CS 353 - Database Systems
Spring 2020

Group 9 - Project Final Report

Scouter

"A Scouting Platform for Football Clubs"

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Section 3

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Section 2

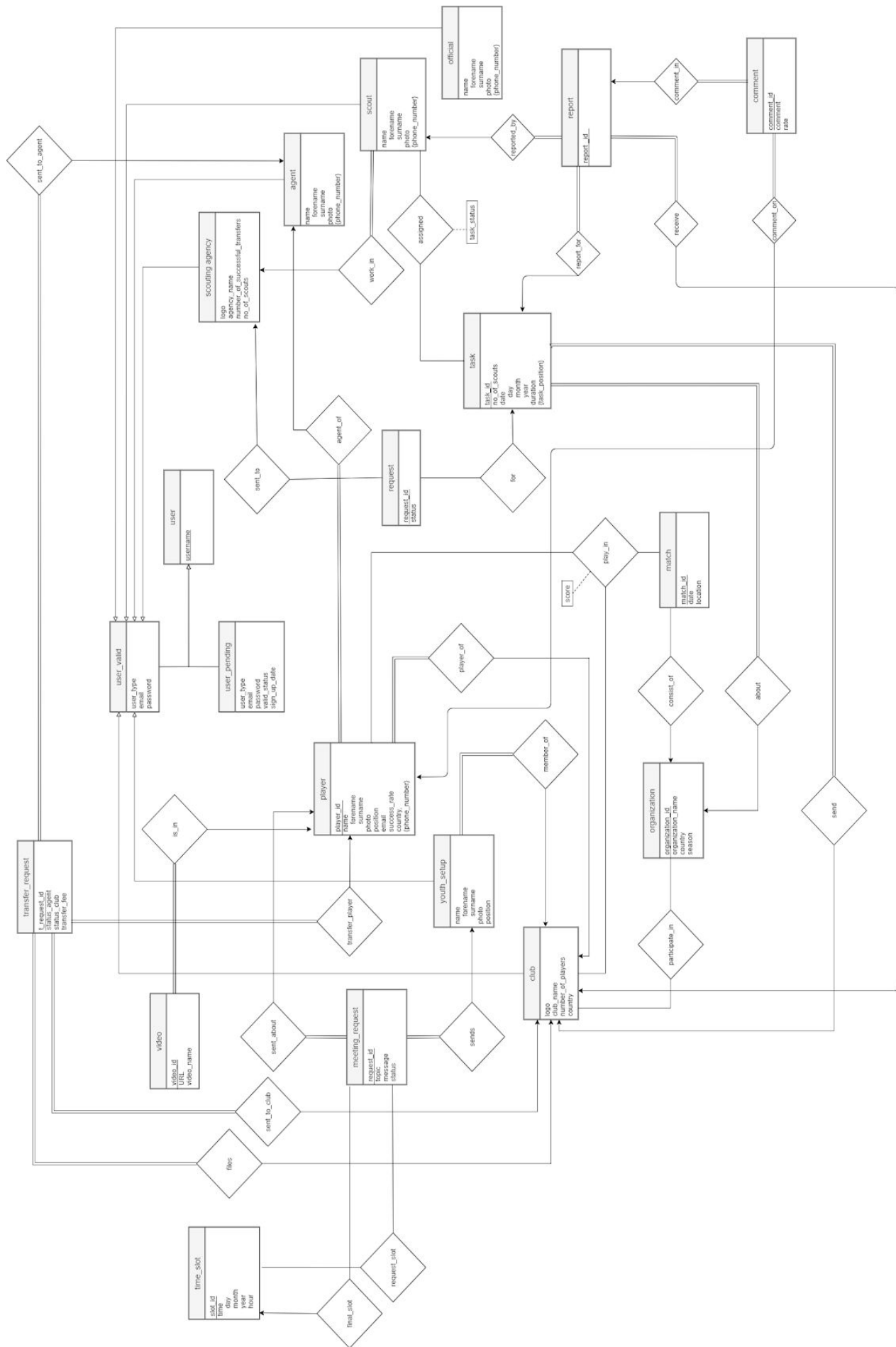Berrak Taşkınsu

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Section 3

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1.0 PROJECT DESCRIPTION

Scouter is a web-based application for providing a scouting platform for football clubs. The application enables the interaction between clubs and scouting agencies , through assigned scouts in search for suitable football players. Through Scouter, interaction in between clubs, to request football players, is maintained. Our system also provides youth setup players of the registered clubs, with a platform to improve themselves via the offered videos of successful players who play in the same position with the particular youth setup player.

