

```
<!-- List of Game Icons-->


<a href="#valorant-teams"></a></a>
    <a href="#leagueoflegends-teams"></a>
    <a href="#overwatch-teams"></a>
    <a href="#ssbu-teams"></a>


```

Figure 24 : Adding New Team Icon: Changing Image

Step 4: Changing the alternative. The point of an alternative is if the image will not load for some reason, it will display the text from the alt section shown in the picture below. This can happen if the image source was misspelled, or if the user is experiencing internet issues. To change the alternative, simply change the text shown in the image below. For example “valorant image” → “call of duty image”.

```
<!-- List of Game Icons-->


<a href="#valorant-teams"></a></a>
    <a href="#leagueoflegends-teams"></a>
    <a href="#overwatch-teams"></a>
    <a href="#ssbu-teams"></a>


```

Figure 25 : Adding New Team Icon: Changing Alternative

3.3 Add New Team Header



Figure 26 : Team Headers

Step 1: Using previous code to make new team header. Copy the entire block of code below. Paste it either below the entire ← List of Game Icons → block of code if you want this team to be at the top of the page, or below the last player of the team you want it to be under. For example, if you want it to be after the Super Smash Bros team, place it after the last player of the Super Smash Bros section. Ideally you would place this in the same order of the icons. If the new

icon added was added as the second icon, you would place this after the last player of the first team. For our example we are creating a new Call of Duty Team, so you would change the ← Valorant Team Header → comment to ← Call of Duty Team Header →

```
<!-- Valorant Team Header-->
<div class= "greenBg2" id = "valorant-teams">
| <p class = "liberatorFontLargeWhite" >VALORANT<br></p>
</div>
```

Figure 27 : Adding New Team Header: Using Previous Code

Step 2: Changing the Team Header ID (for auto-scroll). As mentioned before, the `` (that we created when adding the team icon) is the link that will make the image auto scroll to the header. If we named the link `` when creating the team icon, we would change the text highlighted in the figure below from “valorant-teams” → “COD-teams”. This will make the icon image auto-scroll to the new header we just created. This is because the link we created when adding the new game icon is pointing to this class ID.

```
<!-- Valorant Team Header-->
<div class= "greenBg2" id = "valorant-teams">
| <p class = "liberatorFontLargeWhite" >VALORANT<br></p>
</div>
```

Figure 28 : Adding New Team Header: Changing ID (for auto-scroll)

Step 3: Changing the Header Text. We have now created a new header, and clicking the corresponding game icon now auto-scrolls to this new header. But the new header still says “VALORANT”. This is because we have not yet changed the header’s text. To do this we would change the blue highlighted text in the figure below. We would change this from “VALORANT” → “CALL OF DUTY”. The new header we created now has the correct name, and clicking the game icon added previously now auto-scrolls to this new header.

```
<!-- Valorant Team Header-->
<div class= "greenBg2" id = "valorant-teams">
| <p class = "liberatorFontLargeWhite" >VALORANT<br></p>
</div>
```

Figure 29 : Adding New Team Header: Changing Header Text

3.4 Add New Player



Figure 30 : Sample Player

Step 1: Reusing previous code. Directly under the Header section, you will find the block of code shown in the figure below. Copy this code, and paste it either under the new header you just created (Call of Duty example), or under the last player from any other team (if you want to add an additional team member to an existing team).

```
<!-- Valorant Player 1 -->
<div id = "text-container">
  
  <p style="position:relative; left:15%; min-width: 0px; max-width: 50%; display: inline-block;" class = "liberatorFont center">
    <span class = "liberatorFontLargeBlack"><br> Player Gamertag <br></span>
    Player full name:<br><br>
    Position/Role: Heroes/Champions: <br><br>
    Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
    dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.
  <br><br><br><br><br>
</p>
</div>
```

Figure 31 : Adding New Player: Reusing Previous Code

Step 2: Changing the player image. Looking at the figure below, the img source is “images/no-pofile-pic-icon.jpg”. This is the location of the player image in the images folder, located inside the EsportsWebsite folder. To change this image you will need to download a new image and put it inside the images folder. You may then replace the text highlighted in the figure below. For example if the image is named DDay.png you would replace “images/no-pofile-pic-icon.jpg” → “images/DDay.png”.

```

<!-- Valorant Player 1 -->
<div id = "text-container">
  
  <p style="position:relative; left:15%; min-width: 0px; max-width: 50%; display: inline-block;" class = "liberatorFont center">
    <span class = "liberatorFontLargeBlack"><br> Player Gamertag <br></span>
    Player full name<br><br>
    Position/Role: Heroes/Champions: <br><br>
    Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
    dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.
    <br><br><br><br><br>
  </p>
</div>

```

Figure 32 : Adding New Player: Changing Image

Step 3: Changing Gamertag. When looking at the figure below you will notice the text highlighted says “Player Gamertag”. Let’s say the player goes by DDay in game. We would change this highlighted text in the figure below from “Player Gamertag” → “DDay”.

```

<!-- Valorant Player 1 -->
<div id = "text-container">
  
  <p style="position:relative; left:15%; min-width: 0px; max-width: 50%; display: inline-block;" class = "liberatorFont center">
    <span class = "liberatorFontLargeBlack"><br> Player Gamertag <br></span>
    Player full name<br><br>
    Position/Role: Heroes/Champions: <br><br>
    Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
    dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.
    <br><br><br><br><br>
  </p>
</div>

```

Figure 33 : Adding New Player: Changing Gamertag

Step 4: Changing Name. When looking at the figure below you will notice the text highlighted says “Player full name”. Let’s say the player going by DDay’s full name is Daniel Sagredos. We would change this highlighted text in the figure below from “Player full name” → “Daniel Sagredos”.

```

<!-- Valorant Player 1 -->
<div id = "text-container">
  
  <p style="position:relative; left:15%; min-width: 0px; max-width: 50%; display: inline-block;" class = "liberatorFont center">
    <span class = "liberatorFontLargeBlack"><br> Player Gamertag <br></span>
    Player full name<br><br>
    Position/Role: Heroes/Champions: <br><br>
    Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
    dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.
    <br><br><br><br><br>
  </p>
</div>

```

Figure 34 : Adding New Player: Changing Name

Step 5: Changing Roles/Heroes. When looking at the figure below you will notice the text highlighted says “Position/Role: Heroes/Champions:”. Let’s say the player going by DDay

plays Overwatch and we are adding him as an additional player to the Overwatch section. He is a off-tank player and plays Dva and Zarya. We would change this highlighted text in the figure below from “Position/Role: Heroes/Champions:” → “Position: Main Tank - Heroes: Dva, Zarya”. If a game does not have a Position or Role this can be omitted. For example if we were adding someone to the Super Smash Bros team we could do “Position/Role: Heroes/Champions:” → “Characters: Pikachu, Ness, Link”.

```
<!-- Valorant Player 1 -->


![no-profile-pic-icon](images/no-profile-pic-icon.jpg)

Player Gamertag   

Player full name  

Position/Role: Heroes/Champions:   

Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.


</div>


```

Figure 35 : Adding New Player: Changing Roles/Heroes

Step 6: Changing Bio. When looking at the figure below you will notice the text highlighted says “Here is where the Bio/About the player text will be filled...”. You may go ahead and delete this entire highlighted block of text, and write the players About Me/Bio.

```
<!-- Valorant Player 1 -->


![no-profile-pic-icon](images/no-profile-pic-icon.jpg)

Player Gamertag   

Player full name  

Position/Role: Heroes/Champions:   

Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum
dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna.


</div>


```

Figure 36 : Adding New Player: Changing Bio

4. Match Page

The match page is a place for users to see all upcoming matches for the Esports club. Each event will have who the club is playing against, the date, time and a description..

The screenshot displays the Sacramento State Esports Match Page. At the top, there's a navigation bar with links for JOIN OUR TEAM, WATCH, TEAMS, MATCH, ABOUT, and CONTACT, along with social media icons for Twitter, Instagram, Facebook, and YouTube.

The main content area is titled "MATCHES". It features three sections: "VALORANT", "LEAGUE OF LEGENDS", and "OVERWATCH".

VALORANT:

- 3 Mar**: Sacramento Vs Fresno. Description: This is the description of the event. Time: 10:10am.
- 16 Mar**: Sacramento Vs Davis. Description: This is the description of the event. Time: 12:00pm.
- 23 Mar**: Sacramento Vs Berkley. Description: This is the description of the event. Time: 12:00pm.

LEAGUE OF LEGENDS:

- 3 Mar**: Sacramento Vs Fresno. Description: This is the description of the event. Time: 10:10am.
- 16 Mar**: Sacramento Vs Davis. Description: This is the description of the event. Time: 12:00pm.
- 3 Apr**: Sacramento Vs Berkley. Description: This is the description of the event. Time: 12:00pm.

OVERWATCH:

- 3 Mar**: Sacramento Vs Fresno. Description: This is the description of the event. Time: 10:10am.
- 16 Mar**: Sacramento Vs Davis. Description: This is the description of the event. Time: 12:00pm.
- 23 Mar**: Sacramento Vs Berkley. Description: This is the description of the event. Time: 12:00pm.

Figure 37: Match Page

Issues:

- If any issues occur with the match page, check the following document:
 - Src → match.html

4.1 Navigation

All navigation for the Esports match page is done from the navigation bar at the top right of the match page.

