

GoalPro

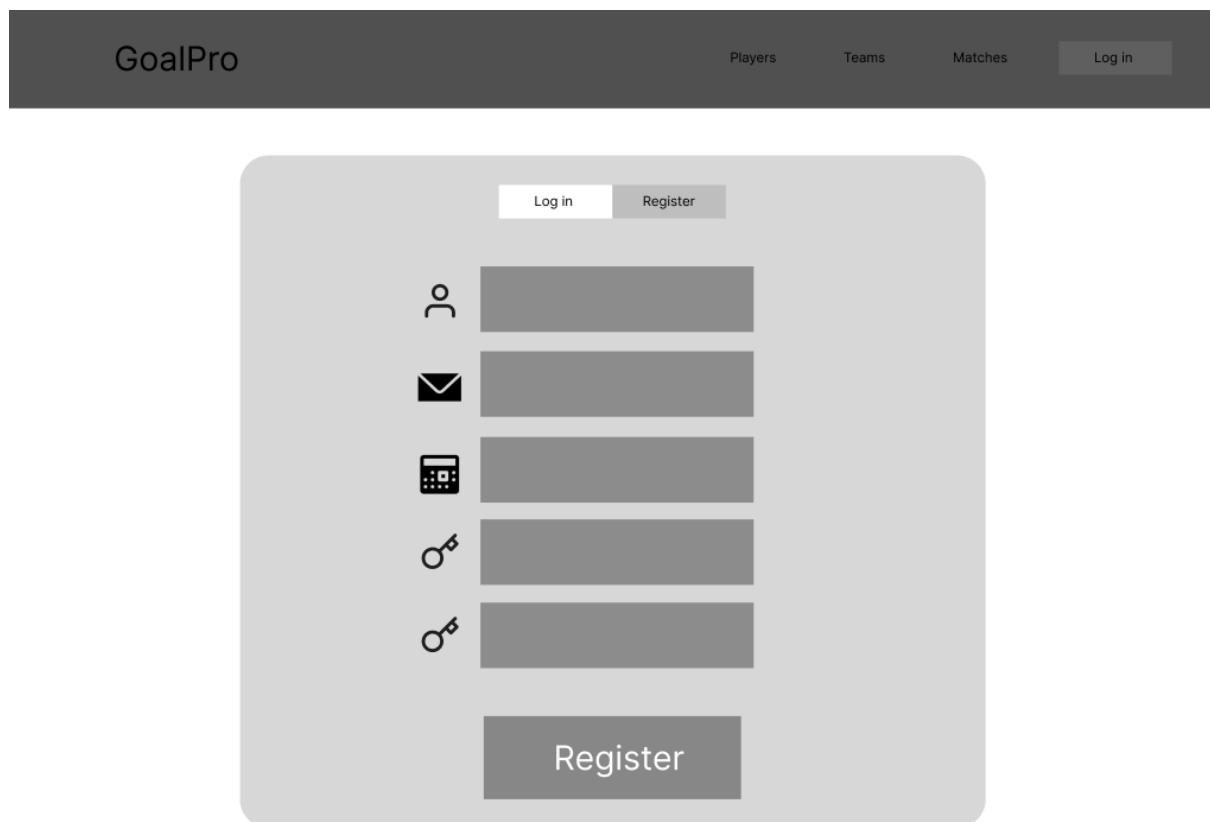
Take full control of your football teams with GoalPro, the all-in-one app designed to simplify team management and enhance performance. Whether you're managing a local club or organizing professional squads, this app gives you the tools you need to manage teams, players, and matches seamlessly.

User Stories

Story 1 - Register Page

As a new user,
I'm able to create an account,
So that I can access personalized features, such as tracking and managing football players, teams, and matches.

Wireframe



The wireframe illustrates the layout of the Register Page. At the top, a dark grey header bar contains the 'GoalPro' logo on the left and navigation links for 'Players', 'Teams', 'Matches', and a 'Log in' button on the right. Below the header, a light grey rounded rectangle represents the registration form. Inside this form, there are two buttons at the top: 'Log in' and 'Register'. The form contains five input fields, each preceded by an icon: a person icon for the first field, an envelope icon for the second, a calendar icon for the third, and two key icons for the fourth and fifth fields. A large 'Register' button is positioned at the bottom of the form.

Acceptance criteria

- The email has to be valid and be unique in the database.
- Birth date has to be in the past.
- The user must be at least 13 years old
- Passwords must be the same twice and must be a secure password.
- After registering, the user is redirected to the login page.

Story 2 - Login Page

As a logged-out user,
I'm able to log into an account,
So that I can access personalized features, such as tracking and managing football players,
teams, and matches.

Wireframe

The wireframe shows a web page for 'GoalPro'. The header is dark gray with the 'GoalPro' logo on the left and navigation links 'Players', 'Teams', 'Matches', and a 'Log in' button on the right. The main content area is white and contains a light gray rounded rectangle. Inside this rectangle, there is a toggle for 'Log in' and 'Register'. Below the toggle are two input fields: one for email (with an envelope icon) and one for password (with a key icon). At the bottom of the rounded rectangle is a 'Log in' button.

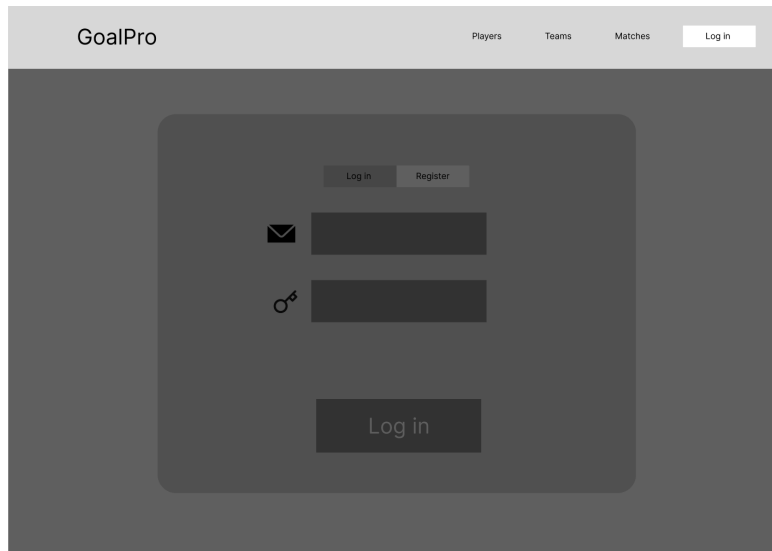
Acceptance criteria

- The email address must match an account in the database.
- The entered password must match the account's registered password.
- The Login button must redirect to the homepage.

Story 3 - Navigation menu (logged-out)

As a logged-out user,
I have access to a navigation bar on every page of the website.
So that I can navigate between pages effortlessly.

Wireframe



Acceptance criteria

- The GoalPro logo redirects the user to the Homepage.
- The Players button redirects the user to the Players page.
- The Teams button redirects the user to the Teams page.
- The Matches button redirects the user to the Matches page.
- The Login button redirects the user to the Login page.

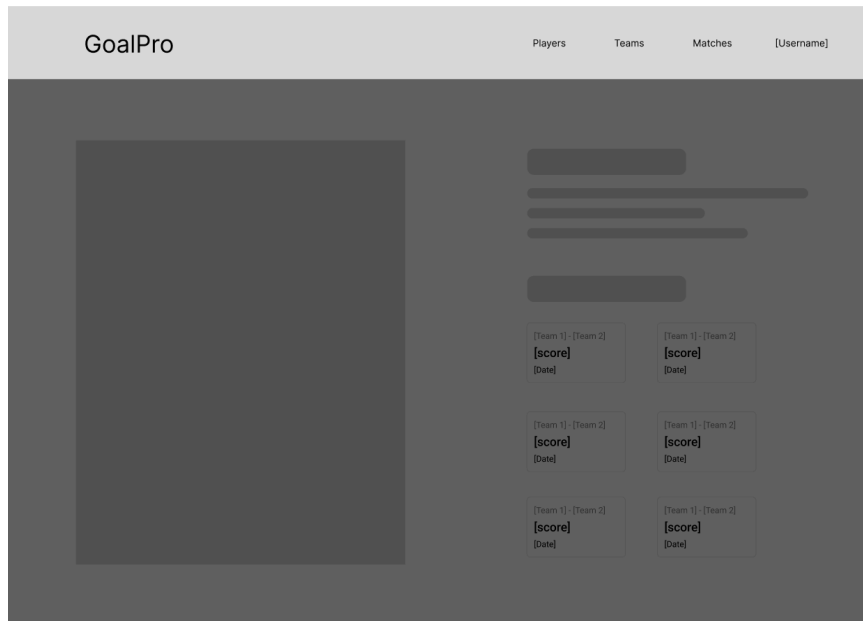
Story 4 - Navigation menu (logged-in)

As a logged-in user,

I have access to a different navigation bar when logged in,

So that I can see my chosen name on the website.