The system contains several entities such as football clubs, players, scouting agencies, scouts, youth setup players and agents. Football clubs will be able to request a selected number of scouts from agencies which will then be assigned to specific tasks for a limited time interval. Scouts can report back to clubs, the players they found talented. Football clubs can file transfer offers for the desired players, which can be responded by the players' current club and agent.

In our application, there are seven types of users, Officials, Clubs, Scouts, Scouting Agencies, Agents and Youth Setup players. Officials are able to add tournaments and matches, enter match scores to the system and enter the success rate of the players. Clubs are able to send requests to scouting agencies for a selected number of scouts, in search for suitable football players. They are also able to send transfer requests to the agents and clubs of the offered players and rate the players(?). Scouts, on the other hand, are able to list the players in the system, offer them to clubs and see the past transfers of a particular player. Scouting Agencies are able to assign scouts to the specific tasks. Youth setup players can view the videos of the successful players who play in the same position with them.

1.1 Final Entity/Relation Model

Entities:

- official: name, forename, surname, photo, (phone_number)
- scout: name, forename, surname, photo, (phone_number)
- agent: name, forename, surname, photo, (phone_number)
- report: report_id
- comment: comment_id, comment, rate
- scouting agency: logo, agency_name, number_of_successful_transfers, no_of_scouts
- task: task_id, no_of_scouts, date, day, month, year, duration, (task_position)
- user: username
- request: request_id, status
- user_valid: user_type, email, password
- user_pending: user_type, email, password, valid_status, sign_up_date
- match: match_id, date, location
- player: player_id, name, forename, surname, photo, position, email, success_rate, country, (phone_number)
- organization: organization_id, organization_name, country, season
- youth_setup: name, forename, surname, photo, position
- transfer_request: t_request_id, status_agent, status_club, transfer_fee
- video: video_id, URL, video_name
- club: logo, club_name, number_of_players, country
- meeting_request: request_id, topic, message, status
- time_slot: slot_id, time, day, month, year, hour

Relationships:

sent_to_agent, comment_in, reported_by, receive, comment_on, work_in, assigned, task_status, report_for, agent_of, sent_to, for, play_in, score, consist_of, about, player_of, member_of, send, participate_in, is_in, transfer_player, sent_about, sends, sent_to_club, files, final_slot, request_slot

2.0 RELATIONAL SCHEMAS

2.1 Request

Relational Model

request(request_id, task_id, agency_username, status)

FOREIGN KEY: agency_username **REFERENCES** scouting_agency(username)

2.2 User_pending

Relational Model

user_pending(username, user_type, email, password, valid_status, sign_up_date)

2.3 User_valid

Relational Model

user_valid(username, user_type, email, password)

2.4 Scouting_agency

Relational Model

scouting_agency(username, logo, agency_name, number_of_successful_transfers, number_of_scouts)

FOREIGN KEY:username **REFERENCES** user_valid(username)

2.5 Club

Relational Model

```
club( username, logo, club_name, no_of_players, country )
```

FOREIGN KEY:username **REFERENCES** user_valid(username)

2.6 Task

Relational Model

```
task( task_id, club_username, organization_id, no_of_scouts,
day, month, year, duration  )
```

FOREIGN KEY: club_username **REFERENCES** club(username)
FOREIGN KEY: organization_id **REFERENCES** organization(
organization_id)

2.7 Task_position

Relational Schema

```
task_position( task_id, position )
```

FOREIGN KEY: task_id **REFERENCES** task(task_id)

2.8 Organization

Relational Schema

```
organization( organization_id, organization_name, country,
season  )
```

2.9 Organization_club

Relational Schema

```
organization_club( organization_id, club_username )
```

FOREIGN KEY: organization_id) **REFERENCES**
organization(organization_id)

2.10 Scout

Relational Model

scout(<u>username</u>, photo, agency_username, forename, surname)

FOREIGN KEY: username **REFERENCES** user_valid(username)
FOREIGN KEY: agency_username **REFERENCES**
scouting_agency(username)

2.11 Scout_phone

Relational Model

scout_phone(<u>username, phone_number</u>)

FOREIGN KEY: username **REFERENCES** scout(username)