- To navigate the website, use the navigation bar

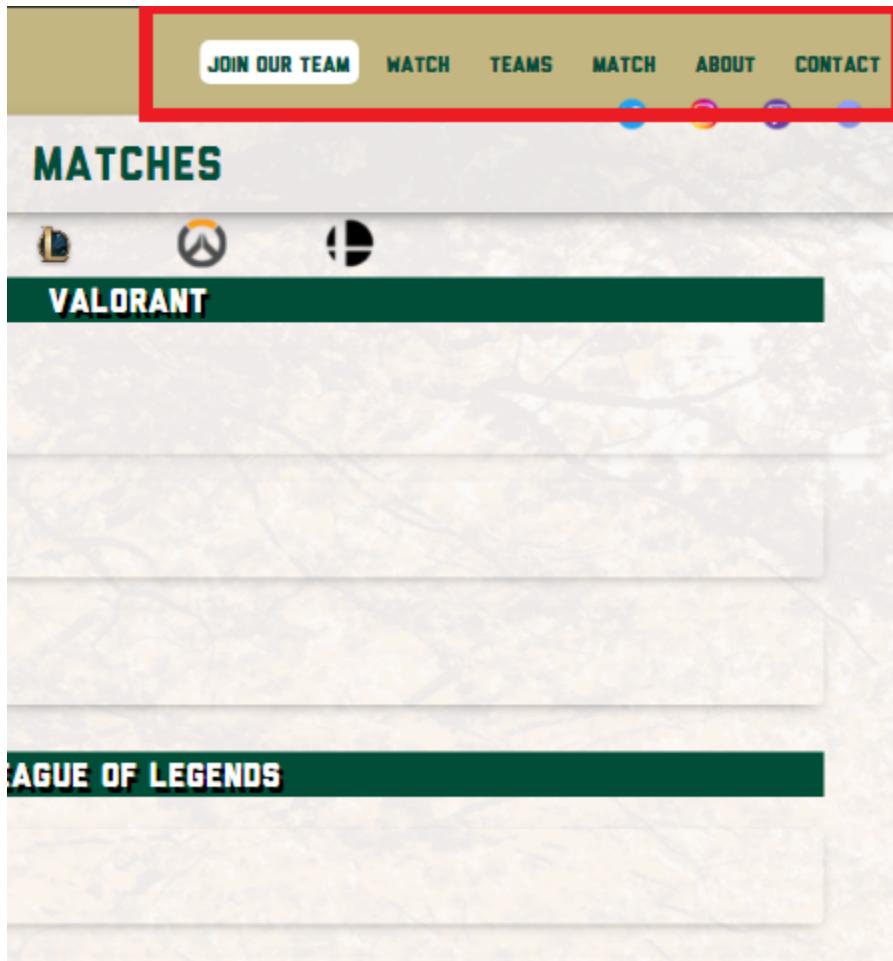


Figure 38: Navigation bar on the match page

Issues:

- If any issues occur with the navigation while on the match page, check the following documents:
 - Src → match.html
 - Src → style.css
- The portion that contains the navigation list is commented under “<!-- Header --> which contains all the elements related to the navigation bar.

4.2 Navigation on mobile

If the website screen size becomes less than 1000px, all navigation will be done using the hamburger drop down list.

- To navigate with the hamburger drop down list, click the hamburger icon and the list of the website's pages will drop down. Click on the page you would like to see.

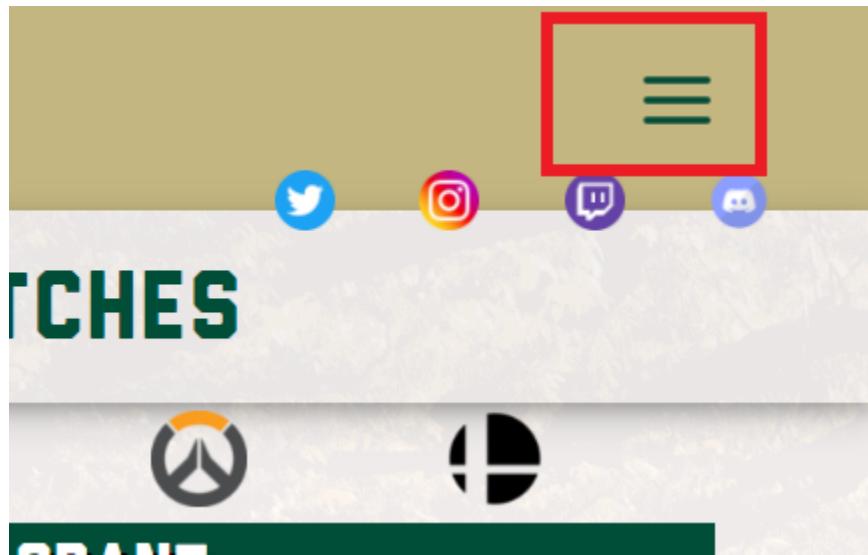


Figure 39: Hamburger Drop down (match page)

Issues:

- If any issues occur with the hamburger drop list, check the following document:
 - Src → style.css
- The portion that contains the hamburger drop down is commented under the media query which contains all the styling related to the navigation bar.

4.3 Social Media List

The social media list is located on the top right of the match page.

- To navigate to a different social media page of the Esport's club, click on the corresponding social media icon you would like to visit.



Figure 40: Social Media Links (match page)

Issues:

- If any issues occur with the social media links, check the following documents:
 - Src → match.html
 - Src → style.css
- The portion of code that contains all navigation links can be found under the commented “Header”, in the unordered list with class zIndex.

4.4 Game Icon List

The game icon list is located at the top of the match page.

- To navigate to the different events of the corresponding game, like on the game icon of the events you would like to see.



Figure 41: Game Icon List

Issues:

- If any issues occur with the game icons, check the following document:
 - Src → match.html
- The portion of code that contains all game icons can be found under the commented “List of front images”, in the match file.

4.5 Game Title

The game title is located at the top of every event category.



Figure 42: Game Title

Issues:

- If any issues occur with the game titles, check the following document:
 - Src → match.html
- The portion of code that contains the games titles can be found with the id “teamname-teams”, in the match file.

4.6 Event List

The event list is located at the bottom of the game title. Each event contains a date, event title, description and time.

- All upcoming events on the match page are clickable. If clicked they will take you to the watch page so the user can view the match if it is being streamed by the Esports club's twitch.

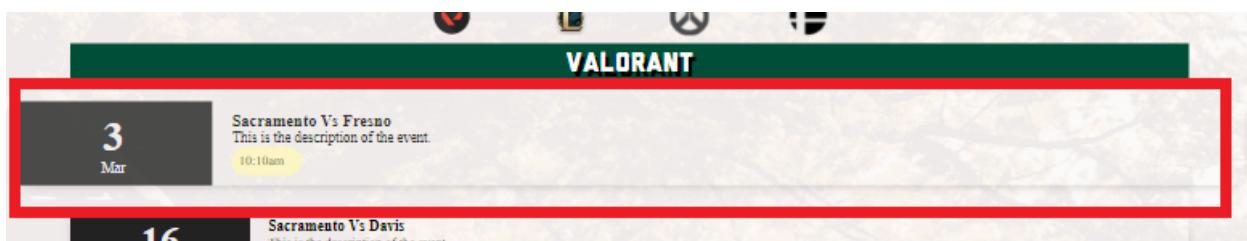


Figure 43: Event List (match page)

Issues:

- If any issues occur with the event list, check the following document:
 - Src → match.html
- The portion of code that contains the event list can be found under the container with class “event”. All events will be commented on which event it is.

5. About Page

The about page is the place a user goes to read about the Esports Club. This page tells users about the sport and the club, and as well tells users about accomplishments made by the club. This page is designed to inform interested players about what the club has to offer.

5.1 Navigation

To navigate to the Watch page from the homepage one must simply navigate to where it says “ABOUT” at the top of the navigation bar.

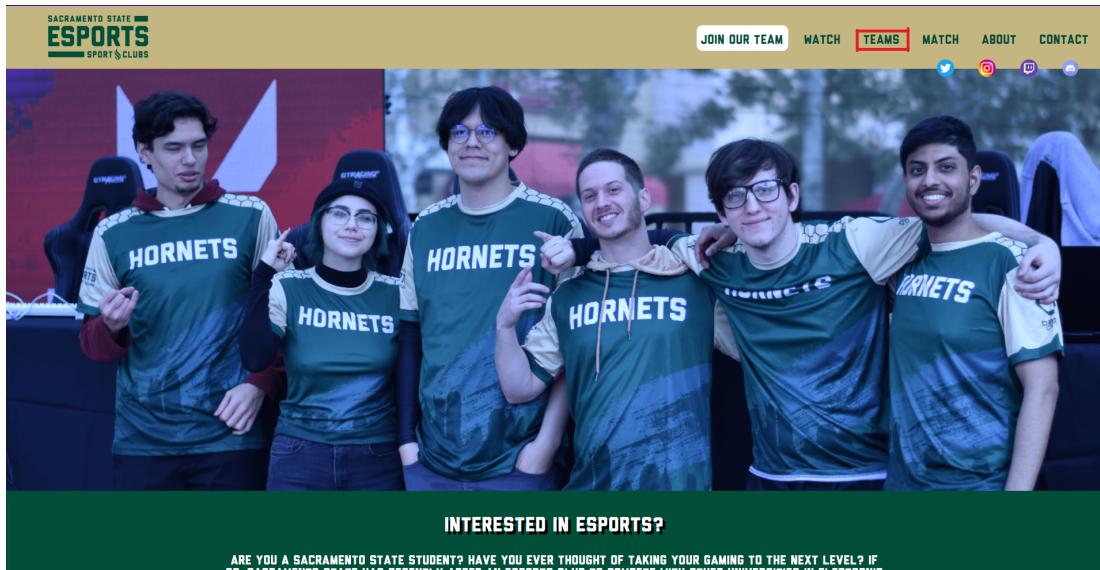


Figure 44 : Navigate to About Page

5.2 Changing About Page Main Photo



Figure 45 : About Page Main Photo

Changing About Page main photo - Looking at the figure below, the img source is "images/aboutEsports.jpg". This is the location of the player image in the images folder, located inside the EsportsWebsite folder. To change this image you will need to download a new image and put it inside the images folder. You may then replace the text after "<img src = " " in the figure below. For example if the image is named newImage.png you would replace "images/aboutEsports.png" → "images/newImage.png".

```
<!-- About Esports Photo-->

```

Figure 46 : Change About Page Photo

5.3 Changing About Page Text



Figure 47 : About Page Header

To change the text of the header of the about page, you may white text in the image below.



Figure 48 : About Page Text

Step 1: To change the header of the About Page, you would change the text that says "What is Esports" in the figure below, to any preferred text. To change the text of the first paragraph of the about page, you may edit or delete and replace the second set of white text in the image below(the longer paragraph).

```

<!-- About Esports Paragraph 1-->
<h1 class = "liberatorFontXLarge" style="padding-top: 20px"> What is Esports?<br><br> </h1>
<p class="liberatorFont maxWidth1 center">
Esports, short for electronic sports, has become widely acknowledged as a new and upcoming sport using video games as competition. Often played in organized teams, these competitions are played both online, and in-person. Collegiate esports allows our school to compete with other universities all over the country. During the season, we play collectively in Sacramento, with in-person games and travel saved for playoff and championship games. Esports brings a new way for students to work on their teamwork and communication skills, while increasing strategic and critical thinking skills through competition.

| <br><br>
</p>

```

Figure 49 : Change Paragraph 1

Step 2: To change the text of the middle sentence of the about page, you may edit or delete and replace the white text in the image below.

```

<!-- About Esports Bold Middle Sentence-->
<p class="liberatorFontLargeBlack maxWidth1 center">
Our goal is to bring esports to the forefront of csus sports teams, inline with support seen for traditional athletics.
<br><br>
</p>

```

Figure 50: Change Middle Sentence

Step 3: To change the text of the second paragraph of the about page, you may edit or delete and replace the white text in the image below.

```

<!-- About Esports Paragraph 2-->
<p class="liberatorFont maxWidth1 center">
Founded in 2019, the Sacramento State Esports Club aims to invite Gamers to compete in various collegiate tournaments on behalf of the University. Our goal is to provide an opportunity for students to develop leadership, communication, and cooperation skills in a competitive environment. We currently provide teams for the following games: Valorant, League of Legends, Super Smash Bros Ultimate, and Overwatch. The best way to gain more information, or inquire about joining a current or future team, is to head to our contact page, join our discord server and/or filling out the contact form.
<br><br><br><br><br><br>
</p>

```

Figure 51 : Change Paragraph 2

6. Contact Page

All changes to the contact page are handled through the contact and the contact-action file. Any administrator who wants to change the functions of the page such as where a link goes, who to contact, or where an email goes to refer to the files.

