USER MANUAL

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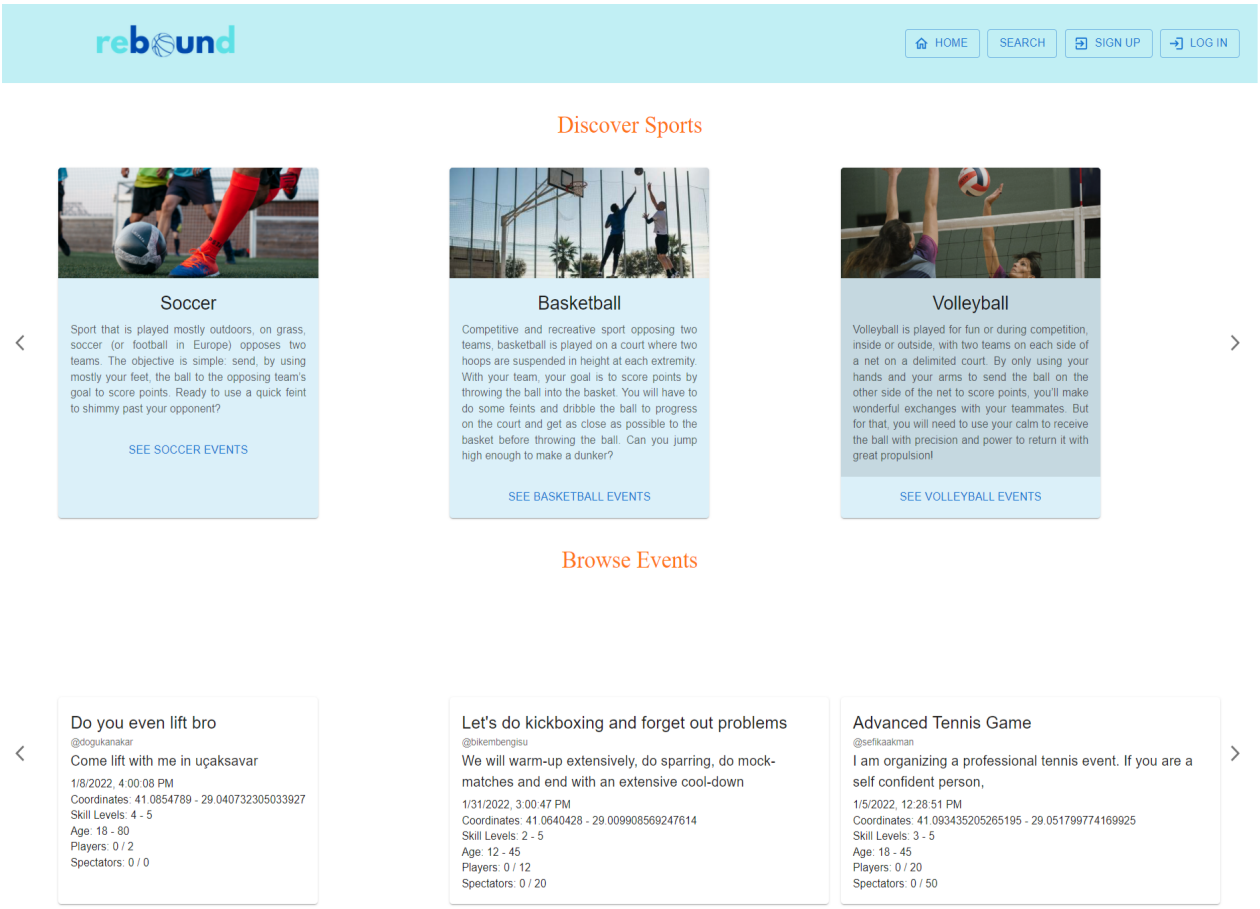
FRONTEND

1-) Homepage

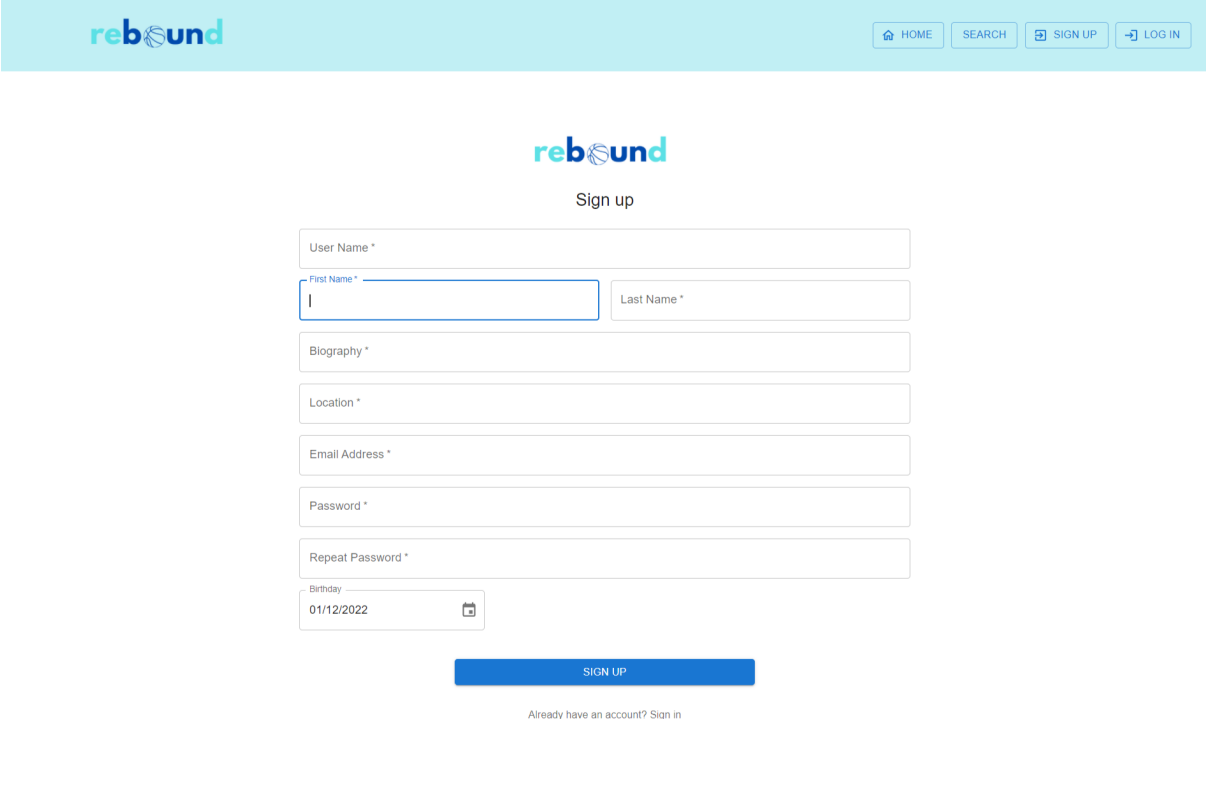
When users visit the website, the homepage is the first page they see. Users can check out the most popular sports in the mini cards and they can find the events for specific sports by clicking the buttons on the bottom of these cards. Users see three sports at a time, they can check up to 12 sports by clicking the forward and backward buttons on the left and right sides. Furthermore, users can check out some events from the mini event cards below. Guest users will see the home, search, sign up and login buttons in the header and can click them to navigate to corresponding pages.