2.12 Assigned

Relational Model

assigned(<u>task_id, scout_username</u>, task_status)

FOREIGN KEY: task_id **REFERENCES** task(task_id)
FOREIGN KEY: scout_username **REFERENCES** scout(username)

2.13 Organization_club

Relational Model

organization_club(<u>organization_id, club_username</u>)

FOREIGN KEY: organization_id **REFERENCES**
organization(organization_id)
FOREIGN KEY: club_username **REFERENCES** club(username)

2.14 Match

Relational Model

match(organization_id, <u>match_id</u>, club1_username, club2_username, score1, score2, date, location)

FOREIGN KEY: organization_id **REFERENCES** organization(organization_id)
FOREIGN KEY: club1_username **REFERENCES** club(username)
FOREIGN KEY: club2_username **REFERENCES** club(username)

2.15 Player

Relational Model

player(<u>player_id</u>, agent_username, club_username, forename, surname, photo, position, email, success_rate, country)

FOREIGN KEY: agent_username **REFERENCES** agent(agent_username)
FOREIGN KEY: club_username **REFERENCES** club(username)

2.16 Player_phone

Relational Model

player_phone(<u>player_id, phone_number</u>)

FOREIGN KEY: player_id **REFERENCES** player(player_id)

2.17 Agent

Relational Model

agent(<u>agent_username</u>, forename, surname, photo)

FOREIGN KEY: agent_username **REFERENCES** user_valid(username)

2.18 Agent_phone

Relational Model

agent_phone(<u>agent_username, phone_number </u>)

FOREIGN KEY: agent_username **REFERENCES** agent(agent_username)

2.19 Official

Relational Model

official(<u>username</u>, forename, surname, photo)

FOREIGN KEY: username **REFERENCES** user_valid(username)

2.20 Offical_phone

Relational Model

official_phone(<u>username, phone_number</u>)

FOREIGN KEY: username **REFERENCES** agent(username)

2.21 Transfer_request

Relational Model

transfer_request(<u>t_request_id</u>, player_id, club_username,
club_username2, agency_username, status_club, status_agent,
transfer_fee)

FOREIGN KEY: player_id **REFERENCES** player(player_id)
FOREIGN KEY: club_username **REFERENCES** club(username)
FOREIGN KEY: club_username2 **REFERENCES** club(username)
FOREIGN KEY: agent_username **REFERENCES** agent(agent_username)

2.22 Youth_setup

Relational Model

```
youth_setup( username, club_username, forename, surname,
photo, position )
```

FOREIGN KEY: username **REFERENCES** user_valid(username)
FOREIGN KEY: club_username **REFERENCES** club(username)

2.23 Video

Relational Model

```
video( video_id, url, video_name, player_id )
```

FOREIGN KEY: player_id **REFERENCES** player(player_id

2.24 meeting request

Relational Model

```
meeting_request( request_id, y_s_username, player_id, topic,
message, status, slot_id )
```

FOREIGN KEY: y_s_username **REFERENCES** youth_setup(username)

FOREIGN KEY: player_id **REFERENCES** player(player_id)

2.25 Request_slot

Relational Model

```
request_slot( request_id, slot_id )
```

FOREIGN KEY: request_id **REFERENCES** meeting_request(request_id)

FOREIGN KEY: slot_id **REFERENCES** time_slot(slot_id)

2.26 Time_slot

Relational Model

time_slot(<u>slot_id</u>, day, month, year, duration, hour)

2.27 Report

Relational Model

report(<u>report_id</u>, task_id, scout_username, club_username)

FOREIGN KEY: scout_username **REFERENCES** scout(username)

FOREIGN KEY: club_username **REFERENCES** club(username)

FOREIGN KEY: task_id **REFERENCES** task(task_id)

2.28 Comment

Relational Model

comment(<u>report_id, player_id</u>, comment, rate)

FOREIGN KEY: report_id **REFERENCES** report(report_id)

FOREIGN KEY: player_id **REFERENCES** player(player_id)

2.29 play_in

Relational Model

(<u>club_username, match_id, player_id</u>, score)

FOREIGN KEY: club_username **REFERENCES** club(username)

FOREIGN KEY: match_id **REFERENCES** match(match_id)

FOREIGN KEY: player_id **REFERENCES** player(player_id)

2.30 final_slot

Relational Model

(request_id, slot_id)

FOREIGN KEY: request_id **REFERENCES** meeting_request(request)

FOREIGN KEY: slot_id **REFERENCES** time_slot(slot_id)

3.0 IMPLEMENTATION DETAILS

Scouter is a web application developed with the use of Visual Studio and the ASP.NET Core framework. For this purpose, as a toolset, Razor pages are used, which have cshtml extensions, and are written in razor language, which combines C# and HTML languages. For the project, Model-View-Controller design pattern is implemented. As for the front-end development, razor language is used and the back-end of Scouter is implemented in C#, the project has its database implemented in SQLite.