Issues:

- If any issues occur refer to the contact.html or the contact-action.php file

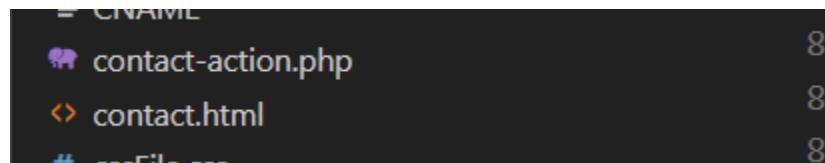


Figure 52: Contact Page Files

6.1 Contact Page Navigation

All navigation to the contact page is done through the navigation bar at the top of the screen.

Clicking on the “contact” button will bring you to the contact page.

[JOIN OUR TEAM](#)

[WATCH](#)

[TEAMS](#)

[MATCH](#)

[ABOUT](#)

[CONTACT](#)

CONTACT US

PRESIDENT

SEAN TIRADO

EMAIL: SEANTIRADO@CSUS.EDU

DISCORD: NOTMICHAEL#0593

 [TWITTER](#)  [DISCORD](#)

 [TWITCH](#)  [INSTAGRAM](#)

Figure 53: Contact Page Navigation

Issues:

- If there are any issues navigating through to this page or from this page check the contact.html files in src -> contact.html
- The portion that will affect the navigation are under the <!-- Nav Links --> and <!-- Drop Down Form --> sections in the code.

```

20
21      <!-- Nav Links -->
22      <li><a href="watch.html" class="navButtons">WATCH</a></li>
23      <li><a href="teams.html" class="navButtons">TEAMS</a></li>
24      <li><a href="match.html" class="navButtons">MATCH</a></li>
25      <li><a href="about.html" class="navButtons">ABOUT</a></li>
26      <li><a href="contact.html" class="navButtons">CONTACT</a></li>
27      </ul>
28
29      <!--Drop Down Form for Small Screens -->
30      <div class="dropdown">
31          
32          <div class="dropdown-content">
33              <a href="watch.html"> WATCH </a>
34              <a href="teams.html"> TEAMS </a>
35              <a href="match.html"> MATCH </a>
36              <a href="about.html"> ABOUT </a>
37              <a href="contact.html"> CONTACT </a>

```

Figure 54: Contact Page Nav Links

6.2 Managing President's Information

Changing the president's information can be done through the contact.html under the sections.

Managing this section will affect the president's information on the contact page.

JS

PRESIDENT

SEAN TIRADO

EMAIL: SEANTIRADO@CSUS.EDU

DISCORD: NOTMICHAEL#0593



TWITTER



DISCORD



TWITCH



INSTAGRAM

Figure 55 : President's Information

Issues:

- If there are any issues check in the src -> contact.html file
- The code for the president's name, email, and discord falls under the three categories:
 - <!-- President's Name -->
 - <!-- President's Email -->

- <!-- President's Discord -->

```
<!--President's Name-->

```

Figure 56 : President Information Code

6.3 Managing Google Map API

The interactive map is a Google Map API that is an api plugin that uses google maps to display the location of the school.

SACRAMENTO STATE
ESPORTS
SPORTS CLUBS

JOIN OUR TEAM WATCH TEAMS MATCH ABOUT CONTACT

CONTACT US

California State University, Sa...
6000 J St, Sacramento, CA 95819
4.4 ★★★★☆ 460 reviews
[View larger map](#)

California State University, Sacramento

Your Name...

Email...

Enter Message...

Submit

Admin Login

Official Sport Club of California State University, Sacramento.

[Twitter](#) [Discord](#) [Twitch](#) [Instagram](#)

Figure 57: Contact Page Interactive Map

Issues:

- If there are any problems with the Google Maps API check the src -> contact.html
- The api code can be found under the <!-- Interactive Map Container --> after the src= “ “

```
src="https://maps.google.com/maps?q=sacramento%20state&t=&z=15&ie=UTF8&iwloc=&output=embed"
```

Figure 58 : Google Maps API

6.4 Managing the Contact Form

Changing the contact form can be done through src -> contact-action.php file.

Issues:

- If there are any issues with the form check the contact-action.php
- Change the \$email_from to declare where the message email is coming from

```
//Change from Email to any email  
$email_from = 'student1221@mail.com';
```

Figure 59 : Email From, the email address where the message will come from

- Change the \$to to declare where the email is going to

```
//Change to email to email that you want the messages to go to  
$to = "lalasi3446@eoscast.com";
```

Figure 60 : Email to, where the message will go to

6.5 Managing Social Media Links

The social media links below the president's information and in the footer can be changed in the contact.html file.

SACRAMENTO STATE
ESPORTS
SPORT & CLUBS

JOIN OUR TEAM WATCH TEAMS MATCH ABOUT CONTACT

CONTACT US

PRESIDENT
SEAN TIRADO
EMAIL: SEANTIRADO@CSUS.EDU
DISCORD: NOTMICHAEL#0593

SOCIAL MEDIA LINKS

Your Name...
Email...
Enter Message...
Submit

Admin Login

Official Sport Club of California State University, Sacramento.

Figure 61: Contact Page

Issues:

- If there are any issues with these links check the contact.html files
- The social media links are under the <!-- Social Media Links --> sections

```
<!--Social Media Links-->
<br><a href="https://twitter.com/esports_sac" target="_blank"> Twitter &nbsp </a>
| <a href="https://discord.gg/nRgzJXqMak" target="_blank"> Discord </a>
<br>
<br><a href= Twitch</a>&nbsp&nbsp&nbsp&nbsp
<a href="https://www.instagram.com/esportssacstate/" target="_blank"> Instagram </a> </p>
</div>
```

Figure 62 : Social Media Links (Under President Information)

```
<!-- Social Media Links Footer-->
<ul style = "position:relative; top: 15px; left:50px" >
    <a href="https://twitter.com/esports_sac" target="_blank">
    <a href="https://www.instagram.com/sacstateesportsclub/" target="_blank">
    <a href="https://www.twitch.tv/sacstateesportsclub" target="_blank">
    <a href="https://discord.com/invite/hfxzm88" target="_blank">
</ul>
```

Figure 63 : Contact Page (Footer)

7. Database

7.1 Firebase Setup.

1. Sign up to Firebase.

1. Sign in with your Gmail.

2. Add project.

Steps: Create a Firebase project and register your app.

1. In the Firebase Console, click on **Add project**.

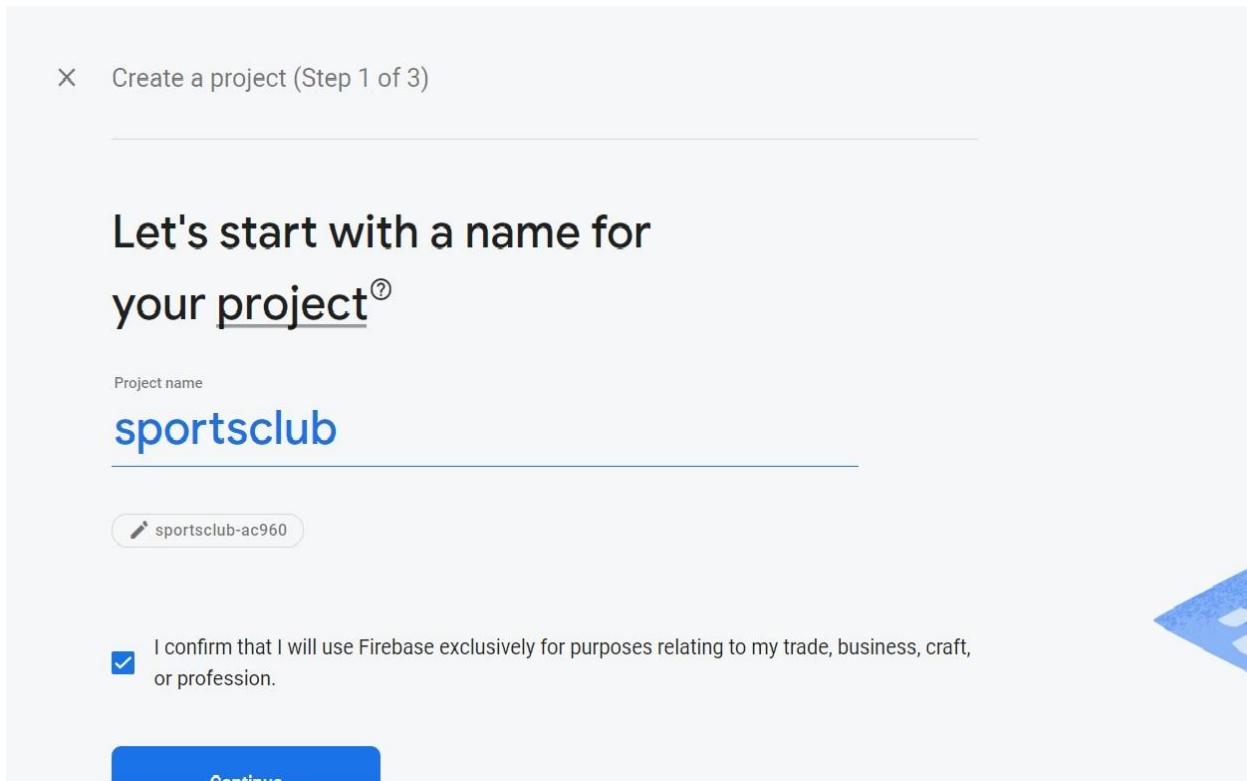


Figure 64: Create Project part 1 (Firebase)