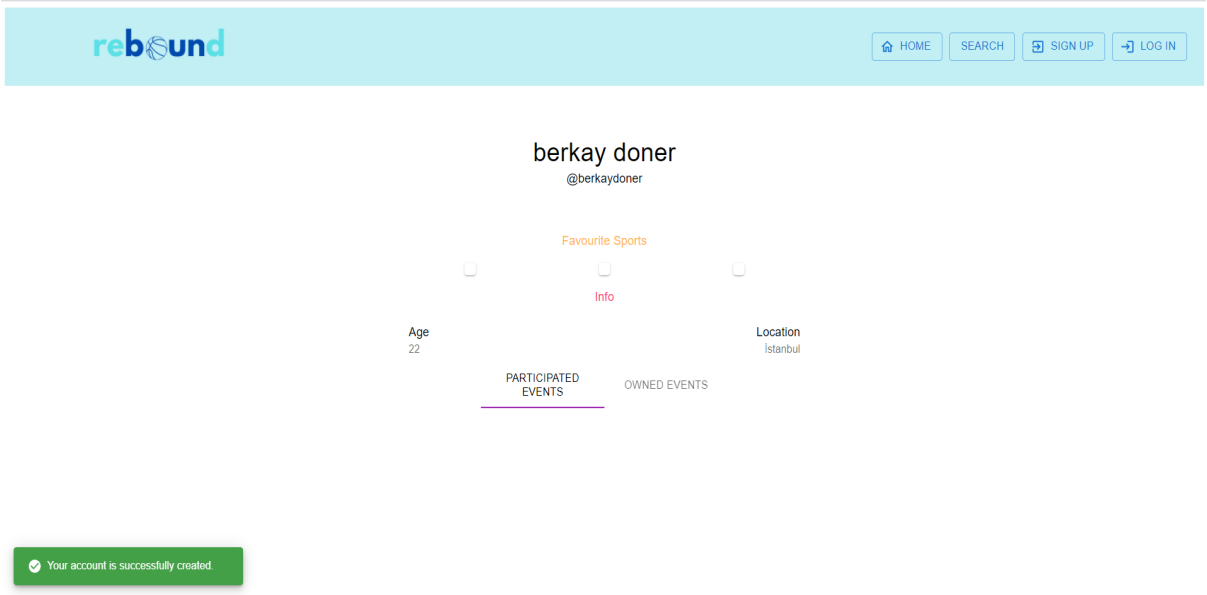


2-) Sign up

Users can navigate to the sign up page by clicking the sign up button in the header. In the sign up, users are expected to type their personal information. For each field, if the user types an invalid input, a warning message is displayed. After filling out the sign up form, users can click on the sign up button below to finalize the process. If the user registers to the system successfully, a notification is displayed on the bottom left corner and the user is

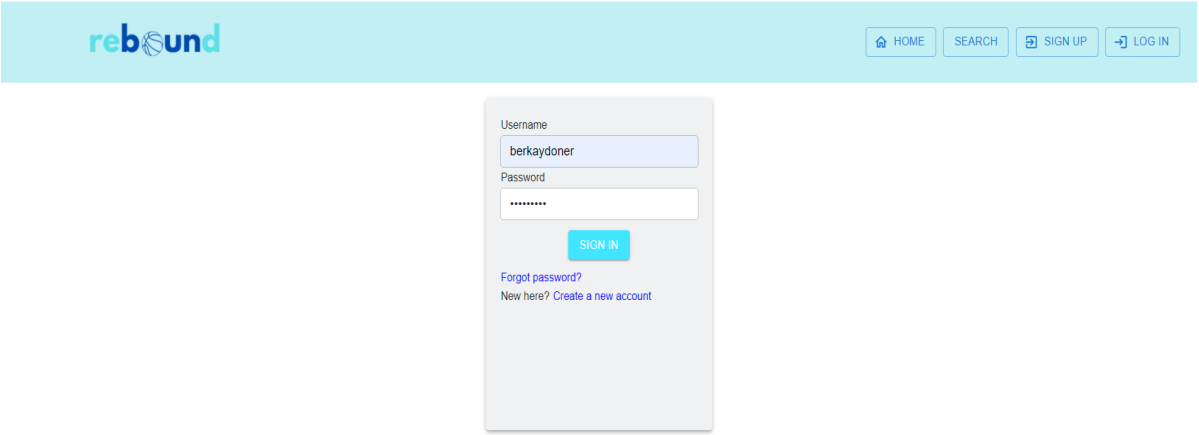
redirected to their profile page. Users can also navigate to the login page by clicking the link below the button.