Wireframe

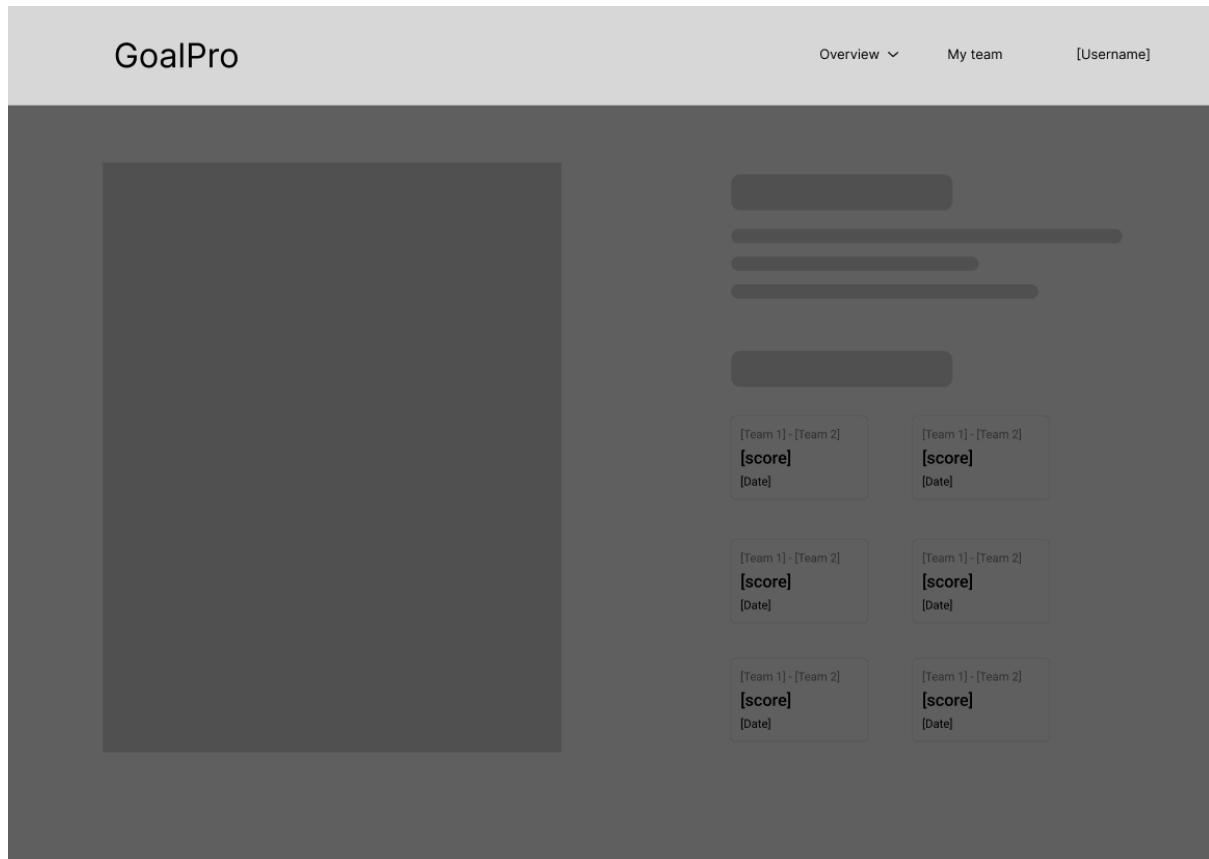


Acceptance Criteria

- The buttons still have the same functionality as for a logged-out user.
- Clicking the Username button opens a drop-down menu.

Story 5 - Navigation menu (logged-in Team member)

As a logged-in user that is member of a football team,
I have access to a different navigation bar,
So that I can access different items more relevant to me.



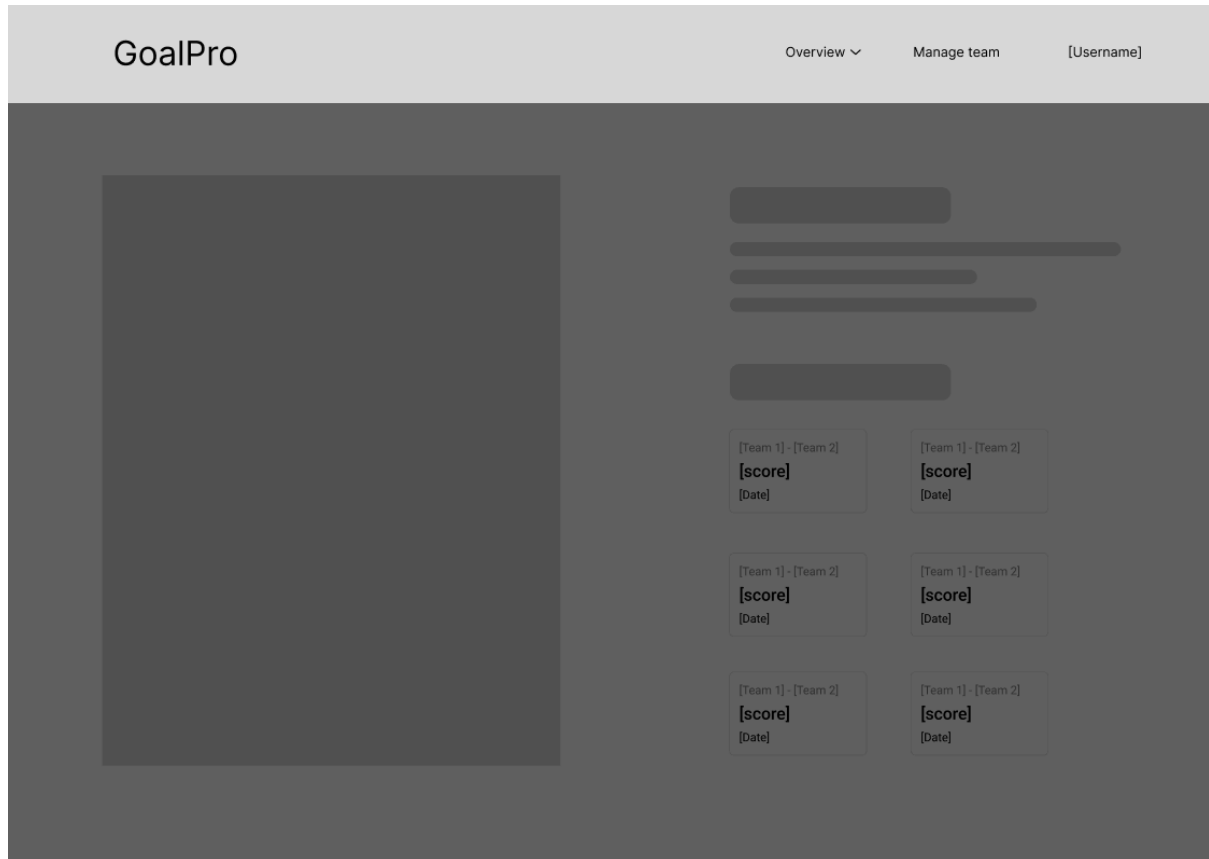
Acceptance Criteria

- The Overview button opens a dropdown menu to access the Players, Teams and Matches pages.
- The My Team button redirects the user to the overview page of his team.

Story 6 - Navigation menu (logged-in Team coach)

As a logged-in user that is coach of a team,
I have access to a different navigation bar,
So that I can access different items more relevant to me.