2. If prompted, review and accept the Firebase terms.

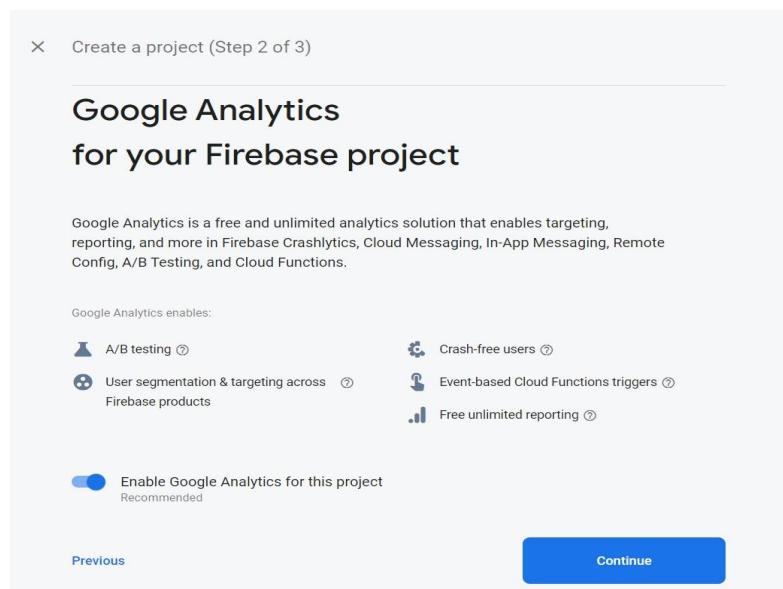


Figure 65: Create Project part 2 (Firebase)

3. Click **Continue**.

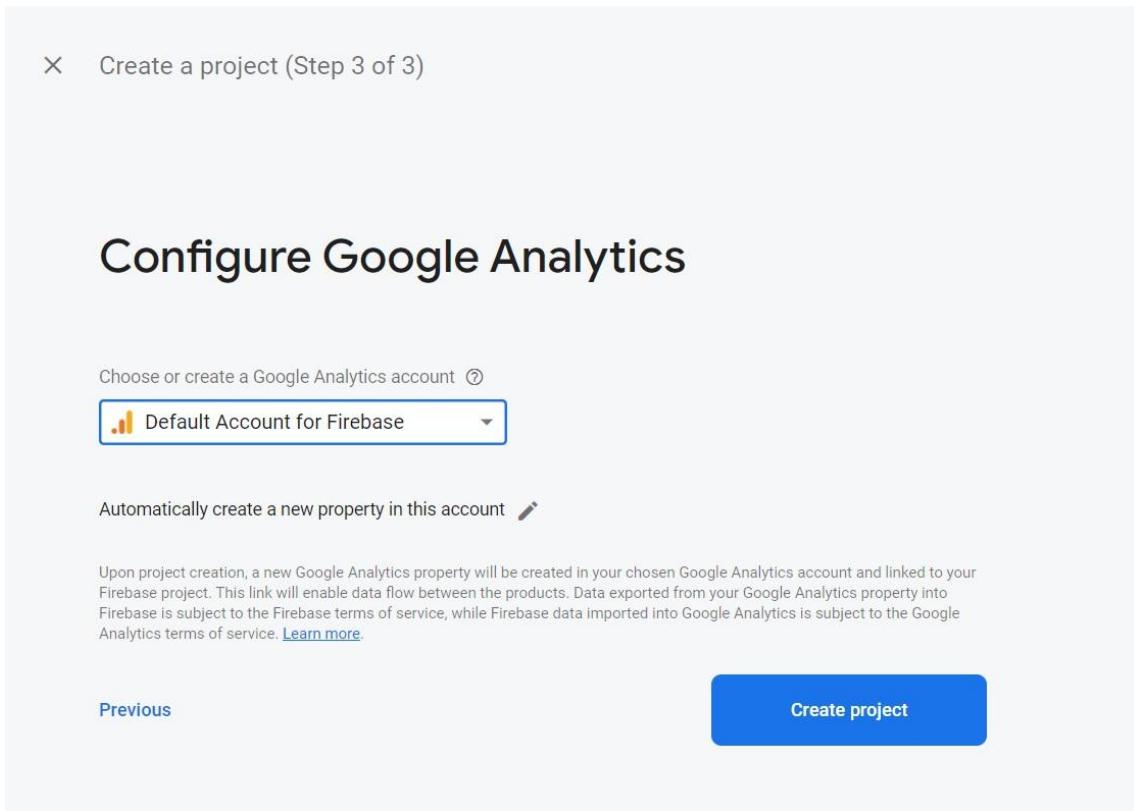


Figure 66: Create Project part 3 (Firebase)

4. Click **Create project** (or **Add Firebase**, if you're using an existing Google Cloud project).
3. **Copying the configuration.**

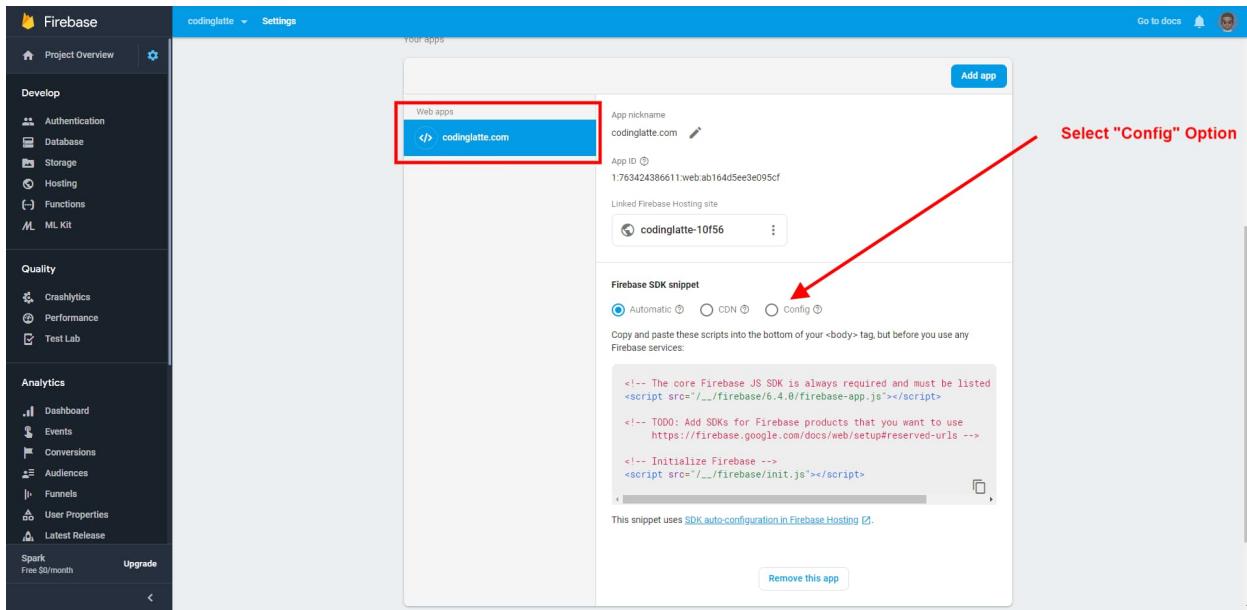


Figure 67: Where to get Configuration (Firebase)

4. Setup Authentication.

1. Get started.

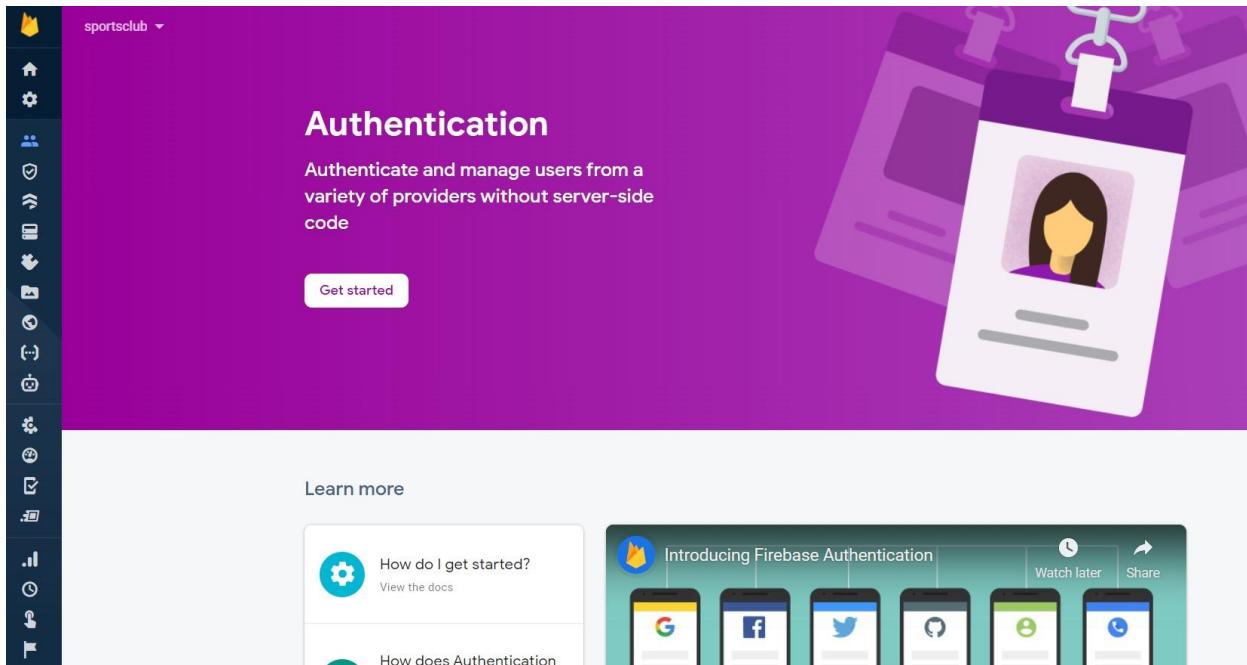


Figure 68: Get Started on Authentication part 1 (Firebase)

2. Click on Email/Password and Enable.

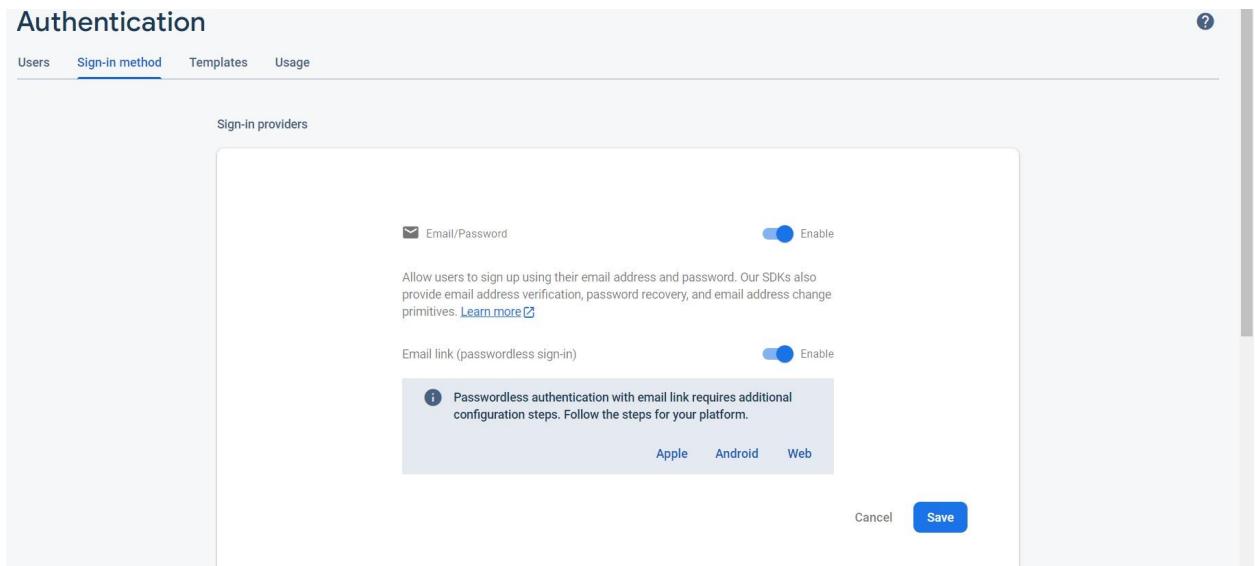


Figure 69: Get Started on Authentication part 2 (Firebase)

3. Save and click on **Users** tab.

The screenshot shows the 'Users' tab of the Firebase Authentication interface. The table header includes columns for Identifier, Providers, Created, Signed In, and User UID. A single row displays the message 'No users for this project yet'. At the top right of the table is a 'Add user' button. On the far left is a vertical sidebar with various project management icons.