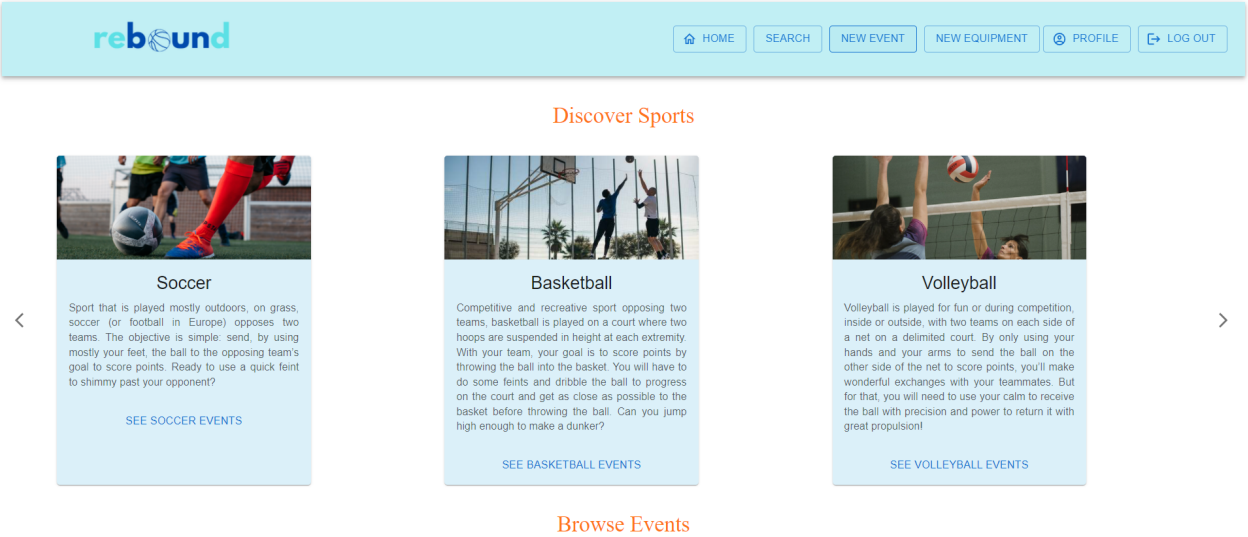


3-) Login

Users can navigate to the login page by clicking the button in the header or to the link in the sign up page. In the login page, users are expected to write their username and password. If the user has forgotten their password, they can navigate to the forgot password page by clicking the link. Similarly, if the user does not have an account yet, they can click the link to navigate to the sign up page. After filling out their information, users can click the sign in button to login. If the information is not correct, users are alerted with a warning message.

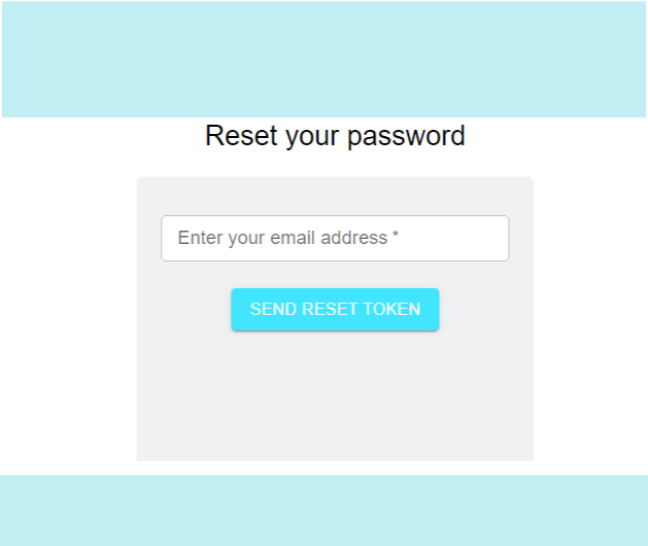


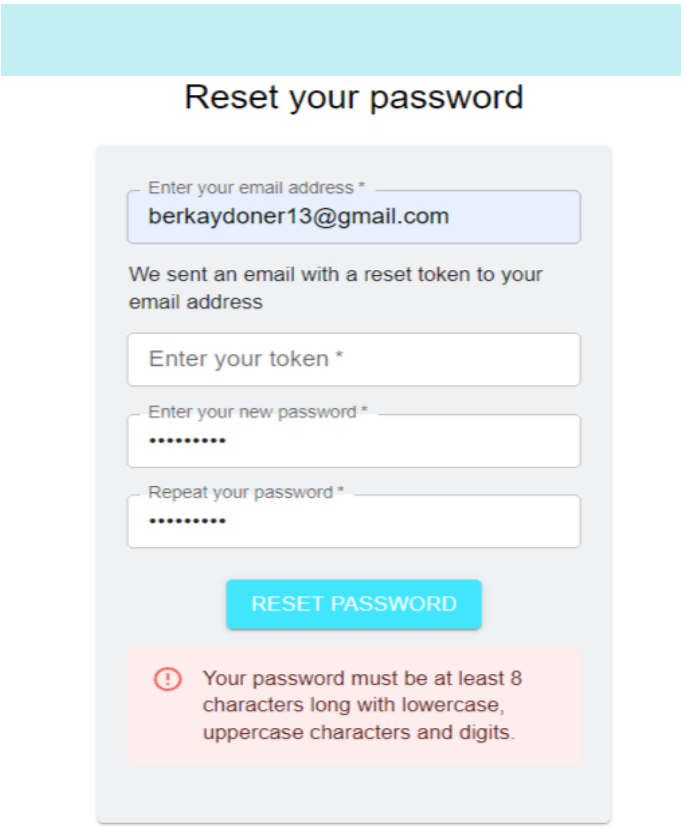
If the user is able to login successfully, they are directed to the homepage and the header now displays create event/create equipment post, profile and logout buttons.