For this purpose, Model files are used to set the content of the database tables, and database is accessed and modified through the use of ViewModel files. These ViewModel classes are used to pass information from the razor view pages and gather data from the database in turn. In order for such a data transfer, ViewModel classes are passed through the corresponding Controller classes, to the database, in order to obtain an MVC pattern.

Throughout the development of Scouter, one of the most challenging parts was sticking to the naming conventions of the components. The reason behind this is that the environment requires controller names to be matched with view folders and the controller methods to be in the same name as the corresponding views in those folders, which are called upon the View() method from within the controller classes.

Apart from the naming conventions, the research part was a great challenge since there are only a few sources which combine SQLite and ASP.NET Core Web Application template in the VisualStudio environment, which also uses the Model View Controller pattern. Therefore, the data-gathering and the understanding of partial resources was tough.

All group members contributed to the term project, equally, during all parts of development of Scouter. Also considering the given circumstances, we found it best to go through the steps one by one, altogether, regarding the high dependencies among the project parts.

4.0 ADVANCED DATABASE COMPONENTS

4.1 Views

4.1.1 Player List of The Club User View

This view lists the players of the current user of type club. (See Club Home Page in the following sections.)

```
CREATE VIEW  players_of_club ( player_id, agent_username,
forename, surname, photo ) AS
SELECT  P. player_id, P.agent_username, P.forename, P.surname,
P.photo
FROM Player P,
WHERE club_username = @username
```

4.1.2 Recommended Players For Youth Setup View

This view lists the players who play in the same position with the current user of type Youth Setup Player. (See Youth Setup Home Page in the following sections.)

```
CREATE VIEW  recommended_players ( player_id, forename,
surname, photo ) AS
SELECT  P. player_id, P.forename, P.surname, P.photo
FROM Player P,
WHERE position = @position
```

4.2 Secondary Indices

For each user club, in the club user home page each player of the particular club is listed. Thus, a secondary index club_username for the table player may be used for easy access and fast retrieval.

```
CREATE INDEX idx_club ON player(club_username);
```

4.3 Reports

❖ For the youth setup players, the maximum success rate for the position that they play in, will be shown in the home page in the actual implementation when completed.

```sql
SELECT MAX (success_rate)
FROM Player P
WHERE P.position = @position
GROUP BY P.position
```

Position	Max(success_rate)
Right back	80

Figure 1: Sample Database instance for the max report(@position = Right Back)

4.4 Constraints

For the registration of the user, as a result of PRIMARY KEY constraint on the attribute username, and UNIQUE constraint on the attribute email two users having the same name or same email cannot be registered to the system. Furthermore because of the PRIMARY KEY constraint on the attribute username and NOT NULL constraint on the attribute email, these areas cannot be left blank during registration. (See Registration page in the following sections.)

```sql
CREATE TABLE user_valid(
username VARCHAR( 40 ) PRIMARY KEY
usertype VARCHAR(20) NOT NULL
email VARCHAR(64) NOT NULL UNIQUE
password VARCHAR(32) NOT NULL
)
```

Besides, attribute club_username of the player entity has a FOREIGN KEY constraint on the club, which corresponds to one to many relations between club and player. (See Club Home Page in the following sections for the correspondence.)

```sql
CREATE TABLE player(
player_id INT PRIMARY KEY AUTO_INCREMENT,
agent_username VARCHAR(40) NOT NULL,
club_username VARCHAR(40) NOT NULL,
forename VARCHAR(25) NOT NULL,
surname VARCHAR(25) NOT NULL,
```

```
photo BLOB,
position VARCHAR(40) NOT NULL,
email VARCHAR(64) NOT NULL UNIQUE,
success_rate INT DEFAULT 0,
FOREIGN KEY (agent_username) REFERENCES agent(agent_username)
      ON DELETE RESTRICT
      ON UPDATE RESTRICT
FOREIGN KEY (club_username) REFERENCES club(username)
      ON DELETE RESTRICT
      ON UPDATE RESTRICT
);
```