Figure 70: Get Started on Authentication part 3 (Firebase)

4. Click on **Add user** and Add an Email/Password user.

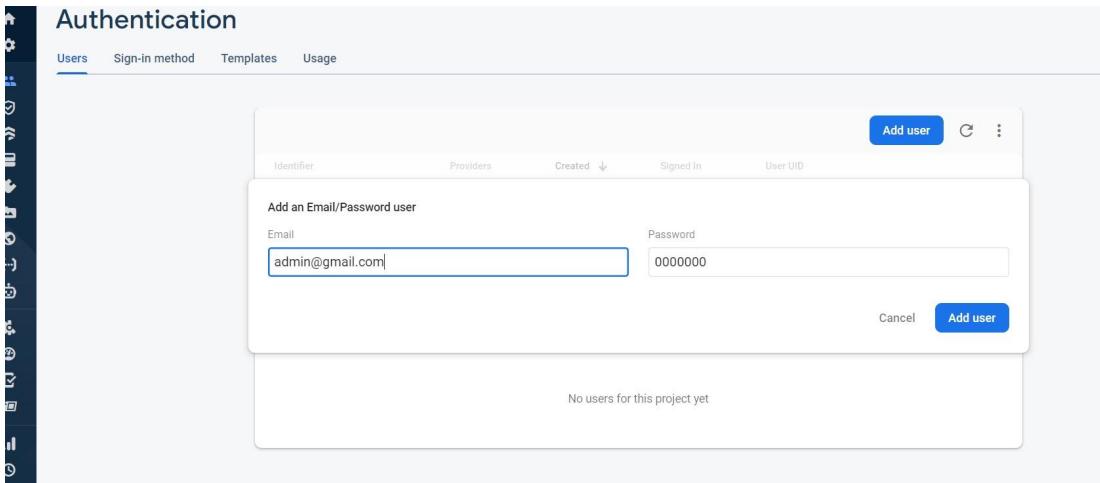


Figure 71: Get Started on Authentication part 4 (Firebase)

5. Setup Cloud Firestore.

1. Create database.

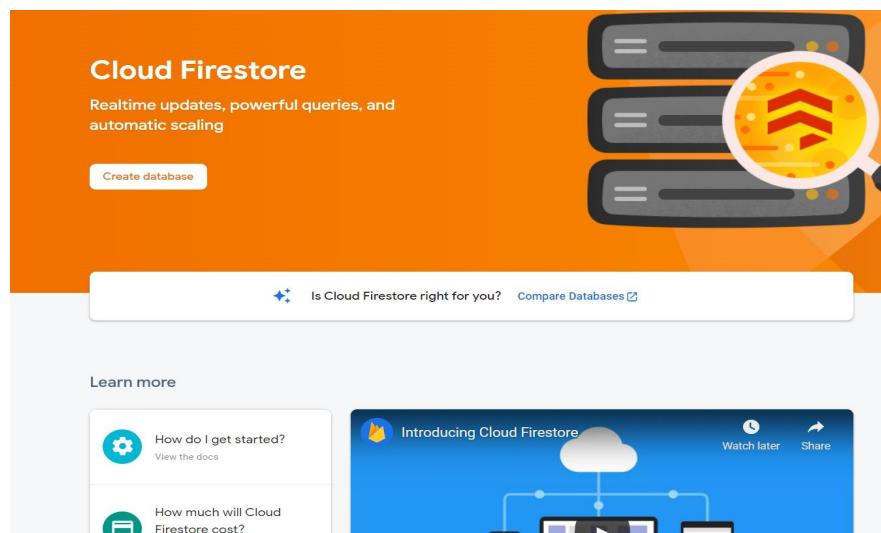


Figure 72: Get Started on Cloud Firestore part 1 (Firebase)

2. Select in Production mode or Test mode.

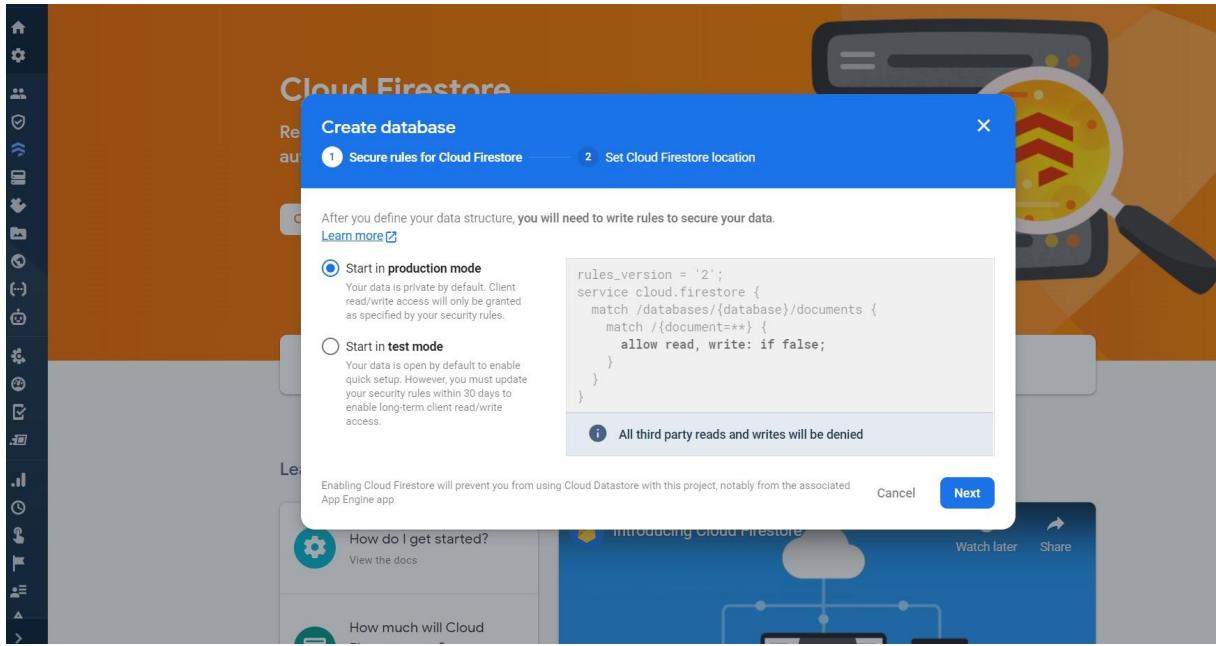


Figure 73: Get Started on Cloud Firestore part 2 (Firebase)

3. Click **Next** and Set Cloud Firestore Location.

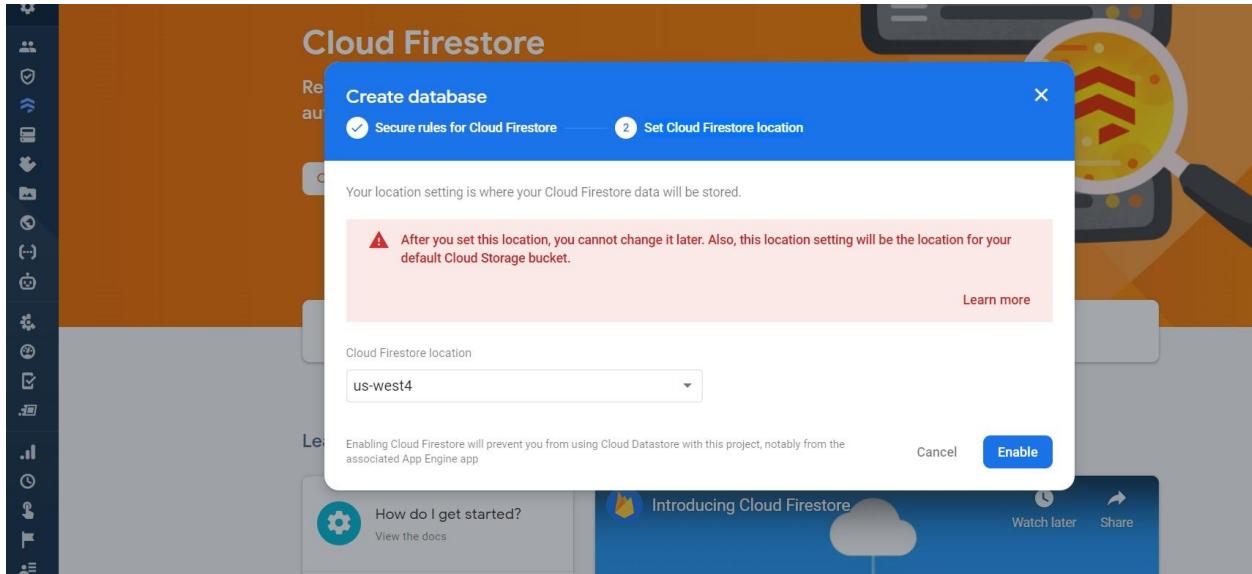


Figure 74: Get Started on Cloud Firestore part 3 (Firebase)

4. Click **Enable**.

6. Setup rules for Cloud Firestore.

1. Click on **Rules tab**.

```
rules_version = '2';
service cloud.firestore {
  match /databases/{database}/documents {
    match /{document=**} {
      allow read, write: if false;
    }
  }
}
```