4-) Forgot password

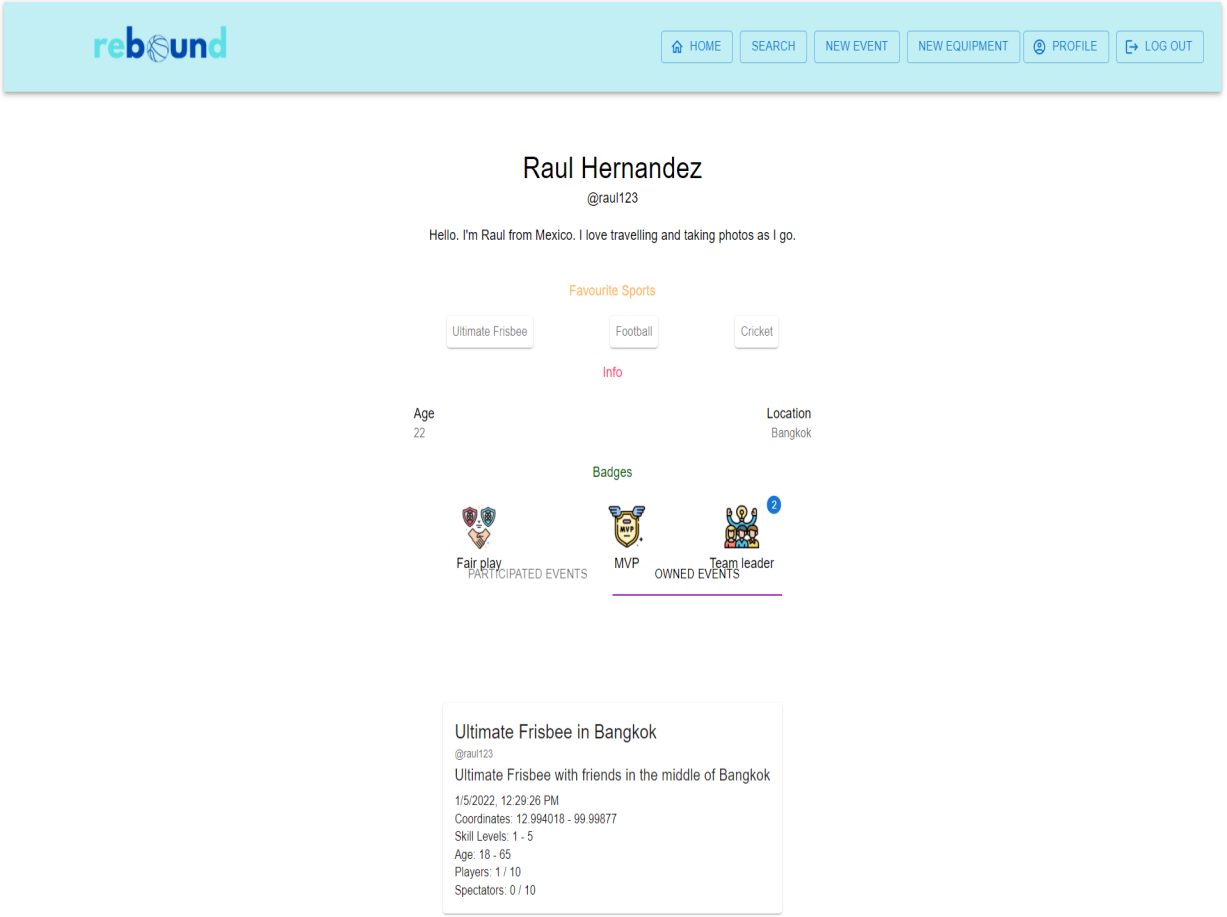
Users can reset their password if they forgot it from the reset password page. To navigate to the page, users have to click the link at the bottom of the login page. In the reset password page, users are expected to first enter their email address. Once users type their email address, a reset token is sent to their email address and users are expected to type the token and their new password along with its repetition to reset their passwords. In all stages, users are alerted with the corresponding error message in case they write invalid inputs such as invalid email, invalid/weak password, different password for repetition.





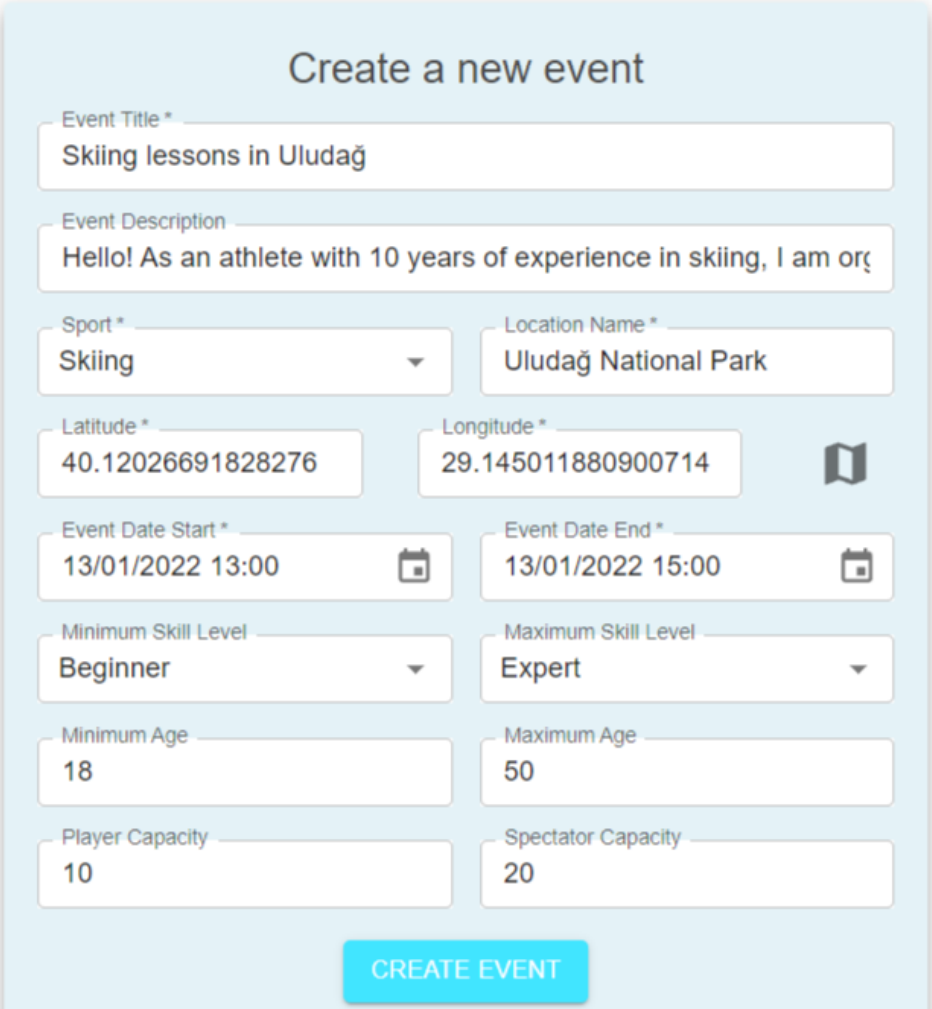
5-) Profile page

Logged in users can view their profile page by clicking the button in the header. All users can access to profile pages of users from the user search page. In these profile pages, users can see the biography, favorite sports, age, location and badges granted to the profile owner. Users can also observe the events created by this user and the events the user has participated as player below and can switch between these tabs.