Wireframe



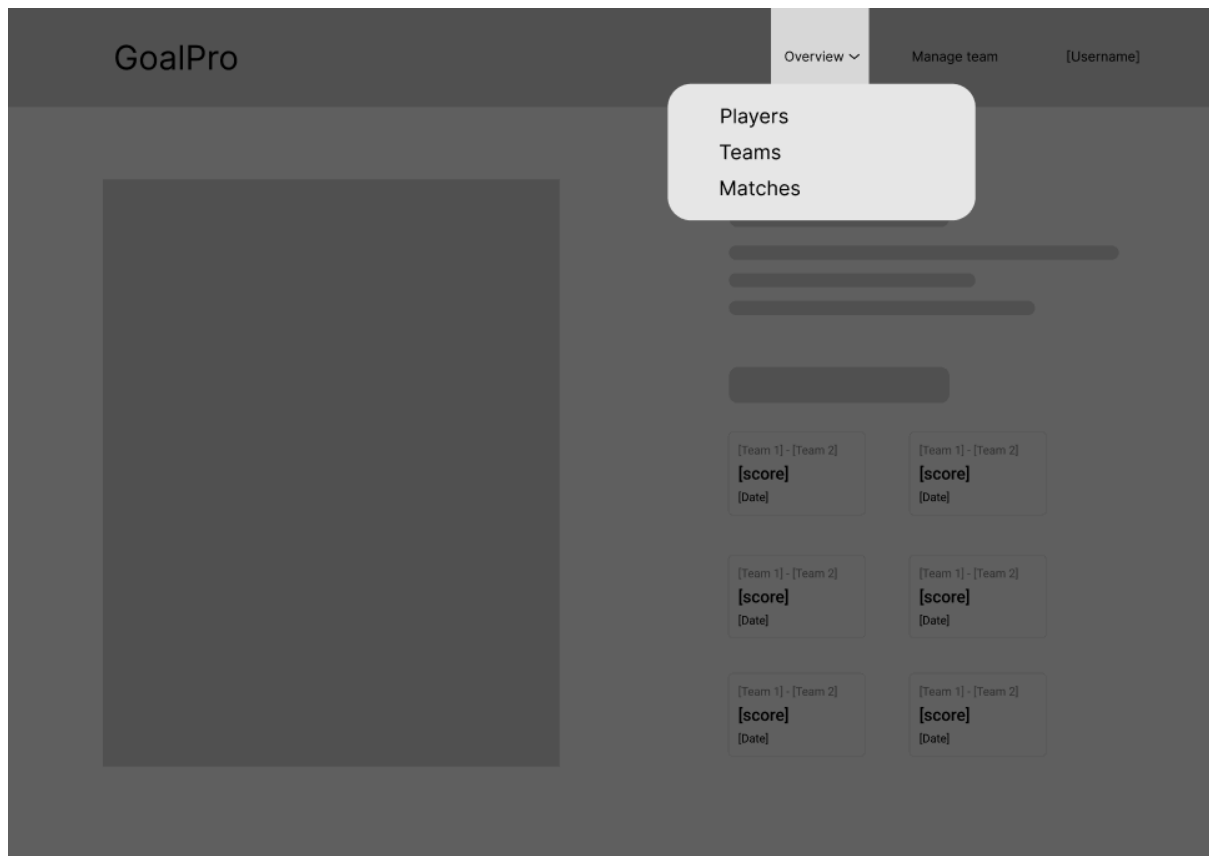
Acceptance Criteria

- The Overview button opens a dropdown menu to access the Players, Teams and Matches pages.
- The Manage Team button redirects the user to the overview page of his team.

Story 7 - Navigation menu (Overview dropdown)

As a logged-in team coach or -member,
I'm able to access a dropdown by hovering the overview button,
So that I'm able to access players, teams and matches with a less cluttered navbar.

Wireframe

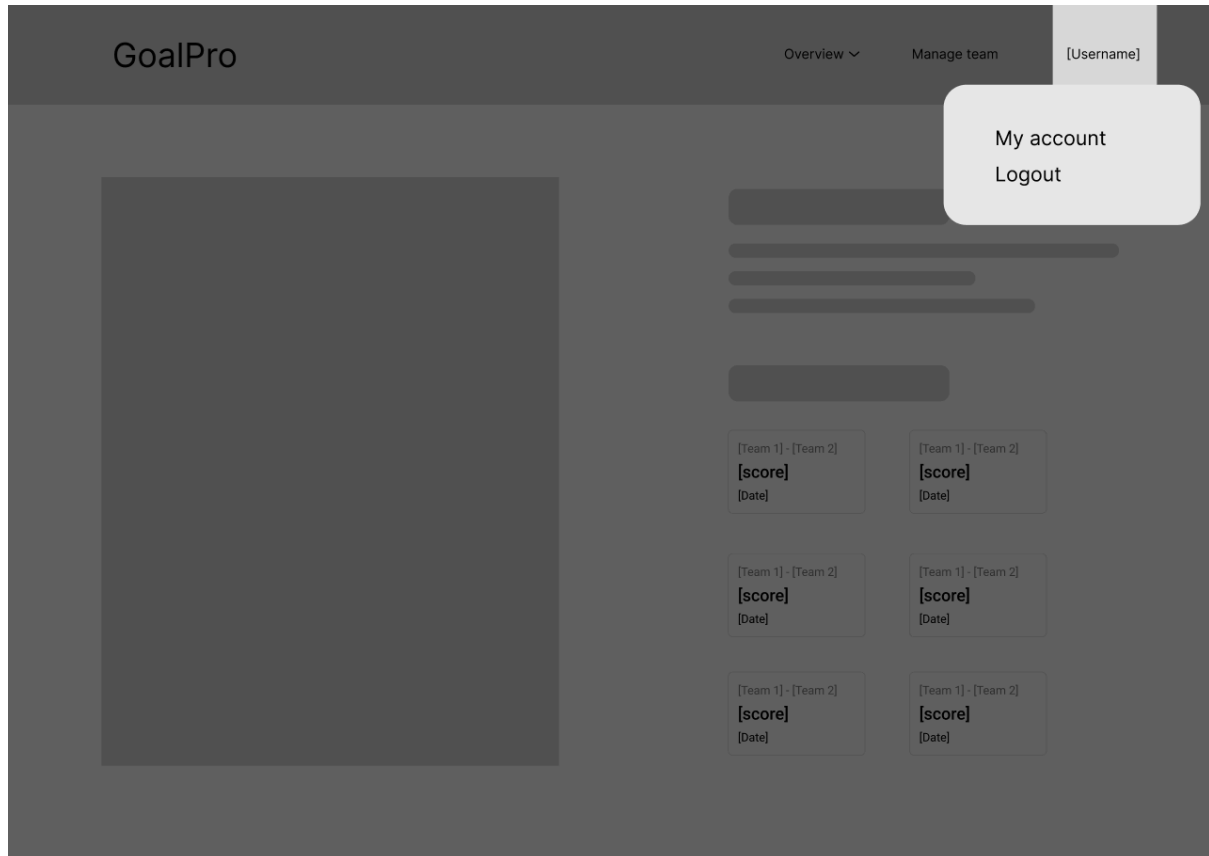


Acceptance criteria

- Hovering over the "Overview" button reveals a dropdown menu with links to the "Players," "Teams," and "Matches" pages.
- The dropdown menu should be accessible by hover and disappear when not in use.
- Clicking the "Players" link redirects the user to the Players page.
- Clicking the "Teams" link redirects the user to the Teams page.
- Clicking the "Matches" link redirects the user to the Matches page.
- The dropdown helps to reduce clutter in the navigation bar by consolidating links under the "Overview" button.

Story 8 - Navigation menu (User dropdown)

Wireframe



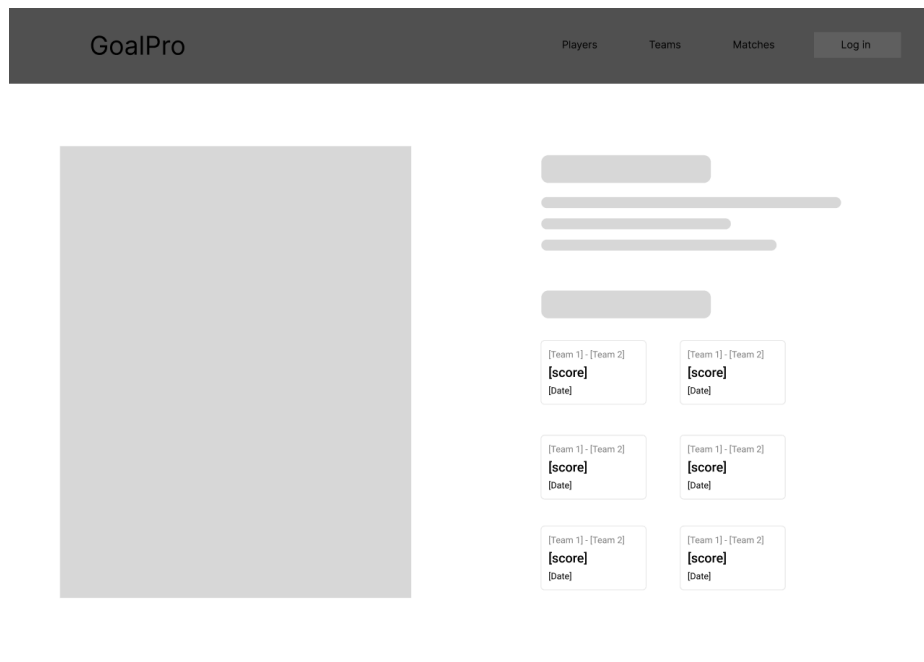
Acceptance Criteria

- Hovering over the "User" button reveals a dropdown menu with options: "My Account" and "Log Out".
- The dropdown menu should be accessible by hover and disappear when not in use.
- Clicking "My Account" redirects the user to their account settings page.
- Clicking "Log Out" logs the user out of the system and redirects them to the homepage.
- After logging out, the user can't access protected pages without logging back in.