4.5 Stored Procedures

Since, in our system by many of the user types(Scouts, Clubs, Youth Setup players) of our system, the list of the players with their details are retrieved repetitively. Thus, a stored procedure as follows can be created to improve performance.

```
CREATE PROCEDURE player_details
AS
BEGIN
    SELECT * FROM player
END
```

4.6 Triggers

4.6.1 Before Insertion Of User

Checks if the email syntax is valid. (See Registration Page)

```
CREATE TRIGGER validate_email_before_insert
   BEFORE INSERT ON user_pending
BEGIN
   SELECT
     CASE
     WHEN NEW.email NOT LIKE '%_@__%.__%' THEN
       RAISE (ABORT,'Invalid email address')
       END;
END;
```

6.0 Sample Output Reports and User Manual

From the Welcome Page, the user can either choose to register or to login to their already existing accounts, through the links in the upper right corner .

Upon clicking the "Register" link on the Welcome Page, users are directed to the User Registration Form, where they enter their username, e-mail, password and the type of the user they want to register as. The options for the user-type are Admin, Club, Agency, Agent and Scout.

Upon clicking the "Register" button users are directed once again to a register page, where they are required to provide further information regarding the type of their account.

The figure above shows "Club Further Information Form", which is the respective page for the user type Club. After providing a club name, the maximum number of players and the country information, the "Register" button directs the users to the home page of their newly created accounts.

Scouter   Home   Privacy   galatasaraysk   Logout

Club Home Page

Players

Create Player

Forename   Surname   Position

Youth Setup

Forename   Surname   Position

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https://localhost:5001/ClubPlayer/CreatePlayer

All registered users, just like in the scenario explained in this section, are redirected to a further information form related to their account types and after the form is complete, are directed to their respective home pages, where they are provided with different functionalities according to their user types.

Further Information Pages for other types of users are provided in other sections.

Upon clicking "Create Player" button located at the home page of Club users, users are directed to a form where they enter the name, surname and position data of the player they wish to add to their club, and thus to the system.

Below, we see that three players are created by the club with username "galatasaraysk".

USER REGISTRATION FORM

Forename   Surname

Göksu   Turan

Position

Right Back

CREATE

USER REGISTRATION FORM

Forename   Surname

Irmak   Demir

Position

Left Back

CREATE

USER REGISTRATION FORM

Forename

Berrak

Surname

Taşkınsu

Position

Defender

CREATE

After each creation, the specified player is added and users are directed to home page, where now, since the player list is not empty, they can see the players in their club.

After all three creations, the following is the content of the home page of club with username "galatasaraysk".

Club Home Page

Players

Create Player

Forename	Surname	Position		
Irmak	Demir	Left Back	Edit	Delete
Berrak	Taşkınsu	Defender	Edit	Delete
Göksu	Turan	Right Back	Edit	Delete

Youth Setup

Forename	Surname	Position

If we were to add a new club with username "besiktasjk" and create two new players as that club, the homepage of the club would be as follows.

Club Home Page

Players

Create Player

Forename	Surname	Position		
Can	Tarman	Defender	Edit	Delete
Defne	Erdemli	Left Back	Edit	Delete

Youth Setup

Forename	Surname	Position

Here it can be seen that the query for listing players of the club does not list all players in the system but those who are in the current logged in club.

USER REGISTRATION FORM

User Name
ferman123

Email
ferman123@hotmail.com

Password
••••••

Confirm Password
••••••

User Type

✓ Club
   Scout
   Agency
   Admin
   Agent
   Youth

All scouting agencies are listed with their information including their username, logo, agency name, number of successful transfers and number of scouts unless a keyword is entered to search for an agency by the club as it can be seen from the figure below.

A new task is created by the club as follows.

The details of the task are specified by the club, as in the figure below, all organizations are listed for the club to select one among them, and enter other task details.

The request corresponding to the newly created task is sent to the agency as follows.

username

email

Club_Name

Country

Number of Players

Search for Scouts

Make Transfer Requests

View Players

Transfer Requests

Task Requests

Search for Scouts

Agency_Name

Organization Name

Country

Season

Select Number of Scouts

Send Request

Clubs can see all of their previous requests and further information about them as shown in the figure below.