6-) New event

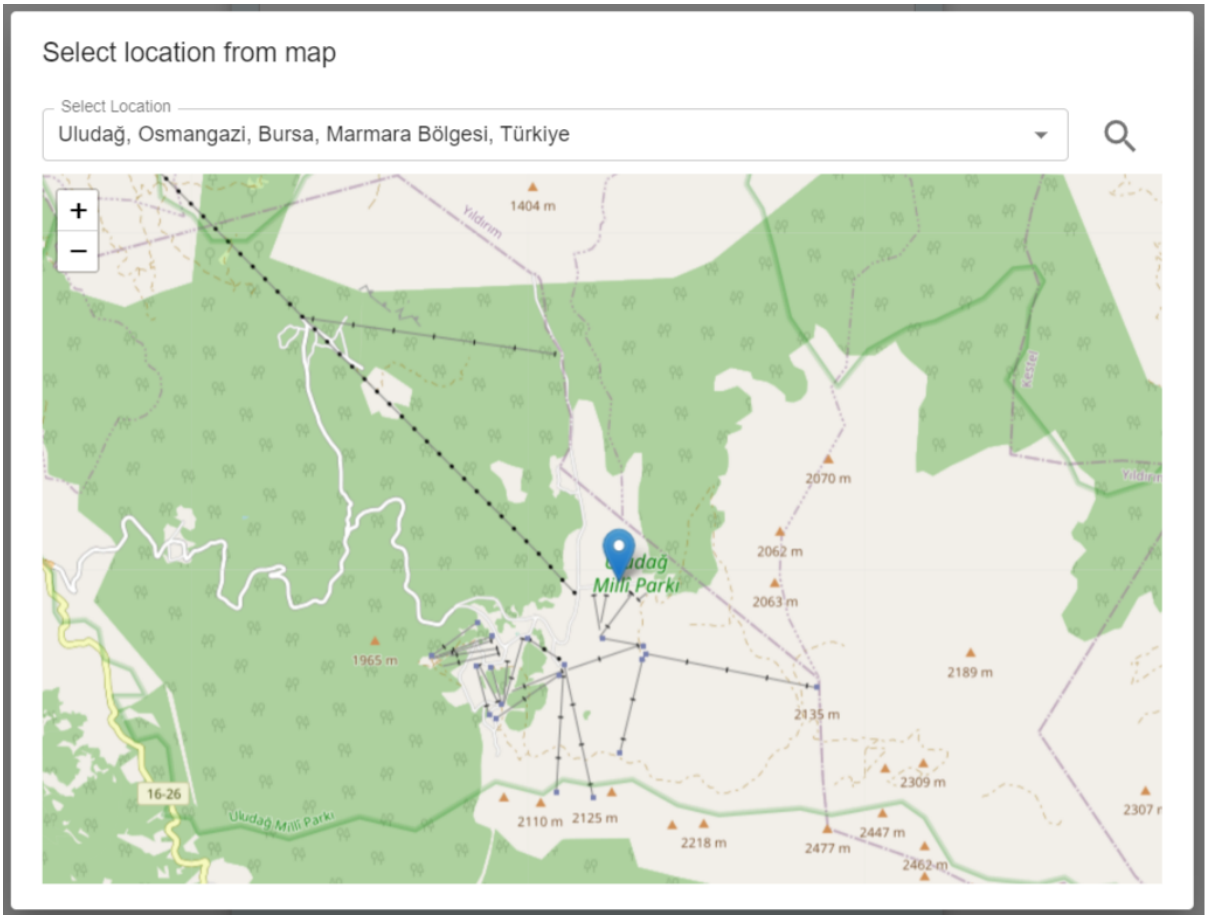
Logged in users can create new event posts by clicking the new event button in the header. In this page, users are expected to fill the necessary information for creating posts. To specify the sport, users can select one of the existing sport types.



Users can directly write the coordinates of the event location and they are also able to select a location from the map, accessed by clicking the map icon to the right of coordinate fields. In the map page, users can drag the marker for specifying the exact location and they can search for general locations in the search bar above. After writing a location name in the search bar and clicking the search button, users can select one of the results displayed to navigate to that location in the map. Coordinate fields and the location of the marker are connected to each other, changing one changes the other and the coordinates are used as the final location.

For any invalid inputs, users are alerted with a warning message. After successfully creating an event post, the page is reset for creating more events.

PS, if you are unable to create events, please refresh your session by logging out and logging in again.

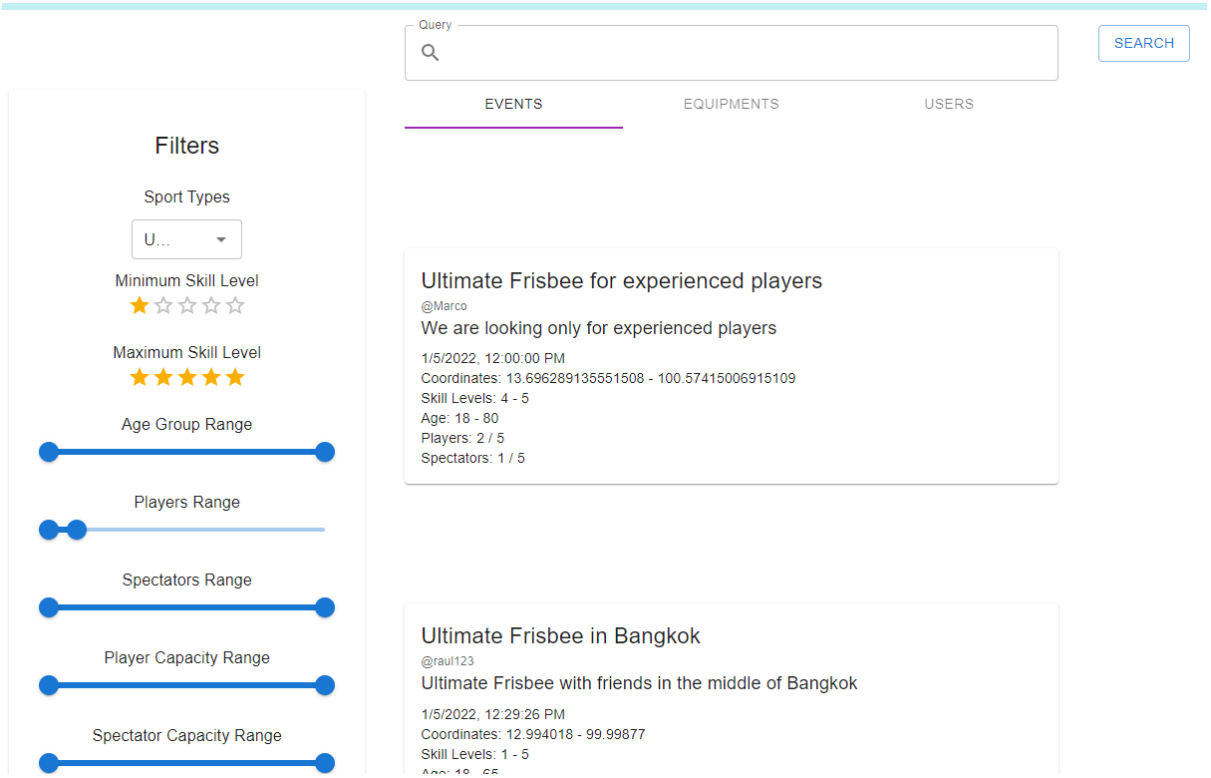


7-) Searching events

All users can navigate to the search page by clicking the button in the header. In the search page, filters are shown in the left and the events are shown at the right with two other tabs for equipment posts and users. Users can directly view all events when the page is first opened. Users can navigate to the detailed event pages by clicking on the mini event cards in the search results.