Story 9 - Home page overview

As a user,
I'm able to the homepage of the website,
So that I can have a preview of the website's functionalities.

Wireframe



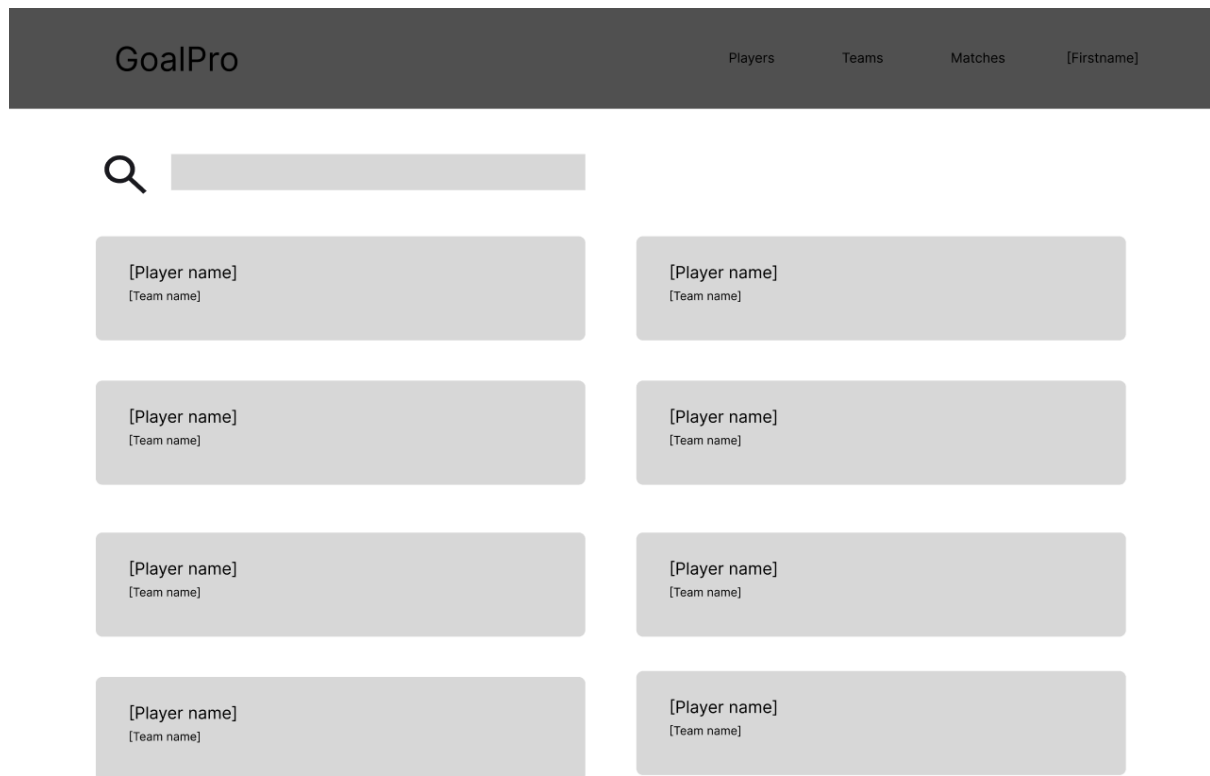
Acceptance Criteria

- The homepage displays an overview of key website features, such as tracking football players, teams, and latest matches.
- There are clear buttons to explore the website's main features.
- The navigation bar is visible on the homepage and includes links to important pages such as Players, Teams, Matches, and Login/sign-up.

Story 10 - Player Overview

As a user,
I'm able to search through the players on the Players Overview page,
So that I can find and view details about individual players stored in the database.

Wireframe



Acceptance Criteria

- The search bar allows users to filter players by name and team.
- All stored players are listed below the search bar, with their name and team displayed.
- The player list updates automatically based on the input.
- Clicking on a player from the list redirects the user to that player's personal page, where they can view more detailed information.
- If no players match the search, a message is displayed.

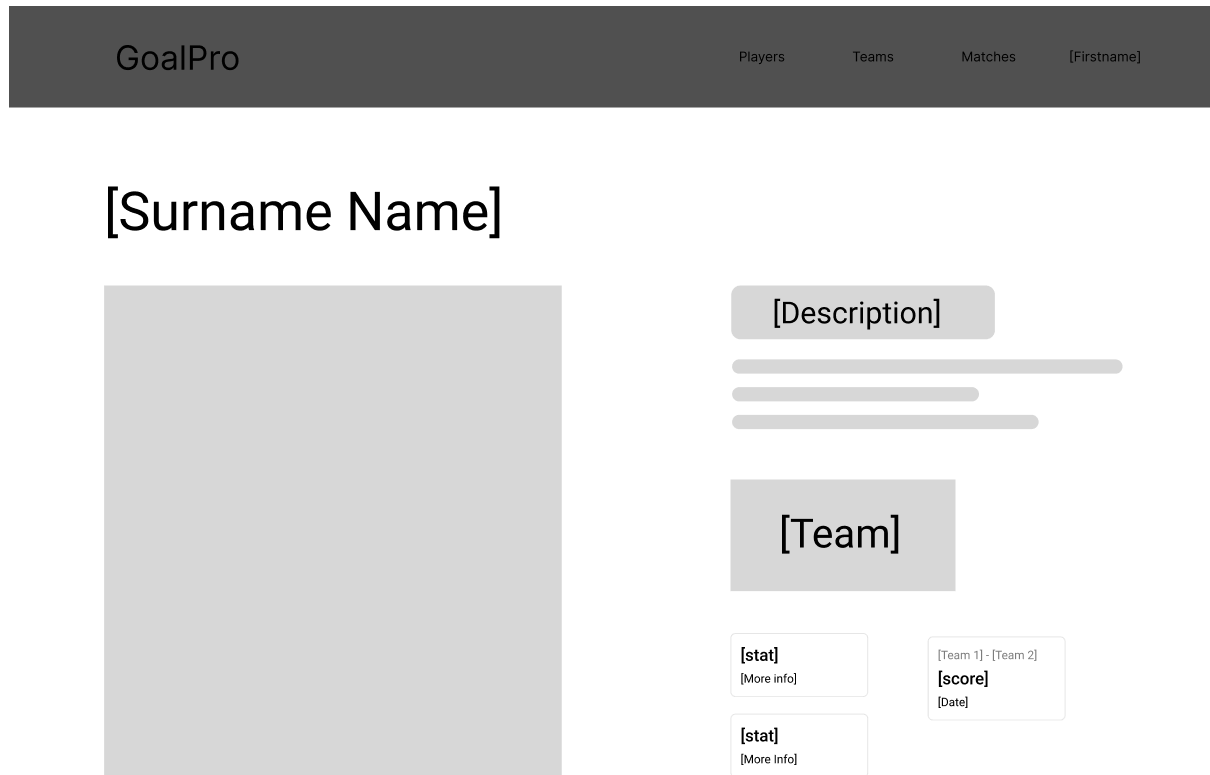
Story 11 - User page

As a user,

I'm able to view a player's personal page as well as my own user page,

So that I can see information about the player, such as their name, description, team, and stats, and I can access my own information on my page.