Task Requests

Scout_Name
email

Agency Name
email
100 Successful Transfers
20 Scouts
5 Scouts Requested

Organization Name
Country
Season

Reported
Due Date: 25 March 2021

Comments

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.

Club Name
email
20 players
Country

Player Name
Position
success_rate
email
Country

<

>

Rating: 3.5 / 5

Scout_Name
email

Agency Name
email
100 Successful Transfers
20 Scouts
5 Scouts Requested

Organization Name
Country
Season

Pending
Due Date: 25 March 2021

All transfer requests listed to the club by the system.

Transfer Requests

From Club	About Player	Transfer Fee	Status
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	✔ ✖
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	Accepted 20 April 2020

Transfer request is sent to the footballer's club and agent.

Make Transfer Offers

Player Name
Position
success_rate
email
Country

Agent Name
email

Club Name
email
20 players
Country

Enter Transfer Fee

Send Request

When a new youth setup player registers, Scouter asks for the users to also enter the username of the club that they are in, in addition of their name and forename.

If such a club exists, the system, upon "Register", directs users to his/her homepage. At the homepage of a youth-setup account, users can see a list of all players in the Scouter system who play in the same position of the logged-in youth-setup. Notice here that Berrak Taşkınsu is a member of club "galatasaraysk" whereas Can Tarman is a player in club "besiktasjk", yet, since they play in the same position as our logged-in youth-setup (that is, "Defender"), they are listed at the homepage.

Yet, if a club with the same username provided by the field "Club Username" of "Youth Setup Further Information Form" does not exist in the system, the user is not created.

We now register as another youth setup user, with username "asli_duman" , as a youth-setup member of the club with username "galatasaraysk" this time.

USER REGISTRATION FORM

User Name
asli_duman

Email
asli98@gmail.com

Password
••••••

Confirm Password
••••••

User Type
Youth

REGISTER

SCOUT FURTHER INFORMATION FORM

Surname
Duman

Forename
Aslı

Club UserName
galatasaraysk

Position
Left Back

REGISTER

Upon register, we are directed to the home page of the newly created youth-setup. Here, players in the system playing in the same position as our user are lister.

Scouter   Home   Privacy

aslıduman1   Logout

Youth Home Page

Players

Forename	Surname	Position		
Irmak	Demir	Left Back	Edit	Delete
Defne	Erdemli	Left Back	Edit	Delete

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Youth setup will also be able to watch recommended videos and contact with players playing in these videos through their agents, as below.

Recommended Videos

Player Name - Success Rate - Country - Club Name

Player Name - Success Rate - Country - Club Name

Youth setup can view recommended videos related to successful players according to their positions.

Club Name
email
20 players
Country

Player Name
Position
success_rate
email
Country

Agent Name
email

Topic: Enter Topic

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus proin sapien nunc accuan

SEND REQUEST

Youth setup sends a request to an agent of the desired player from a video.

Agent accepts or rejects a request. If accepted, the agent enters player's available time slots to the system and sends a notification related to the meeting request.

Accepted Meeting Requests

Agent	Player	Message
⊙ Agent Name email	⊙ Player Name Position success_rate email Country	Topic: xxxxxxx Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla
⊙ Agent Name email	⊙ Player Name Position success_rate email Country	Topic: xxxxxxx Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla
⊙ Agent Name email	⊙ Player Name Position success_rate email Country	Topic: xxxxxxx Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla

| April ▾ | 2020 ▾ | SEND SELECTED TIME SLOT |

		6	7	8	9	10	11	12	
<	Hour	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	>
	8 am								
	9 am								
	10 am								
	11 am								
	12 pm								
	1 pm								
	2 pm								
	3 pm								
	4 pm								
	5 pm								
	6 pm								

Youth setup selects a time slot from the received available schedule

Club homepage normally has both a list of the current players in the club and the list of the youth setups in the club. Yet, unless a youth setup account is created with the club username at hand given as input, the list will be empty.

Yet, above, we have created two new youth setups, each in a different existing club, "galatasaraysk" and "besiktasjk".Therefore, now each club has a single youth-setup and the homepages are as below.