Figure 75: Rules Setup (Firebase)

2. Change the rules.

```
rules_version = '2';
service cloud.firestore {
  match /databases/{database}/documents {
    match /{document=**} {
      allow read, write: if false;
    }
  }
}
```

Figure 76: Rules Setup 2 (Firebase)

- For addition information go to these links:

<https://firebase.google.com/products-build>

https://firebase.google.com/products/firestore?gclid=Cj0KCQjwg_iTBhDrARIsAD3Ib5hS3ocJN3EnrREbHKDsSjh9OWAqni4PDKMZQV4m7kqR

[VBAWb6MRwzYaAre5EALw_wcB&gclsrc=aw.ds](#)

7.2 Manual Entry

1. Input file name/collection in firebase.

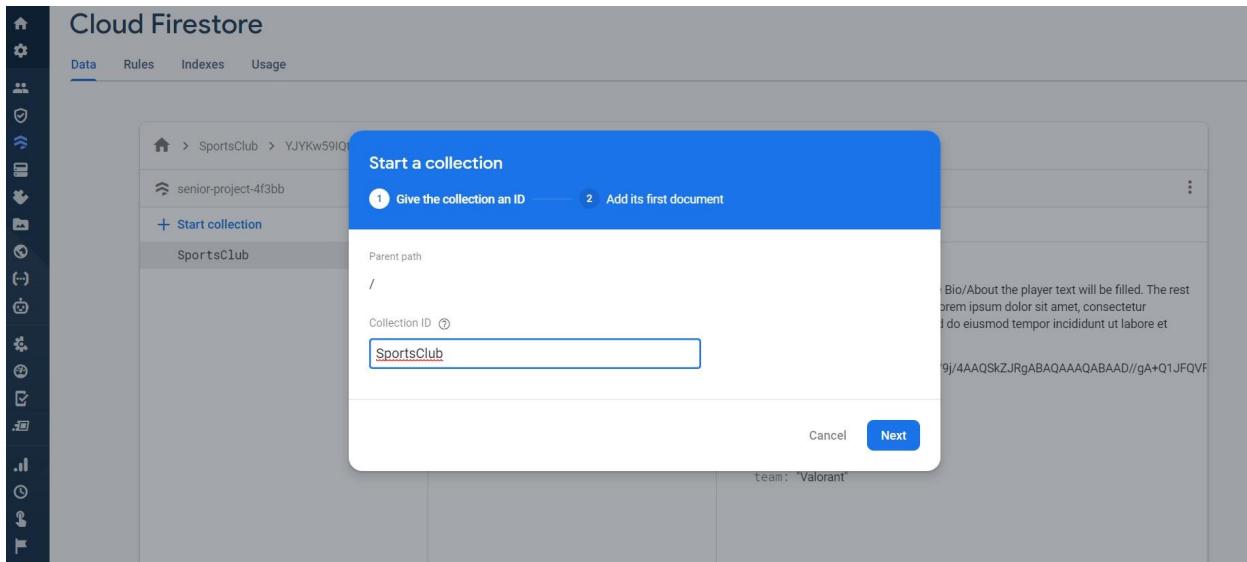


Figure 77: Start a collection.

- Start a collection and also where all the inputs will go.
2. Add document to file.

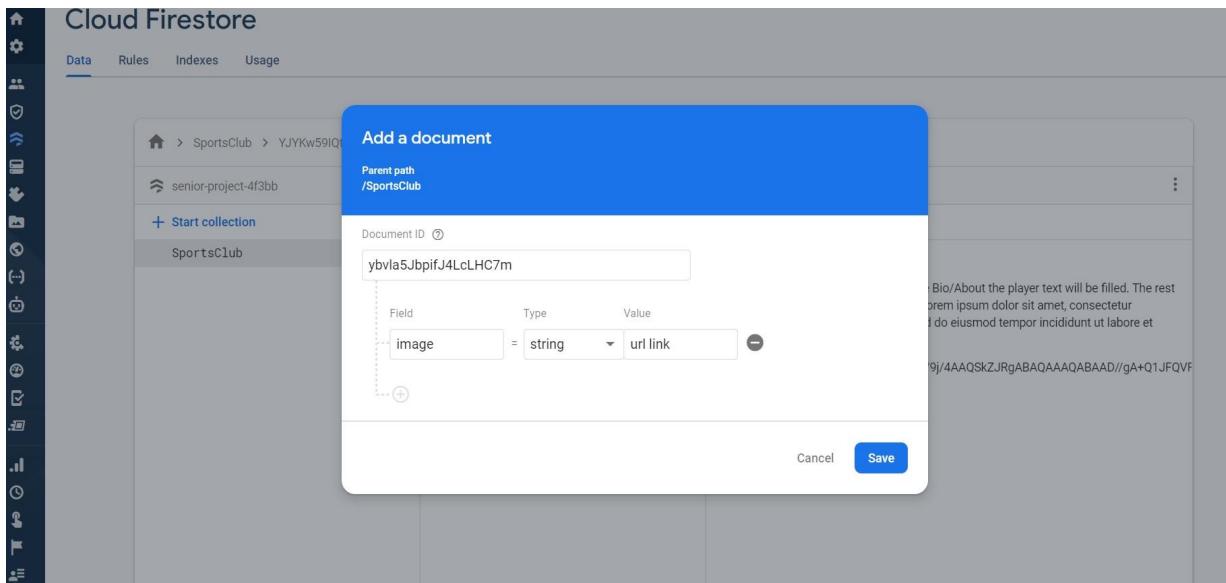


Figure 78: Add a document.

- Shows where to add Fields = Type = Value and click on (+) sign to add more fields.

Document ID	Fields
YJYKw59IQt05pEm6mZNa	<pre> description: "Here is where the Bio/About the player text will be filled. The rest is just filler text. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna." image: "data:image/jpeg;base64,9j/4AAQSkZJRgABAQAAAQABAAQ//gA+Q1JFQVF name: "Player Name" playerName: "Gamertag" roles: "Duelist" team: "Valorant" </pre>

Figure 79: Manual Entry (Firebase)

- Shows after done with manual entry.

3. Uploading picture to Storage / Url.

The screenshot shows the Firebase Storage interface. On the left is a sidebar with various icons. The main area is titled "Storage" and has tabs for "Files", "Rules", and "Usage". Below the tabs is a URL field containing "gs://senior-project-4f3bb.appspot.com". A blue "Upload file" button is located at the top right of the file list. The file list table has columns for "Name", "Size", "Type", and "Last modified". It contains one item: "DDayLAN.JPG" (2.07 MB, image/jpeg, April 25, 2022).

Figure 80: Click on Storage database (Firebase)

This screenshot shows the same Firebase Storage interface as Figure 80, but with a file named "download (1).png" selected. The file is a Pikachu image (6,900 bytes, image/png). A context menu is open over the file, with the "Copy link address" option highlighted. Other options in the menu include "Open link in new tab", "Open link in new window", "Open link in incognito window", "Save link as...", and "Inspect".

Figure 81: Image upload (Firebase)

- Upload picture and copying the link address to paste to value for image field.

7.3 Login page

1. Navigation

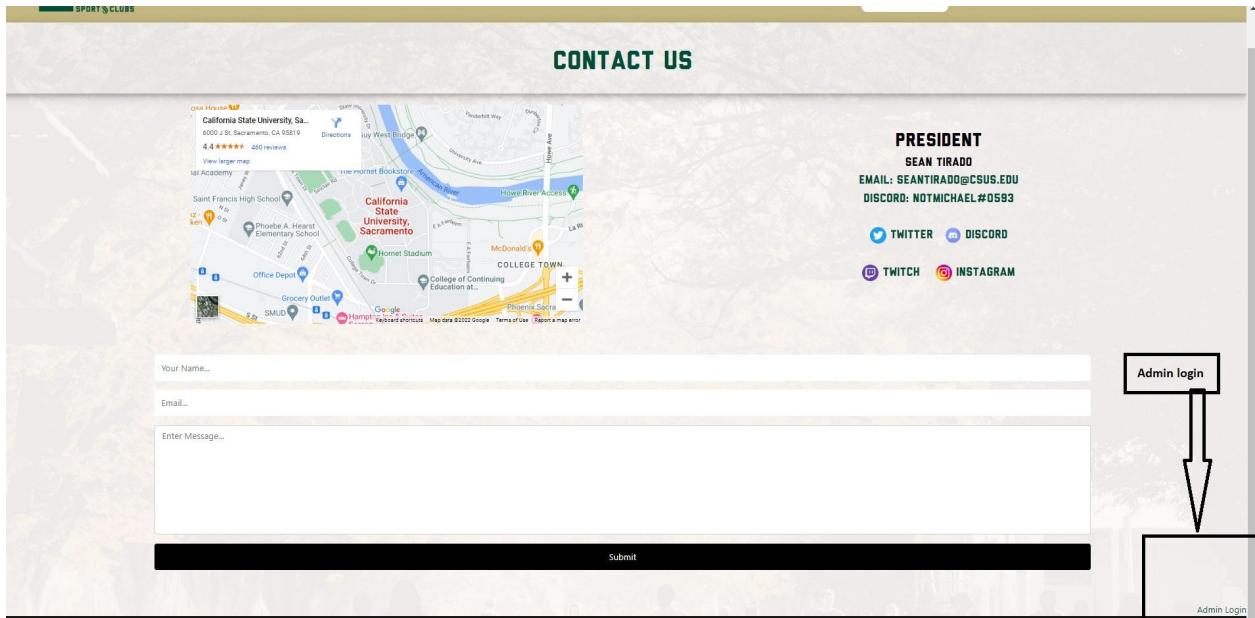


Figure 82: Contact page (Firebase)

- Its Contact page is where you will find Admin Login.
- To navigate to the Login page from the homepage one must simply navigate to where it says “CONTACT” at the bottom - right of the page, click on “ADMIN LOGIN”.