Wireframe



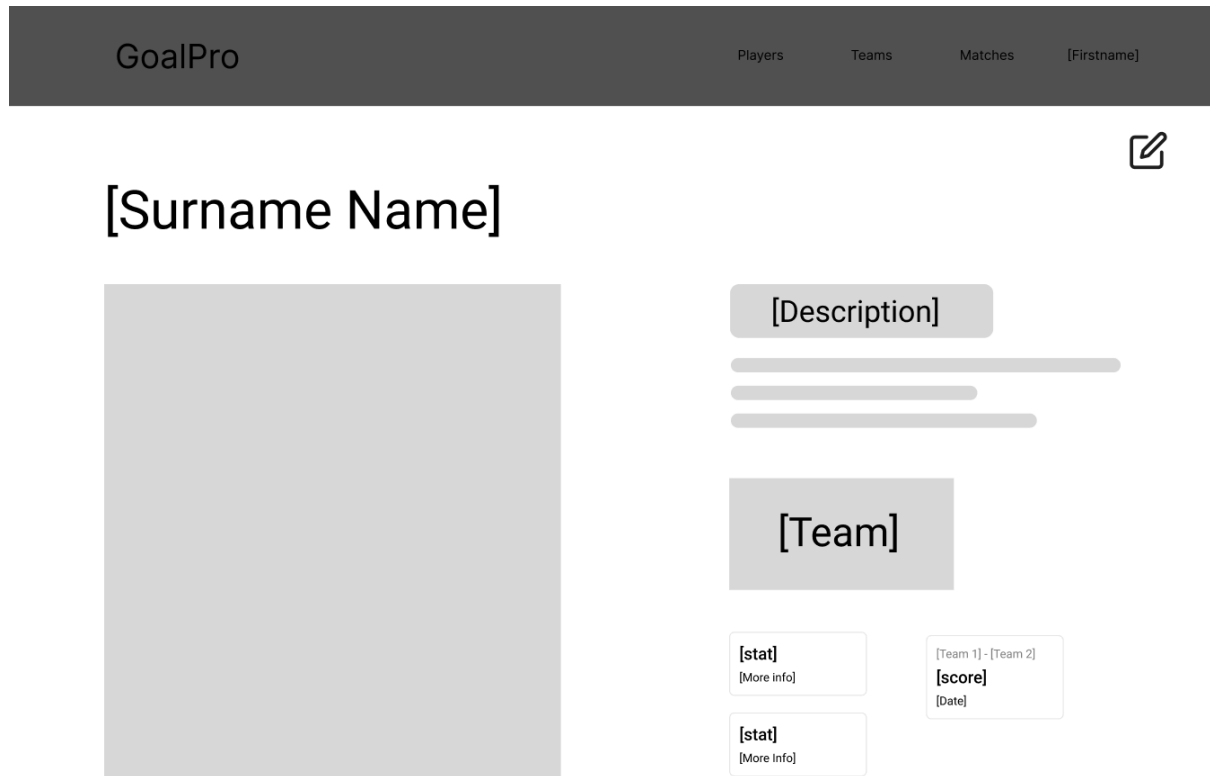
Acceptance Criteria

- The page displays the user's full name at the top.
- A short description or bio of the user is also shown.
- A player's current team is displayed.
- Key stats about a player are displayed, such as: recent matches played, recent goals scored, goals per match ratio...

Story 12 - User page (with edit-permission)

As a user,
I'm able to view and edit my own user page,
So that I can see and update my personal information, such as my name, bio, and other relevant details.

Wireframe



Acceptance Criteria

- The user page is only accessible to the logged-in user for their own profile.
- Admins can access and edit any user's page.
- The page displays the same user information as without edit permission.

Story 13 - User page (in edit mode)

As a privileged user in edit mode,
I'm allowed to edit the match information,
So that I can save them afterwards.

Wireframe

GoalPro

Players Teams Matches [Firstname]

[Surname Name]

[Description]

[Team]

[stat]
[More info]

[stat]
[More Info]

[Team 1] - [Team 2]
[score]
[Date]

Acceptance Criteria

- I have access to a confirm button to save all modifications.
- I have access to a cancel button to cancel all modifications.
- All modifications need to be validated.
- Error messages can be displayed if something goes wrong.
- The logged-in user on its own page (or admin) can edit the these fields:
 - Name
 - Bio/description
 - Email address
 - Password
- Admins can change user roles (e.g., player, coach, admin).

Story 14 - Teams overview

As a user,
I'm able to search through the teams on the Teams Overview page,
So that I can find and view details about individual teams stored in the database.

Wireframe

GoalPro

Players Teams Matches [Firstname]

Q

[Team name]

[Team name]

[Team name]

[Team name]

[Team name]

[Team name]

[Team name]

[Team name]

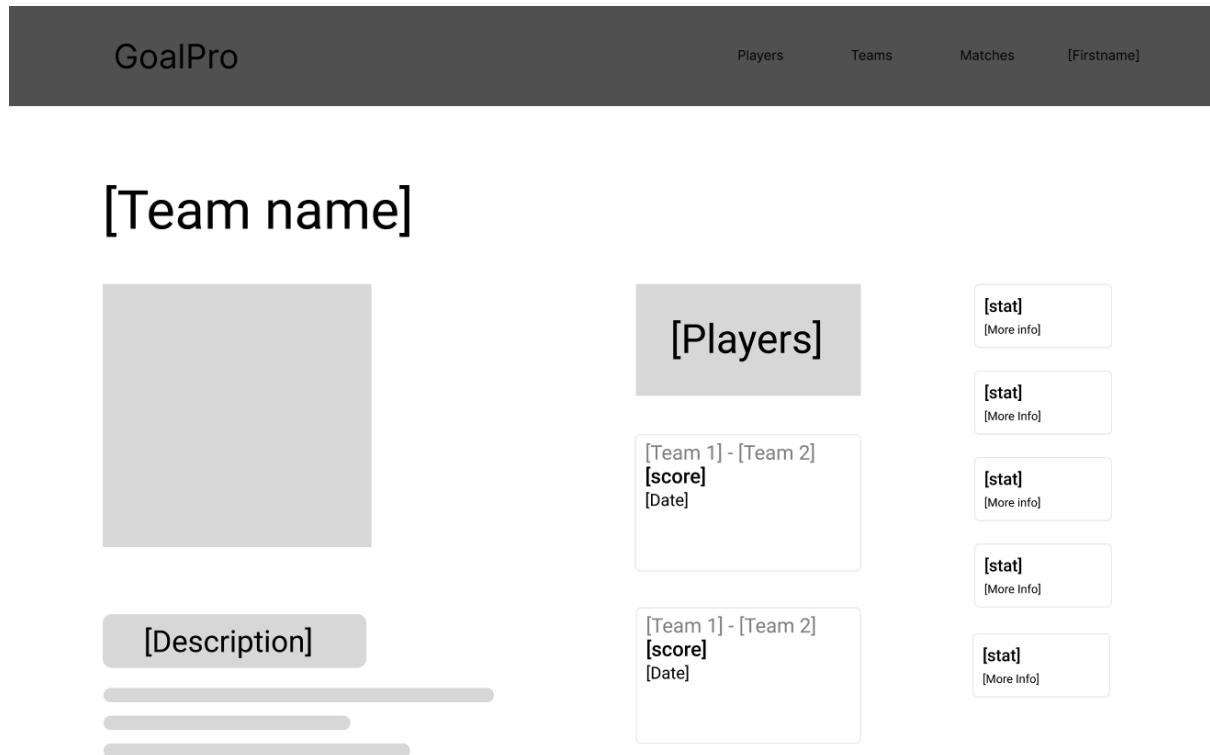
Acceptance Criteria

- The search bar allows users to filter teams by name.
- All stored teams are listed below the search bar, only their names are displayed.
- The teams list updates automatically based on the input.
- Clicking on a team from the list redirects the user to that team's individual page, where they can view more detailed information.
- If no teams match the search, a message is displayed.

Story 15 - Team page

As a user,
I'm able to view a team's page,
So that I can see information about the team, its recent matches, the list of players and relevant stats.