Scouter   Home   Privacy   galatasaraysk Logout

Club Home Page

Players

Create Player

Forename	Surname	Position		
Irmak	Demir	Left Back	Edit	Delete
Berrak	Taşkınsu	Defender	Edit	Delete
Göksu	Turan	Right Back	Edit	Delete

Youth Setup

Forename	Surname	Position
Aslı	Duman	Left Back

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Scouter   Home   Privacy   besiktasjk Logout

Club Home Page

Players

Create Player

Forename	Surname	Position		
Can	Tarman	Defender	Edit	Delete
Defne	Erdemli	Left Back	Edit	Delete

Youth Setup

Forename	Surname	Position
Ferman	Turan	Defender

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If the user-type specified is "Scout", the player is directed to a new information form where he/she enters his/her agency username, surname and forename, as below.

Scout Home Page

A scout gets notified about the assigned task.

Club_Name

Username

e-mail

Current Task

Create Report

Previous Tasks

Current Task
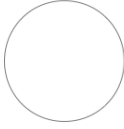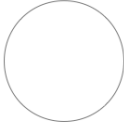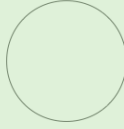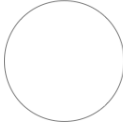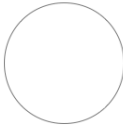
Club	Organization	Due Date
Club Name email 20 players Country	Organization Name Country Season	13 August 2021

Scouts see their previous tasks .

Previous Tasks

Club	Organization	Status
Club Name e-mail 20 Players Country	Organization Name Country Season	Reported Date: 25 March 2021

Comments

Club Name
email
20 players
Country

Player Name
Position
success_rate
email
Country

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pu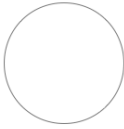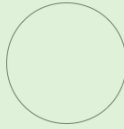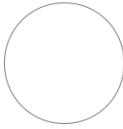lvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.

Rating: 3.5 / 5

Club	Organization	Status
Club Name e-mail 20 Players Country	Organization Name Country Season	Reported Date: 23 October 2016
Club Name e-mail 20 Players Country	Organization Name Country Season	Reported Date: 18 May 2015

Assigned scout selects a few number footballers with desired positions from clubs that participate in the organization mentioned in the task. All players with desired position are listed as in the figure below.

Scout comments on each selected footballer, rate them and put it in a report to send it to the club, as shown in the below figure.

Create Report

Comments

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo. Proin sodales pulvinar sic tempor. Sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Nam fermentum, nulla luctus pharetra vulputate, felis tellus mollis orci, sed rhoncus pronin sapien nunc accuan eget.

Club Name
email
20 players
Country

Player Name
Position
success_rate
email
Country

Rating: Enter Rating

<

>

SUBMIT REPORT

If the user-type specified is "Agent", the player is directed to a new information form where he/she enters his/her surname and forename, as below.

Scouter   Home Privacy   Register Login

USER REGISTRATION FORM

User Name   Email
derinss   derinturan@hotmail.com

Password   Confirm Password
••••••   ••••••

User Type
Agent   ⬍

REGISTER

© 2020 - Scoutter - Privacy

Scouter   Home Privacy   derinss Logout

AGENT FURTHER INFORMATION FORM

Forename
Derin

Surname
Turan

REGISTER

© 2020 - Scoutter - Privacy

Agent Home Page

All transfer requests listed to the agent by the system.

Transfer Requests

From Club	About Player	Transfer Fee	Status
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	✓ ✗
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	Accepted 20 April 2020
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	Accepted 20 April 2020
Club Name email 20 players Country	Player Name Position success_rate email Country	Fee: xxxx	Denied 20 April 2020

If the user-type specified is "Agency", the player is directed to a new information form where he/she enters his/her agency name, number of scouts in the agency and number of successful transfers of the agency, as below.

USER REGISTRATION FORM

User Name
> fastscouts

Email
> fastscouts@gmail.com

Password
> ••••••

Confirm Password
> ••••••

User Type
> Agency

REGISTER

AGENCY FURTHER INFORMATION FORM

Agency Name
> Fast Scouts

Number of Successful Transfers
> 78

Number of Scouts
> 23

REGISTER

Agency Home Page

If the user-type specified is "Admin", the player is directed to a new information form where he/she enters his/her surname and forename, as below.

USER REGISTRATION FORM

User Name
skara

Email
sedef11@gmail.com

Password
••••••

Confirm Password
••••••

User Type
Admin

REGISTER

ADMIN FURTHER INFORMATION FORM

Forename
Sedef

Surname
Kara

REGISTER

Admin Home Page

7.0 WEBSITE

Our project Webpage: https://irmakdemir1998.wixsite.com/scouter