2. Email&password login

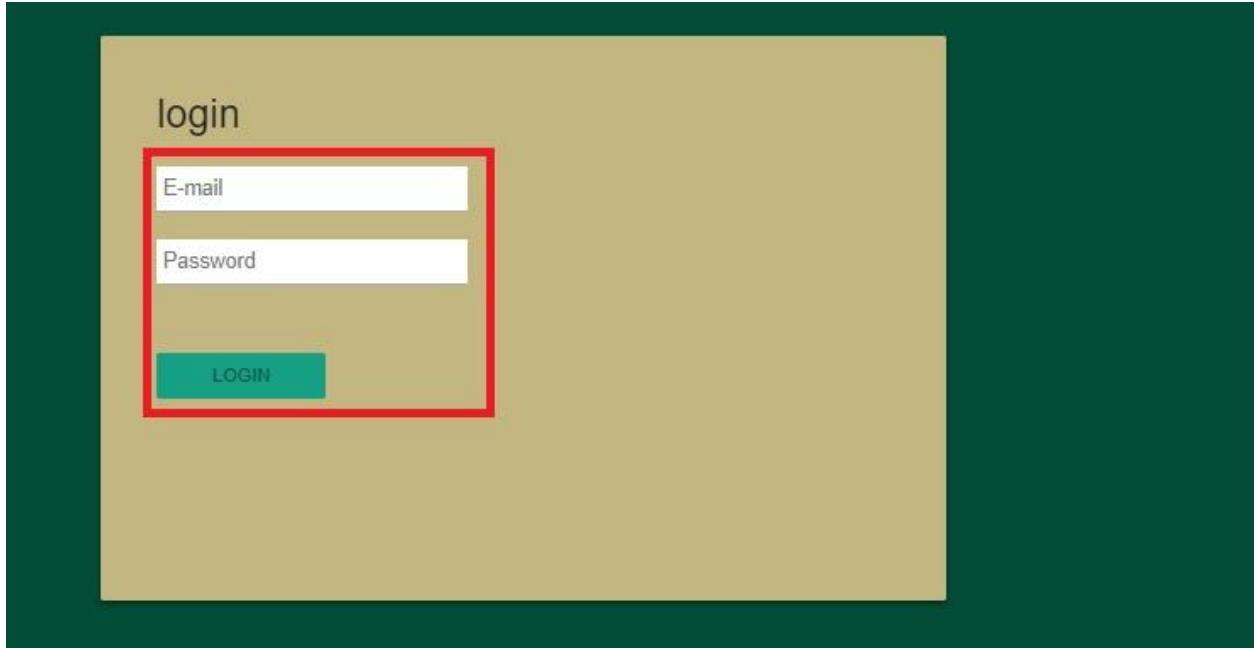


Figure 83: Login Page (Firebase)

- Put your email address and password that you have created in firebase for successful login.

3. Changing the Firebase Configuration

```
15  </body>
16  <script type="module">
17      import { initializeApp } from "https://www.gstatic.com/firebasejs/9.6.10/firebase-app.js";
18      import { getDatabase, set, ref, update } from "https://www.gstatic.com/firebasejs/9.6.10.firebaseio.js";
19      import {
20          getAuth, createUserWithEmailAndPassword,
21          signInWithEmailAndPassword, onAuthStateChanged, signOut
22      } from "https://www.gstatic.com/firebasejs/9.6.10/firebase-auth.js";
23      const firebaseConfig = {
24          apiKey: "AIzaSyAqokPjgpp4dcdwZmXNRBXdaYvayaGGpyg",
25          authDomain: "senior-project-4f3bb.firebaseio.com",
26          databaseURL: "https://senior-project-4f3bb-default-rtdb.firebaseio.com",
27          projectId: "senior-project-4f3bb",
28          storageBucket: "senior-project-4f3bb.appspot.com",
29          messagingSenderId: "160860532291",
30          appId: "1:160860532291:web:01005a9de5c82beb162ef6",
31          measurementId: "G-0BDYPJ0YY4"
32      };
33      const app = initializeApp(firebaseConfig);
34      const database = getDatabase(app);
35      const auth = getAuth();
36      if (localStorage.getItem("auth") && localStorage.getItem("auth") != 'undefined' && localStorage.getItem("auth") != 'null') {
37          location.href = "esportSignup.html";
38      }
}
```

Figure 84: Login.html (Firebase Config)

- Login page HTML (code file : Login.html) code file *firebase config
- Copy your **Firebase Config** from the website of firebase website and replace it with yours.

7.4 Sign-up/Sign-out page

1. Navigation

- To navigate to the Sign-up page from the homepage one must simply navigate to where it says “CONTACT” at the bottom - right of the page, click on “ADMIN LOGIN” and once you are logged in, it will straight take you to “SIGN-UP” page .

2. Sign-up inputs

The screenshot shows a 'Sign-up' form. At the top left is the title 'Sign-up'. Below it are four input fields: 'Name' and 'Player Name/ Username' (both highlighted by a large red box), 'Team name' and 'Roles' (both in a separate row). Below these is a 'Description' field. At the bottom left is a placeholder text 'Click on the "Choose File" button to upload a picture:' followed by a file input field labeled 'Choose File' with the text 'No file chosen'. At the very bottom is a blue 'SUBMIT' button. A smaller red box highlights the 'SUBMIT' button and the file input field.

Figure 85: Sign-up page part 1 (Firebase)

- “SIGN-UP” page with all the inputs display.
- Make sure to fill in all the inputs and select the image before clicking the submit button otherwise it won’t submit anything to firebase (database).

3. Sign-out

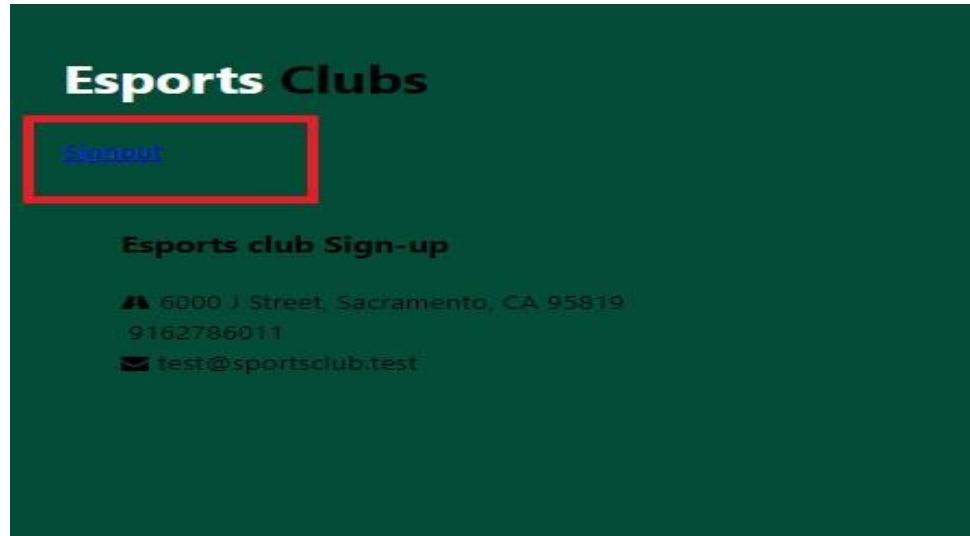


Figure 86: Sign-up page part 2 (Firebase)

- Sign-out button on “SIGN-UP page”
- If you click on the sign-out button it will straight take you to “TEAM” page.

4. Changing the Firebase Configuration

```

65         <button id="savebtn" type="submit">Submit</button>
66
67     </form>
68   </div>
69 </div>
70 </div>
71 <script type="module">
72   import { initializeApp } from "https://www.gstatic.com/firebasejs/9.6.10/firebase-app.js";
73   import { getAnalytics } from "https://www.gstatic.com/firebasejs/9.6.10.firebaseio-analytics.js";
74   import { getFirestore, collection, addDoc, getDocs } from "https://www.gstatic.com/firebasejs/9.6.10/firebase-firestore.js";
75   import { getAuth, createUserWithEmailAndPassword, signInWithEmailAndPassword, onAuthStateChanged, signOut } from "https://www.gstatic.com/firebasejs/9.6.10/firebase-auth.js";
76   import { getDatabase } from "https://www.gstatic.com/firebasejs/9.6.10.firebaseio-database.js";
77
78   var firebaseConfig = {
79     apiKey: "AIzaSyAqokPjgg4dcdwZmXIRBXdaYvayaG6pyg",
80     authDomain: "senior-project-4f3bb.firebaseioapp.com",
81     databaseURL: "https://senior-project-4f3bb-default.firebaseio.com",
82     projectId: "senior-project-4f3bb",
83     storageBucket: "senior-project-4f3bb.appspot.com",
84     messagingSenderId: "1608860532291",
85     appId: "1:1608860532291:web:81095a9de5c82beb162ef6",
86     measurementId: "G-0BDYPJ0YY4"
87   };
88
89   // Initialize Firebase
90   const app = initializeApp(firebaseConfig);
91   const analytics = getAnalytics(app);
92   const db = getFirestore(app);
93   const database = getDatabase(app);

```

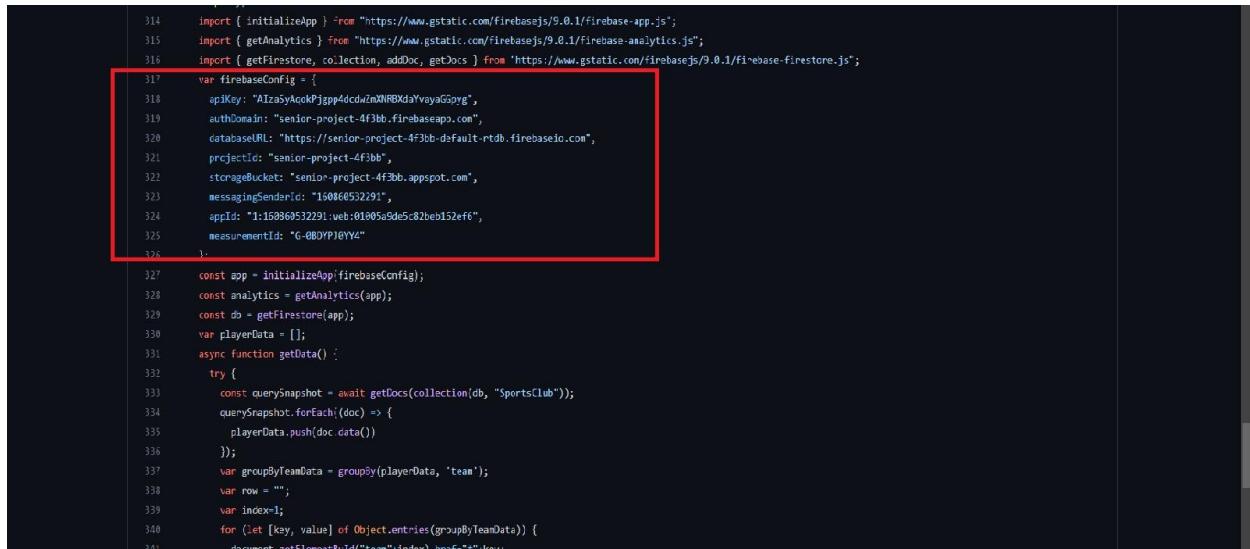
Figure 87: esportSignup.html (Config)

- Sign-up page HTML (code file : esportSignup.html) *firebase config

- Copy your **Firebase Config** from the Firebase website and replace it with yours.