Wireframe



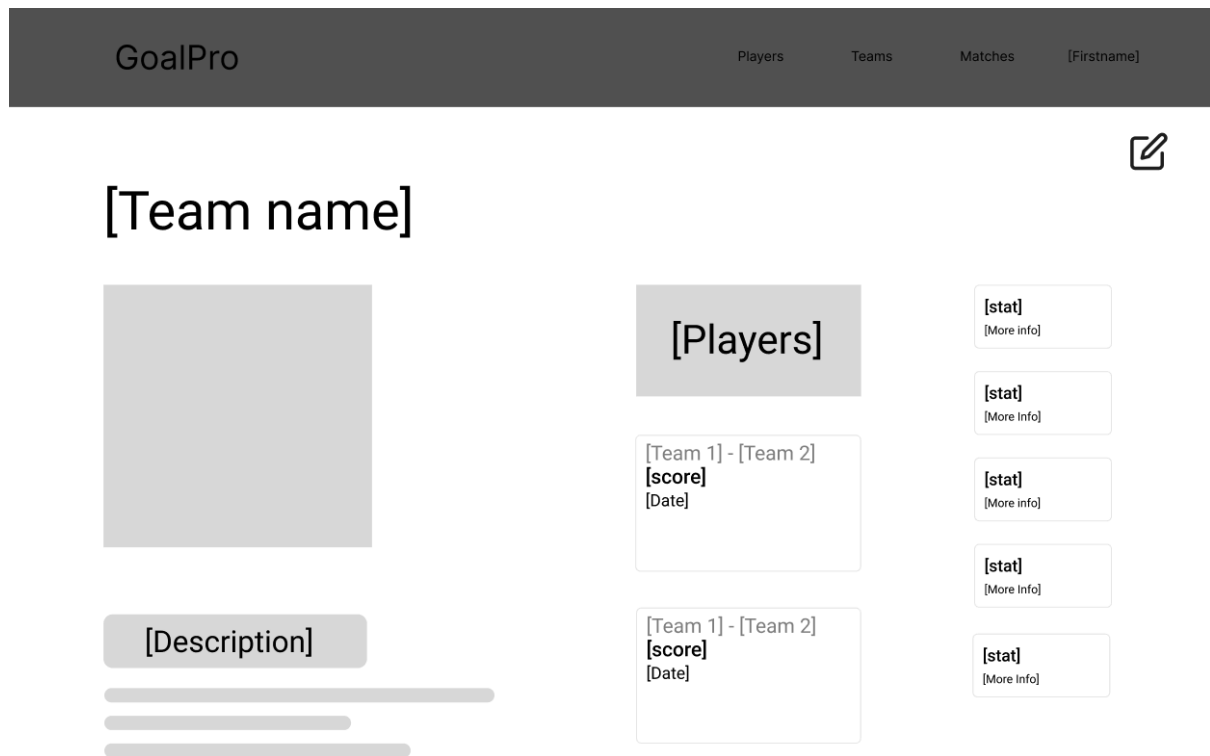
Acceptance Criteria

- The team's full name is displayed at the top of the page.
- A short description or bio of the team is shown.
- The page displays a list of the team's most recent matches, including:
 - Date of the match
 - Opponent team
 - Final score
- A list of all players on the team is displayed.
- A few stats of the team are displayed.

Story 16 - Team page (with edit-permission)

As an admin or coach,
I'm able to edit the team's information,
So that I can save the changes afterward.

Wireframe



Acceptance Criteria

- Admins can access and edit any team's page with edit permission.
- The page displays the same team information as without edit permission.
- An 'edit' button is displayed to enter 'edit mode'.

Story 17 - Team page (in edit mode)

As a privileged user in edit mode,
I'm allowed to edit the match information,
So that I can save them afterwards.

Wireframe

GoalPro

PlayersTeamsMatches[Firstname]

✕✓

[Team name]

[Description]

[Players]

[Team 1] - [Team 2]
[score]
[Date]

[Team 1] - [Team 2]
[score]
[Date]

[stat]
[More info]

[stat]
[More info]

[stat]
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[stat]
[More info]

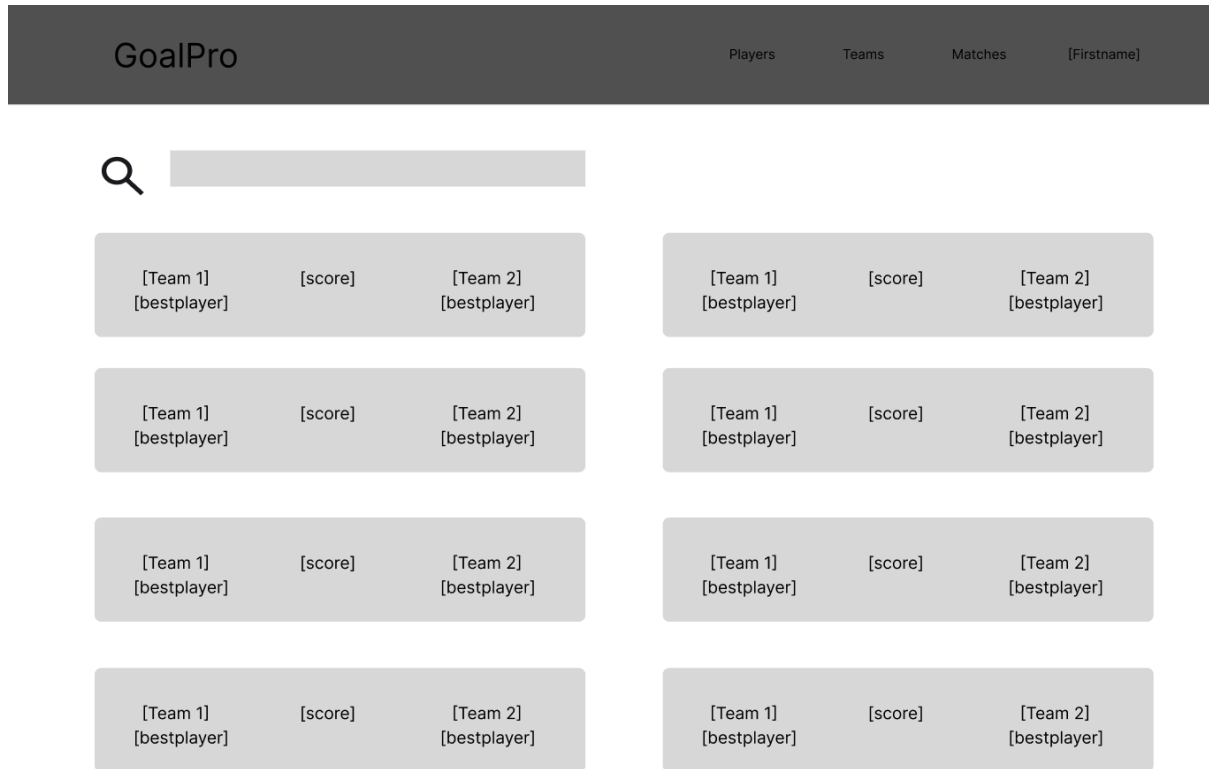
Acceptance Criteria

- I have access to a confirm button to save all modifications.
- I have access to a cancel button to cancel all modifications.
- All modifications need to be validated.
- Error messages can be displayed if something goes wrong.
- The user can edit the following fields:
 - Team name
 - Team description
 - Player list (add/remove players)

Story 18 - Match overview

As a user,
I'm able to search through the matches on the Matches Overview page,
So that I can find and view details about individual matches stored in the database.