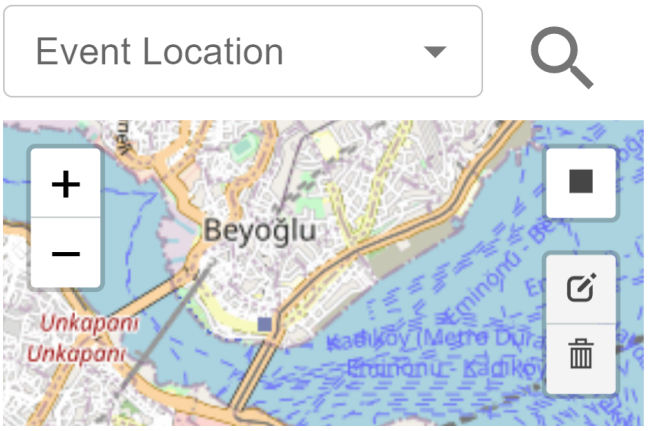
Users can also filter the events by keyword by typing in the search bar above. Also, they can filter the events by sport type by selecting a sport from the filters.

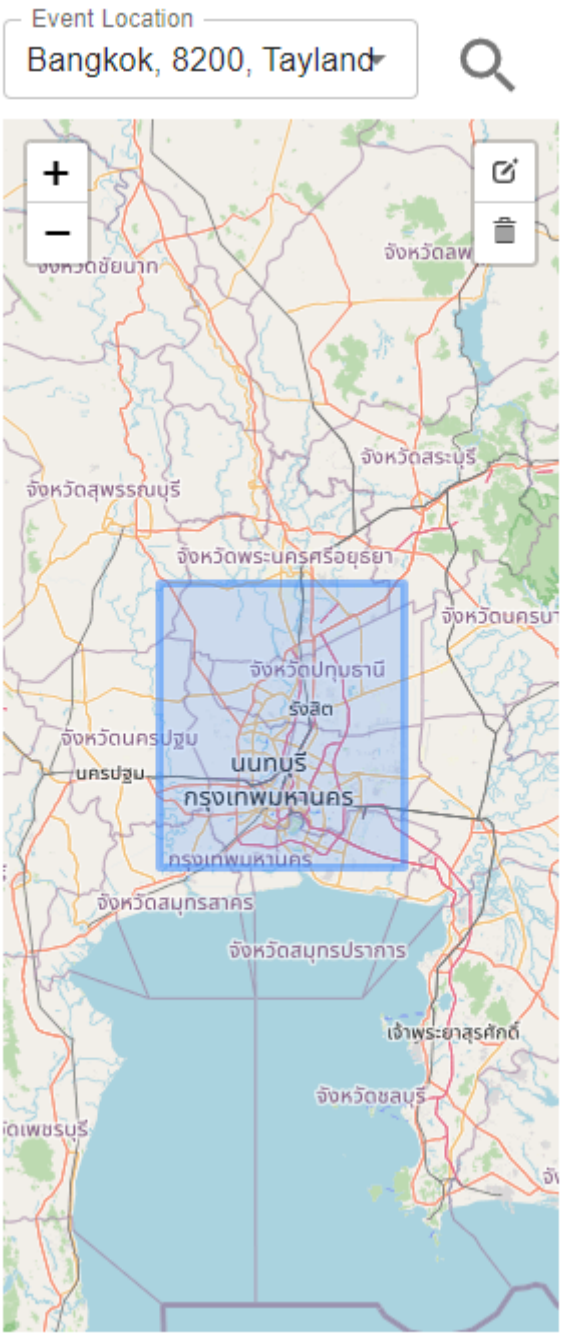
Minimum and maximum skill levels are used to filter the events that have minimum and maximum skill levels in the range specified. For example, with a minimum of 4 and maximum of 5 filters, only events that have minimum skill level >= 4 and maximum skill level <=5 are displayed. Age group filter works similarly, its minimum and maximum values are used as the range to be filtered.



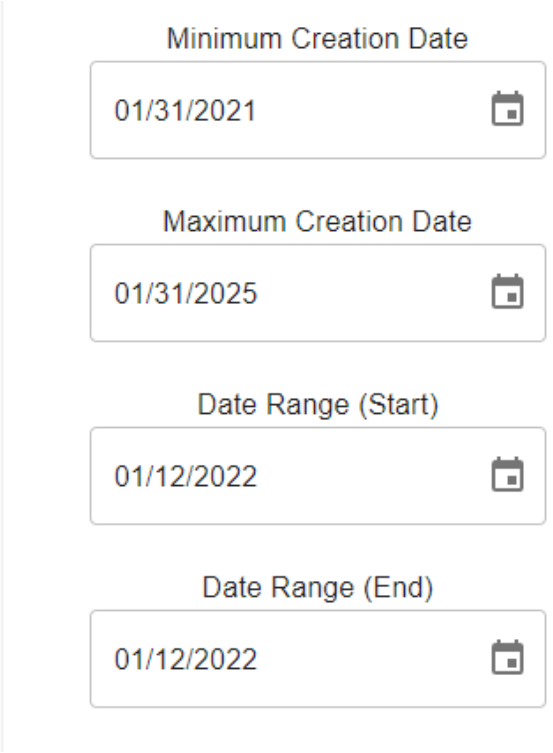
Players, spectators, players capacity and spectator capacity are given as a range filter. When applied, only the events that have number of players/spectators and players/spectator capacity in ranges specified are displayed.

