

### 1) **Home (signed out) screen:**

- a. When the user first opens the application, they will be directed to the **Home** page as a guest (signed out user).
- b. To perform any further activities on the application, the user will need to sign in. To sign in, the user can click on
  - i. The **Sign In** button/tab below **Home** button/tab
  - ii. The **Book Now** button on **Fields** box
  - iii. The **Book Now** button on **Events** box.

Any of these options will lead the user to Sign In screen.

### 2) **Sign In screen:**

- a. On this screen, the user can either log in by clicking on **Log In** area or sign up, if they are to be a new user, by clicking on **Sign Up** area.
- b. If the user clicks on one of the two options and decides to go back to select the other option, then they could click again on the **Sign In** button/tab which is already selected.

### 3) **Log In screen:**

- a. On this screen, the user can enter their credentials.
- b. They should log in with their Student ID if they had signed up already.
  - i. If the log in is successful, the student will be directed to the **Home** screen as a signed in user.
  - ii. If not, then they will remain on the **Log In** screen until they change screen or enter the correct credentials.

### 4) **Sign Up screen:**

- a. On this screen, the student should register their basic information to be able to use the application.

- b. They should register their Student IDs as their **ID**. In the **Name** text field, the student should enter their first name only.
- c. After signing up, the user will be directed to the **Log In** screen to log in if they want.

#### 5) **Home (signed-in) screen:**

- a. This screen displays the content of the signed-out screen but with more features like the welcome message and the points under the user's account.
- b. The points enable the user to get discount on a booked field reservation or event reservation if the points reach to 100, after which the pointers counter restarts and starts collecting the points again.
- c. When the points reach exactly 100 points, the points counter is reset to 0 and the **Get Discount** button is activated, while if the points counter has crossed the 100 points, then it's reset with initial number of points equal to the difference between the actual number of points and the number 100, where also the **Get Discount** button is activated. If the latter scenario takes place again and the user has not activated the discount, that's by clicking on the **Get Discount** button when it's enabled, then the counter will reset with the initial value but no more than one discount is given to the user.
- d. And as stated previously, to activate the discount, the user needs to click on the **Get Discount** button when it's enabled, and when the discount is activated, the button returns to its disabled (which's the normal) state.
- e. The user can go to the Fields screen by clicking on
  - i. The **Book Now** button on the **Fields** box.

- ii. The **Fields** button/tab below **Home**.
- f. The user can go to the Events screen by clicking on
  - i. The **Book Now** button on the **Events** box.
  - ii. The **Events** button/tab below **Fields**.

#### 6) Fields screen:

- a. On this screen, the user can book their time on the field they want by choosing their field, day, and time range (in 2 hours intervals) from the choice boxes, respectively, and finally clicking on **Book**.
- b. After clicking on Book button, the user will be directed to **Bookings** screen.

#### 7) Events screen:

- a. On this screen, the user will see a list of the available events with the events' information. The user can book whichever event they would like to participate in as long as there is an available place.
- b. After clicking on Book button, the user will be directed to **Bookings** screen.

#### 8) Bookings screen:

- a. This screen enables the user to see their booked field and event reservations to review each field/event reservation's information.

#### 9) Extra notes:

- a. The user can freely navigate the application when on any screen via the **side navigation bar**.
- b. To sign out, the user should click the **Sign Out** button at the end of the side navigation bar, which will sign them out of the application and direct to the **Home (signed out)** screen.