Wireframe



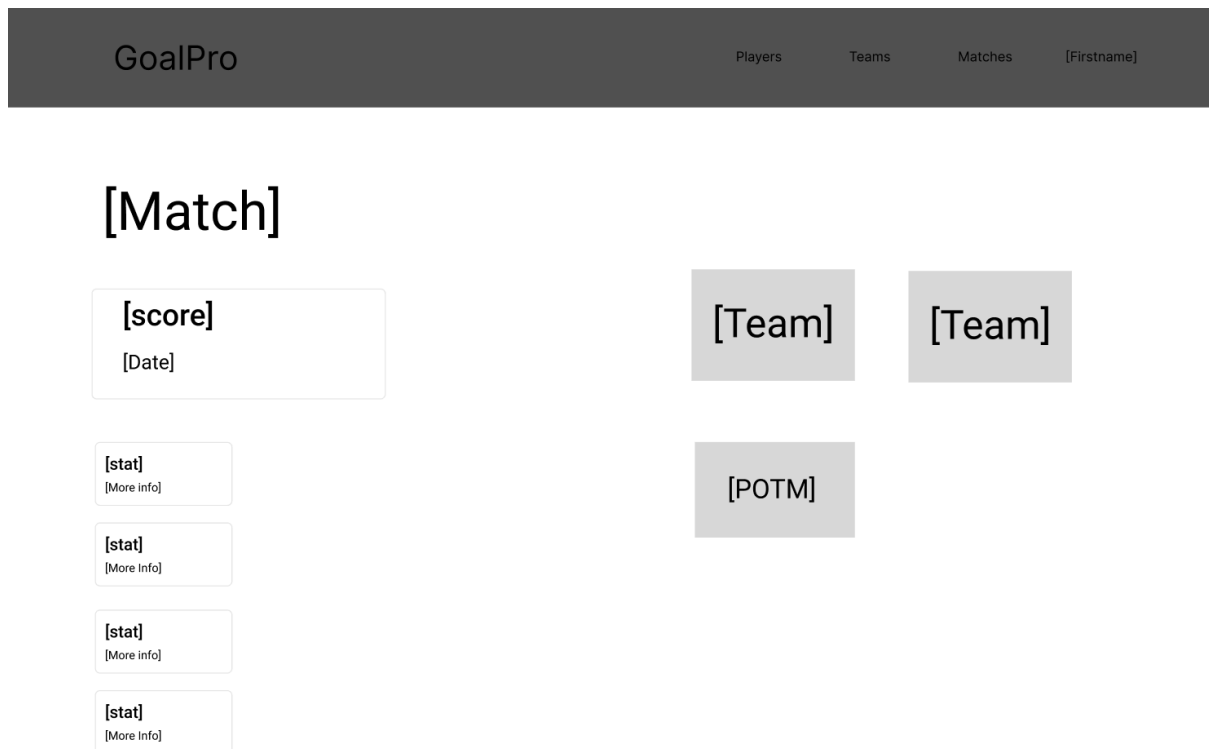
Acceptance Criteria

- The search bar allows users to filter matches by a team.
- If the user wants to look for a specific match between 2 teams he can use the “;” to separate both names.
- All stored matches are listed below the search bar, there we're able to see both teams, scores and best players.
- The matches list updates automatically based on the input.
- Clicking on a match from the list redirects the user to that match's individual page, where they can view more detailed information.
- If no matches match the search, a message is displayed.

Story 19 - Match page

As a user,
I can see the match page
So that I get a clear overview of that specific match.

Wireframe



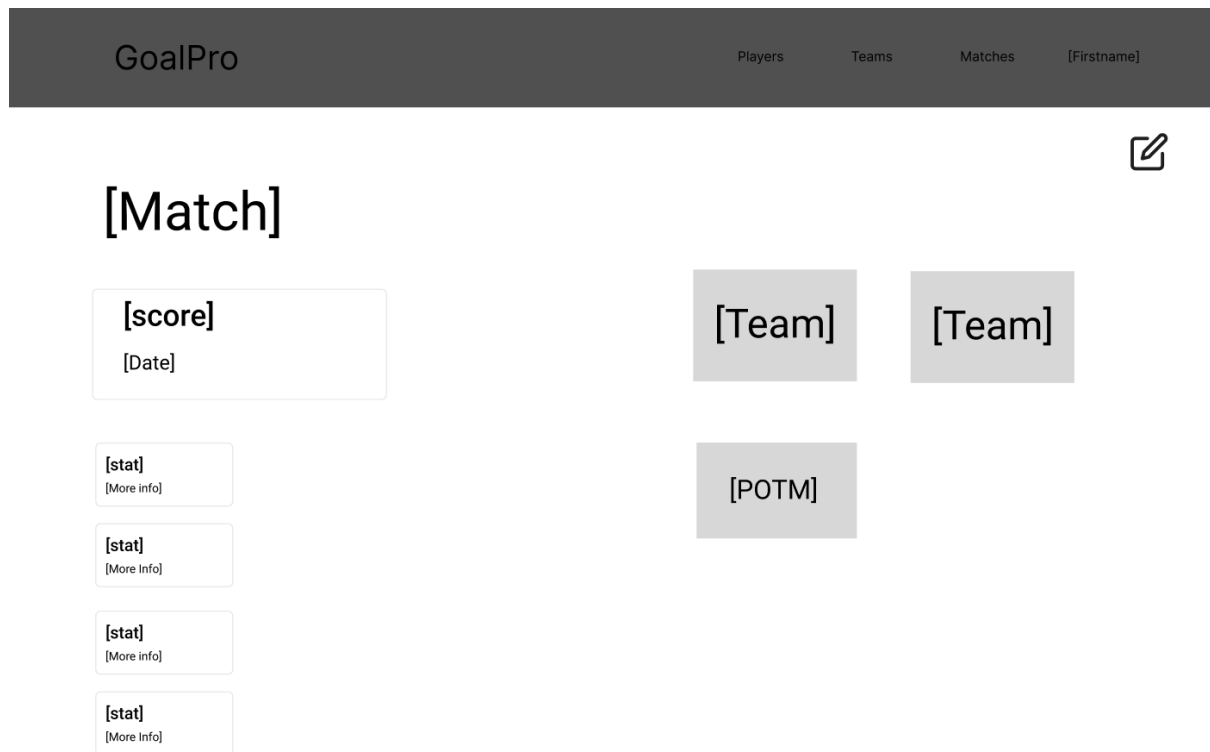
Acceptance Criteria

- When accessing this page I'm able to see a clear overview of the teams
- When clicking on the team name I'm redirected to the specific team page.
- I can see the score of the match
- I can see who scored the most goals for each team.
- I can see who did the last goal
- I can see who did the first goal

Story 20 - Match page (with edit-permission)

As a privileged user,
I have access to the edit button,
So that I'm able to enter edit mode.

Wireframe



Acceptance Criteria

- I'm able to see the same information as a normal user
- I have access to an new edit button that enters me in edit mode.

Story 21 - Match page (in edit mode)

As a privileged user in edit mode,
I'm allowed to edit the match information,
So that I can save them afterwards.

Wireframe

The wireframe shows a dark grey header bar with the 'GoalPro' logo on the left and navigation links 'Players', 'Teams', 'Matches', and '[Firstname]' on the right. Below the header, the main content area has a light grey background. At the top left of this area is the label '[Match]'. To its right are two icons: a large 'X' for cancel and a checkmark for confirm. The main content is organized into two columns. The left column contains a large box with '[score]' and '[Date]' below it, followed by four smaller boxes, each with '[stat]' and '[More info]' below it. The right column contains two boxes labeled '[Team]' stacked vertically, followed by a box labeled '[POTM]'.