To filter locations, users are expected to draw a rectangle on the map. Users can click the rectangle button to start the drawing process. They can also use the edit/delete buttons to edit/delete existing drawing. Users can only specify one rectangle to filter the events that have coordinates within the rectangle. Rectangle, edit and delete buttons are in the toolbar as follows:





There are also date filters to filter events by their creation date and event dates. Only events within the given ranges are shown.

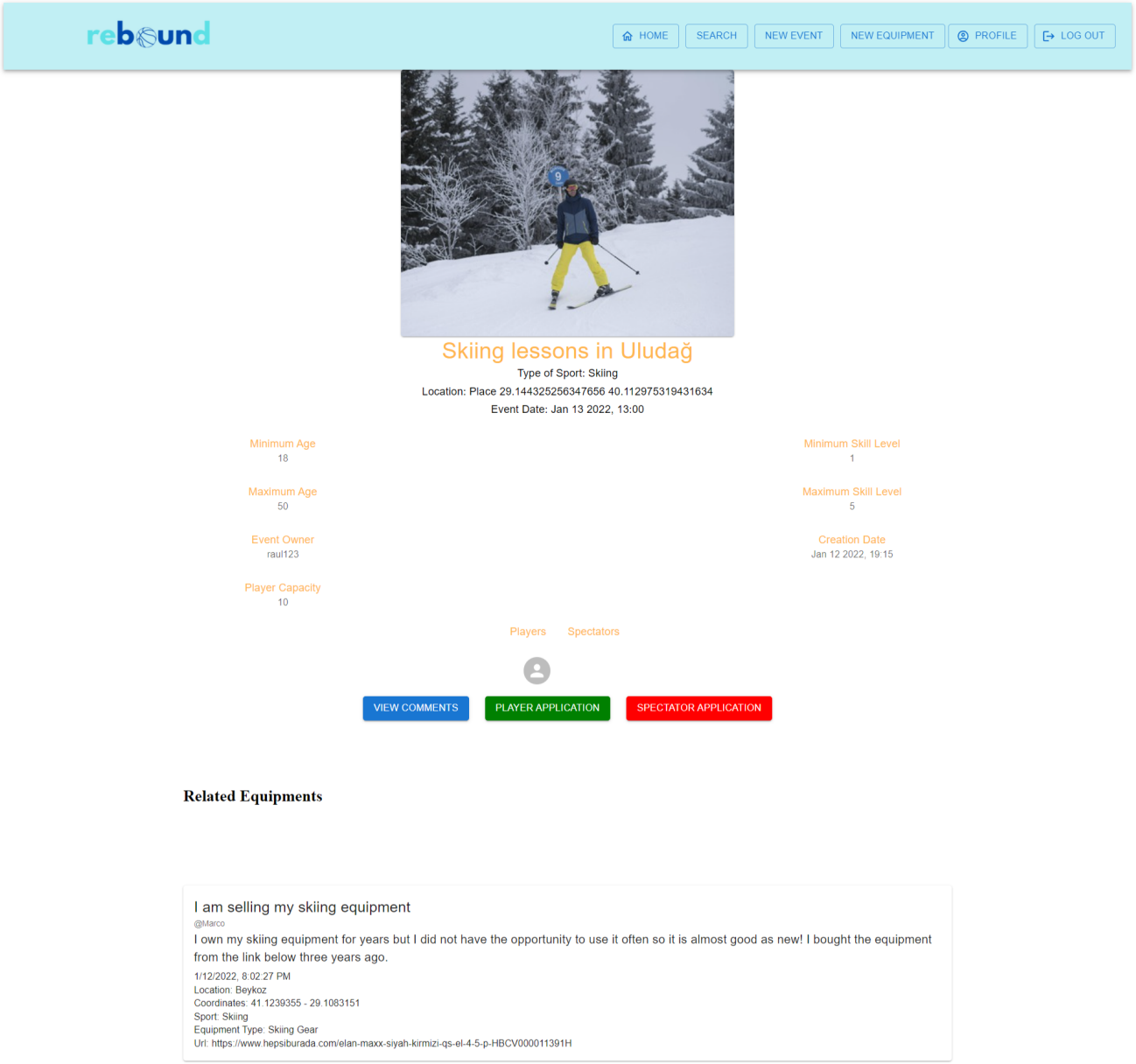


Users can apply these filters by clicking the search button. All these filters are only applied when they are changed, otherwise events are fetched without any filtering, even though default values are displayed. PS, you might have to refresh the page after clicking the search button to get the results due to the slow update of the system.

8-) Event pages

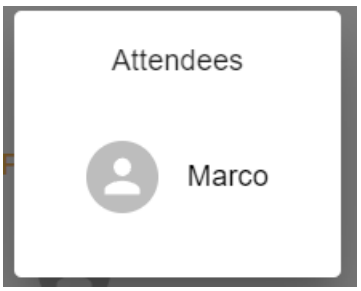
Users can access detailed event pages by clicking the mini event cards from search results, homepage or the participated/owned events displayed in the profile pages. In the detailed event page, users can see the details of the event such as title, sport type, capacity. Furthermore, users are able to see the equipment posts of the same sport as recommendations below. Users can interact with the event using the buttons below.

To apply to the event to be a player/spectator, users can click to corresponding buttons. These buttons will only be enabled if the event capacity is not full, if the user is a logged in user and is not a player/spectator or applicant already. Applying to an event refreshes the page. Note, if you are unable to apply to an event, please refresh your session by logging out and logging in again.