7.5 Display (Team Page)

1. Changing the Firebase Configuration



```

314 import { initializeApp } from "https://www.gstatic.com/firebasejs/9.0.1/firebase-app.js";
315 import { getAnalytics } from "https://www.gstatic.com/firebasejs/9.0.1/firebase-analytics.js";
316 import { getFirestore, collection, addDoc, getDocs } from "https://www.gstatic.com/firebasejs/9.0.1.firebaseio.js";
317 var firebaseConfig = {
318   apiKey: "AIzaSyAocKJgpp4dcduInXRBkdaYvayaG6pyg",
319   authDomain: "senior-project-4f3bb.firebaseioapp.com",
320   databaseURL: "https://senior-project-4f3bb.firebaseio.com",
321   projectId: "senior-project-4f3bb",
322   storageBucket: "senior-project-4f3bb.appspot.com",
323   messagingSenderId: "10866952291",
324   appId: "1:15936952291:web:01005a9d5c82beb152eff",
325   measurementId: "G-0DYPJ0YY"
326 };
327 const app = initializeApp(firebaseConfig);
328 const analytics = getAnalytics(app);
329 const db = getFirestore(app);
330 var playerData = [];
331 async function getData() {
332   try {
333     const querySnapshot = await getDocs(collection(db, "SportsClub"));
334     querySnapshot.forEach((doc) => {
335       playerData.push(doc.data());
336     });
337     var groupByTeamData = groupBy(playerData, 'team');
338     var row = "";
339     var index=1;
340     for (let [key, value] of Object.entries(groupByTeamData)) {
341       document.getElementById("team"+index).innerHTML=key;
342     }
343   }
344 }
345 
```

Figure 88: team.html (Config)

- “TEAM” page HTML (code file : team.html) *firebase config
- Copy your **Firebase Config** from the website of firebase website and replace it with yours. -

8. Uploading Files To Website

The Website is currently hosted via hyperphp.com, this is a free Hosting website, which has its faults. It is STRONGLY recommended that you switch to a paid hosting service. This will help with things like: Website reliability, larger file uploads, Website speed, and free SSL. SSL is crucial for the twitch embedded to work on your site, and as well for additional website security and professionalism. A recommendation for website hosting is BlueHost.

https://www.bluehost.com/special/techradar?subtag=tomsguide-us-7425504648343535000&utm_campaign=affiliate-link_techradar_notype&utm_source=www.tomsguide.com&utm_medium=affiliate&utm_affiliate=techradar This is a link for cheaper rates, starting at 2.75 per month. This hosting service as well uses cPanel, so the process for updating the website should be very similar. In the following section, I will go over how to update changes made in code to the live site.

8.1 Navigation

Either click this link → <http://cpanel.hyperphp.com> or type this website into your browser. This will bring you to the login page for the cPanel. The cPanel is a Graphical User Interface for website Management.

The login is : hp_31584040

The password is: valorantwhite

You will now be at the cPanel shown in the image below.

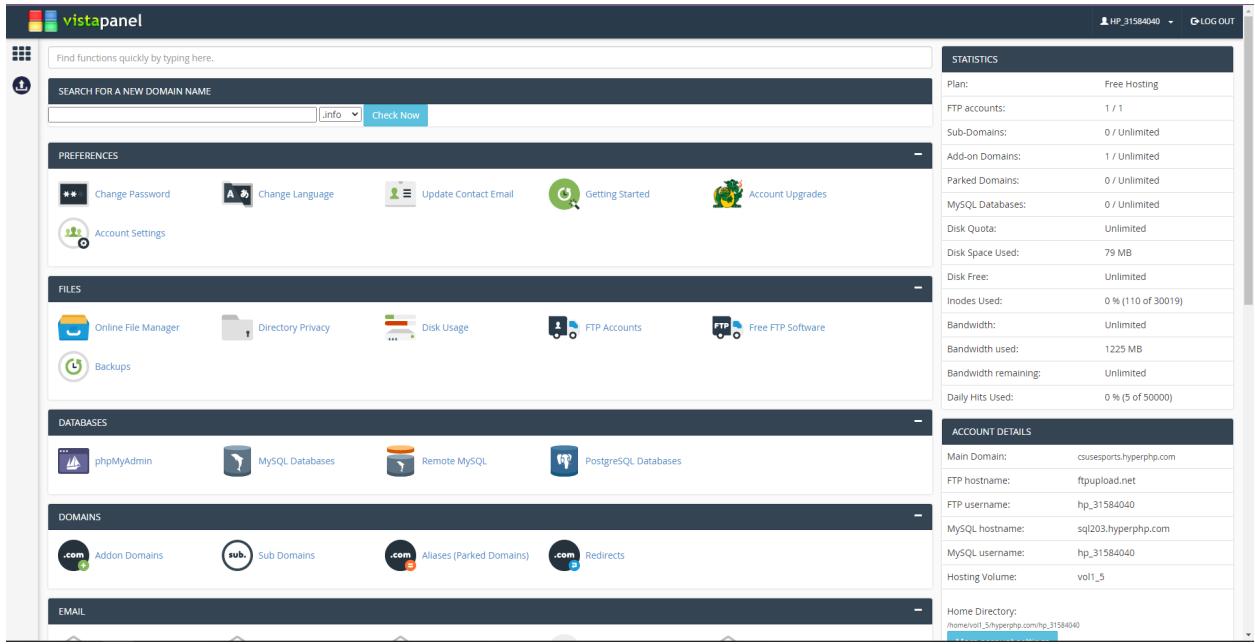


Figure 89 : Cpanel website management

8.2 Updating Files

To upload and update files for the website you must go to the Online File Manager. This is in the Cpanel in the Files Section. When looking at the figure below, you will see the Online File Manager is the first icon to the left. Click this icon to proceed to the next step.



Figure 90: Finding Online File Manager

You will then be taken to the screen shown in the figure below. Click on the folder that says “sacstateesportsclub.com” to proceed to the next step.

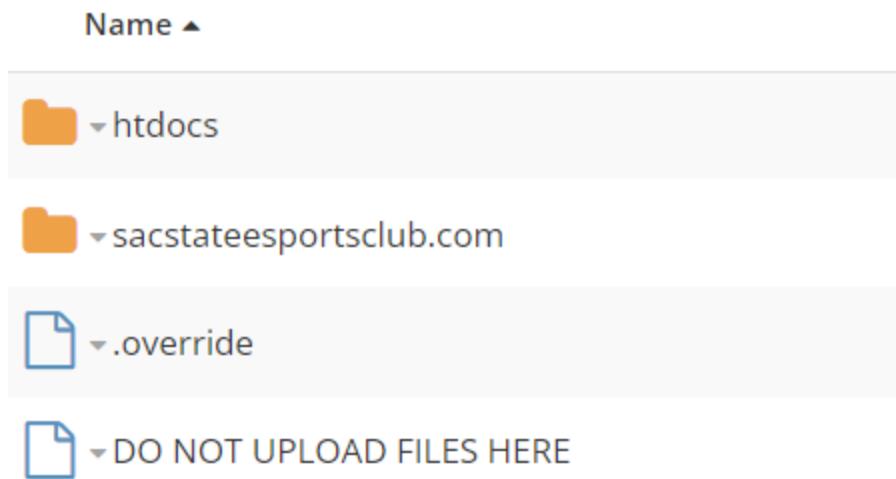


Figure 91 : Finding sacstateesportsclub.com Folder

You will then be taken to the screen shown in the figure below. Click on the folder that says “htdocs” to proceed to the next step. You will notice that this is a different htdocs than shown in the previous step. Make sure you are opening the htdocs that is inside the “sacstateesportsclub.com” folder.

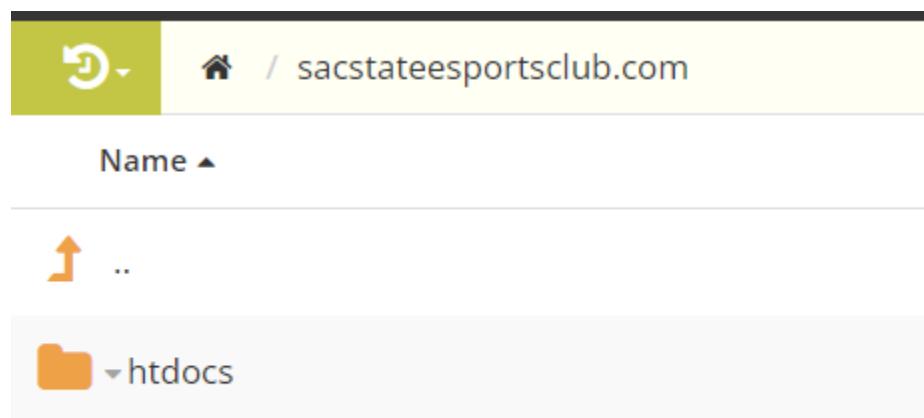


Figure 92 : Finding htdocs Folder

You are now inside the folder that contains all of the website's files. The upload button has been circled in red in the figure below. To update any edited file, click this upload button and upload the corresponding file. It will ask you if you want to replace the file with the same name. Select Yes.

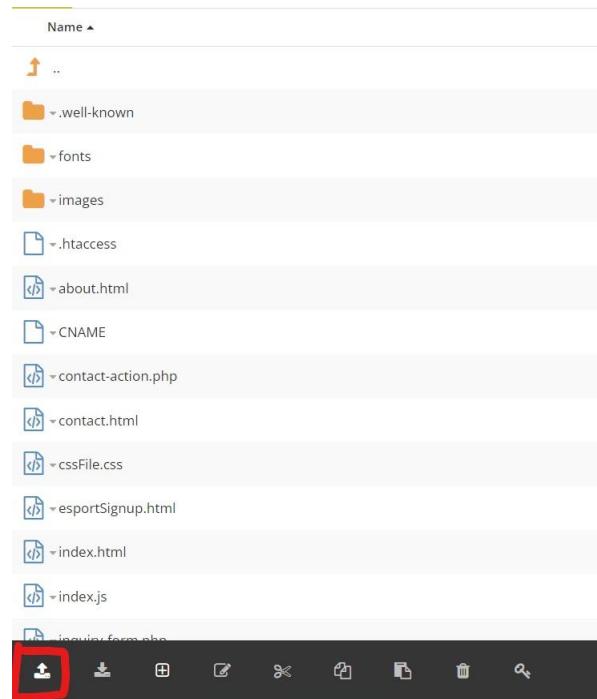


Figure 93 : Uploading Files

If you have any new images, you must go into the images folder and press the same upload button and upload the images into the image folder. Currently, with the free hosting, there is a 10mb max upload size, so you may need to compress images for them to work. When uploading files, it may take a while for the website to be updated. This can be resolved if you delete your cookies and cache.

9. Developer Contact Information

Name	Email	Phone Number
	<hr/>	