Admin Dashboard - Backend Required

Feature Backend Purpose

Add Tournament Insert new tournament → tournament table

View Tournaments Fetch list of tournaments

Add Team Insert new team → team and tournament_team tables

Add Player → player, team_player tables

Assign Captain Insert → match_captain table

Approve Player Approve pending → update team_player status

Schedule Match Insert → match_played table

Enter Match

Update → match_played, trigger points update
Results

Card Management Insert → player_booked table

Delete Tournament Delete → tournament + cascade (if applicable)

Fetch + assign → update venue_description referencing

soccer fields

✓ ALL admin actions will hit the backend for inserting, updating, or deleting records.

Guest Dashboard - Backend Required

Feature Backend Purpose

View

Fetch list of tournaments

Tournaments

Match Results Fetch → match_played + match_details

Top Scorers Fetch aggregated → goal_details (group by player)

Feature Backend Purpose

Red Cards Fetch → player_booked with sent_off='Y'

Teams & Players Fetch → all team, team_player, person, manager, coach, captain info

Insert join request → insert pending record in team_player or another Join a Team

join_requests table

for Most guest pages are read-only but still need backend queries to fetch the data.

- **©** Key Differences
- ✓ Admin → mostly insert/update/delete operations
- Guest → mostly read-only fetch operations (except join request)
- **Example of interaction:**
 - 1. Guest submits join request (frontend → backend) → stores pending request.
 - Admin views & approves player (frontend → backend) → updates status in team_player.

These two pages interact with the same backend table but from different dashboards/roles.

Feature (Requires)	Depends on	Why?
✓ Add Team	Add Tournament	You must create a tournament first to assign the team to
Approve Player	Add Player → Join a Team	Player must exist (either added by admin or joined as guest) before approval
Assign Captain	Add Player + Add Team	You can't assign a captain if there are no players or team
Schedule Match	Add Team + Add Tournament + Fields	Need teams, tournament, and available venue/field
✓ Enter Match Results	Schedule Match	Can't enter results without a scheduled match
✓ Card Management	Schedule Match + Add Player	Need a played match + registered players to assign cards
✓ View Tournaments (Guest/Admin)	Add Tournament	Needs tournaments to view
✓ Match Results (Guest)	Enter Match Results	Results display comes from recorded match outcomes
✓ Red Cards (Guest)	Card Management	Red cards are only visible if recorded in card management
✓ Top Scorers (Guest)	Enter Match Results (goal details update)	Scorer data comes from entered match goals
✓ Teams & Players (Guest)	Add Team + Add Player + Assign Captain + Approve Player	To see full team roster, manager, coach, captain, players must be created/assigned

Feature (Requires) Depends on Why? ✓ Join a Team (Guest) Add Team existing team

In plain English:

- 👉 You need to Add a Tournament before you can Add a Team.
- F You need to Add a Team before you can Assign Captain, Approve Players, or Schedule Matches.
- 👉 You need a Scheduled Match before you can Enter Results or Manage Cards.
- You need Entered Results before you can View Match Results or calculate Top Scorers.

© Critical Flow Example (Admin):

- Add Tournament → Add Team → Add Player → Approve Player → Assign Captain →
 Schedule Match → Enter Match Results → Card Management
- **©** Critical Flow Example (Guest):
 - 1. Join a Team → (Admin approves player) → Player visible in Teams & Players
 - 2. View Tournaments → View Match Results → View Top Scorers/Red Cards

Shared Tables / Interaction Points:

- team_player table connects:
 - Join a Team (guest)
 - Add Player (admin)
 - Approve Player (admin)
 - Teams & Players (guest view)
- match_played table connects:
 - Schedule Match

- o Enter Match Results
- Match Results (guest)
- **goal_details table** connects:
 - o Enter Match Results → Top Scorers
- player_booked table connects:
 - o Card Management → Red Cards

Conclusion:

Some features **cannot function without a prerequisite one.** Example:

- X You can't assign a captain if the team or players don't exist.
- X You can't see red cards if no cards have been assigned.