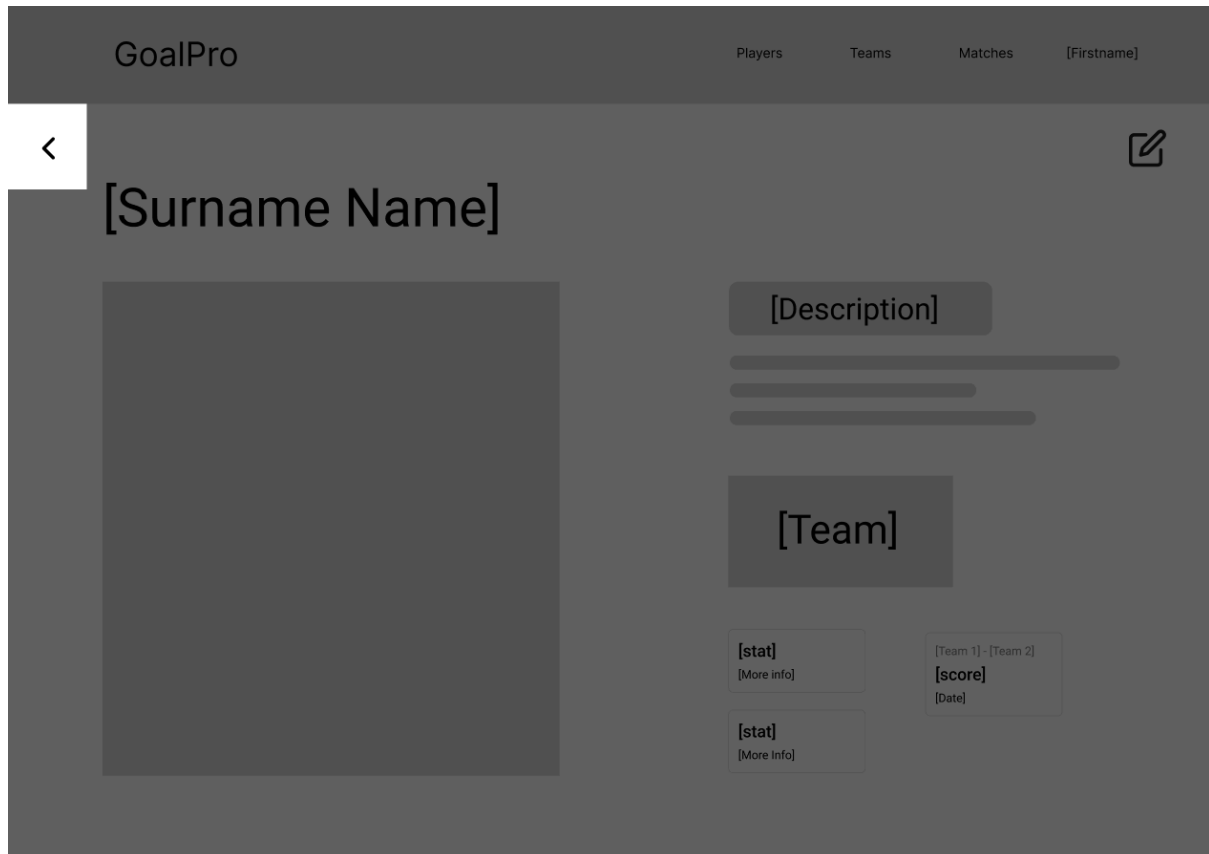
Acceptance Criteria

- I have access to a confirm button to save all modifications.
- I have access to a cancel button to cancel all modifications.
- All modifications need to be validated.
- Error messages can be displayed if something goes wrong.

Story 22 - Back button

As a user on some specific pages,
I have access to a back button,
So that I can go back to the previous page.

Wireframe

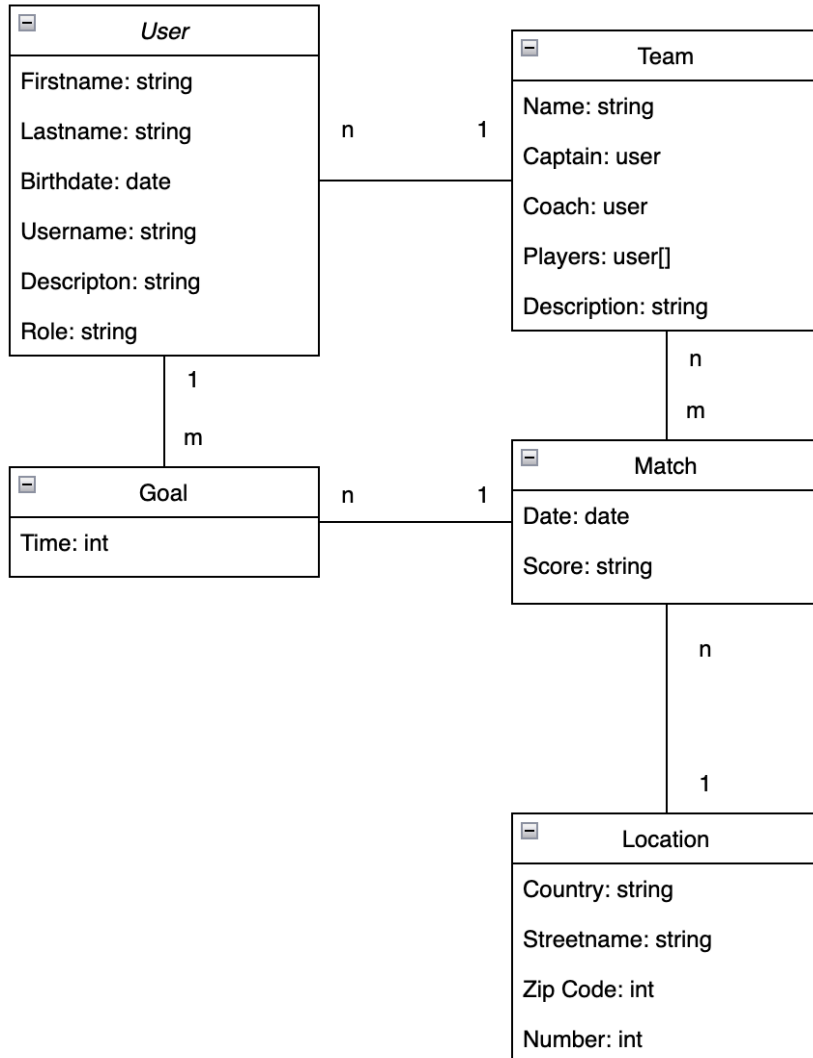


Acceptance Criteria

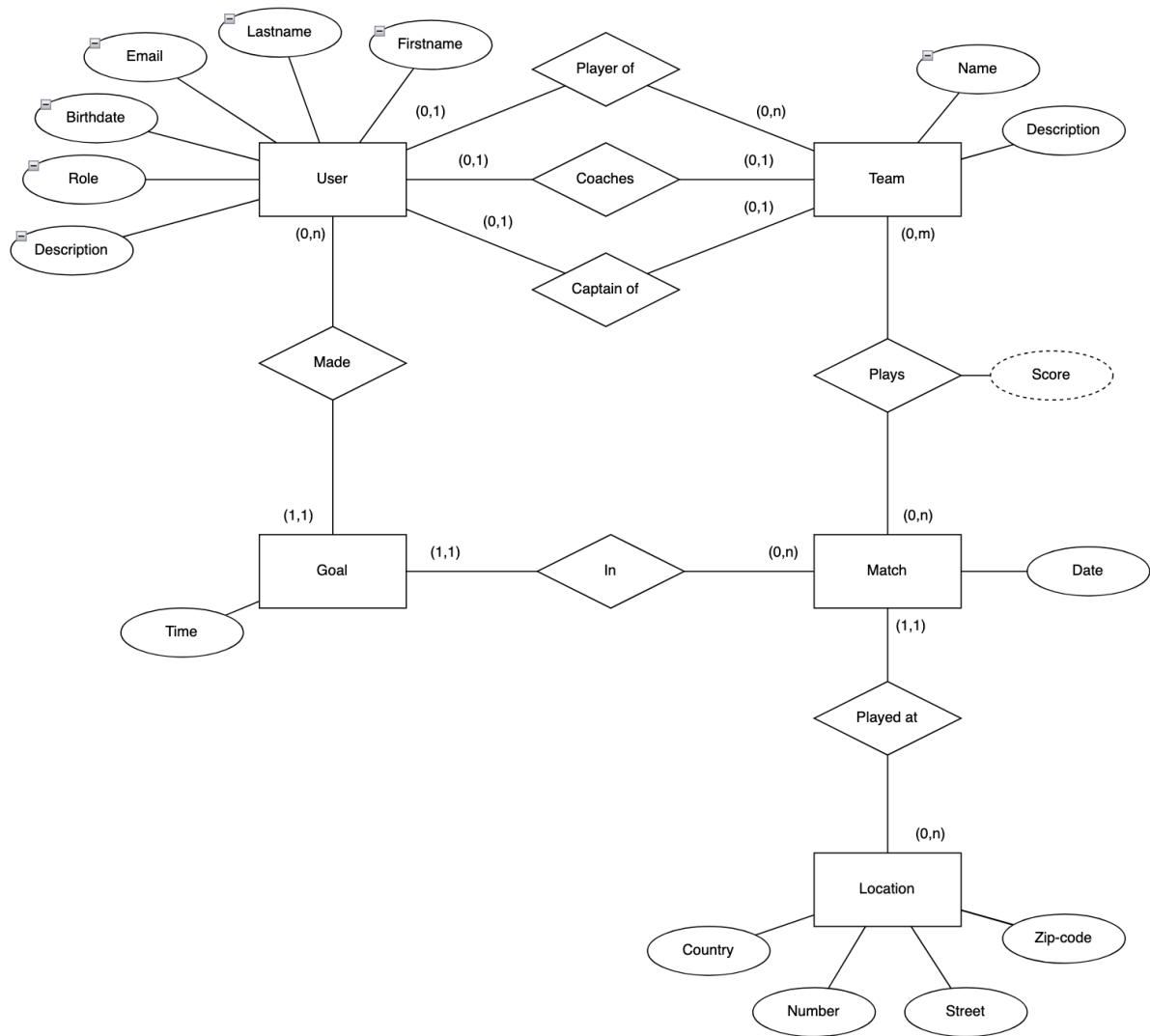
- I have access to a back button
- When I click on that button I'm redirected to the previous page.

Modelling

Domain Model



Conceptual Model



Logical Model