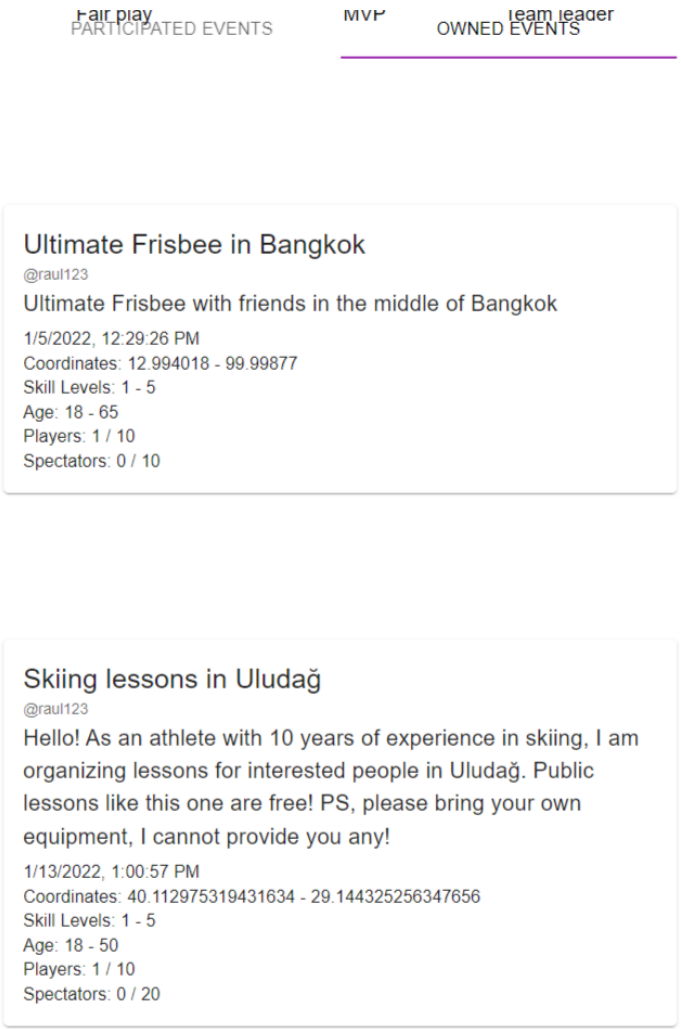
Users are also able to interact with the event by viewing the comments/answers and writing comments/answers themselves by clicking to the view comments button. In the comments page, by writing in the text box below and clicking the share button, users can write comments and by clicking on the reply button below the comments, they can write answers in a similar way.

Other than comments, users are also able to view the players/spectators of the event by clicking the avatar lists displayed under the players/spectators fields. A list of players are displayed with avatars and usernames.

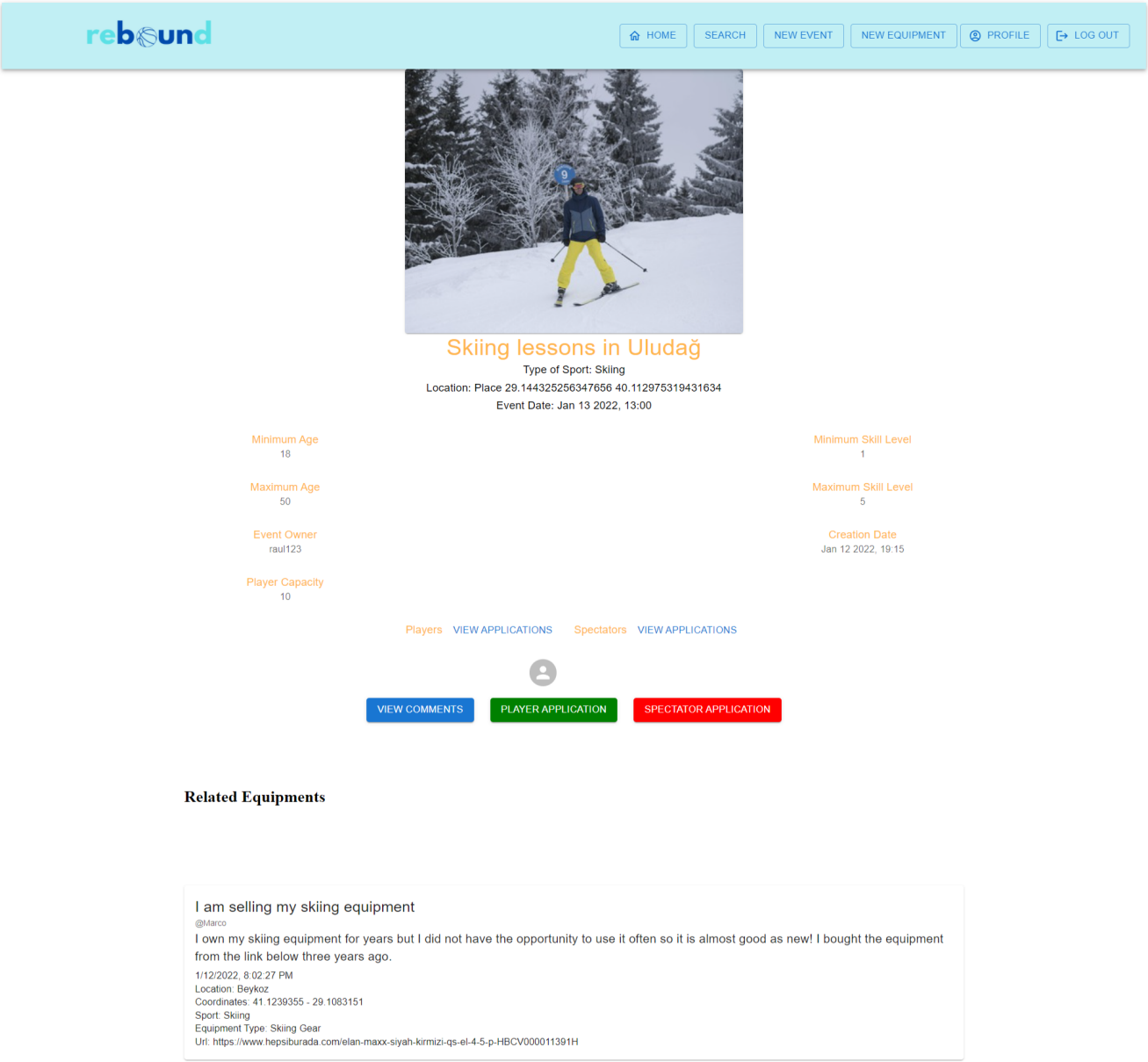


9-) Viewing applications

Event creators are able to view and evaluate applications made to their events from the event pages. To get to their events, users can search for them in the search page and, even better, they can view them from the owned events section in their profile page. From the list of owned events, event creators can click on mini event cards to get to the detailed event page.

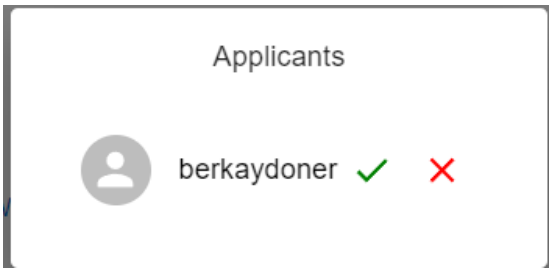


In the detailed event page, event creators are able to view applications through the view applications buttons to the right of players/spectators fields. These buttons are only visible to the event creator and no other visitor.



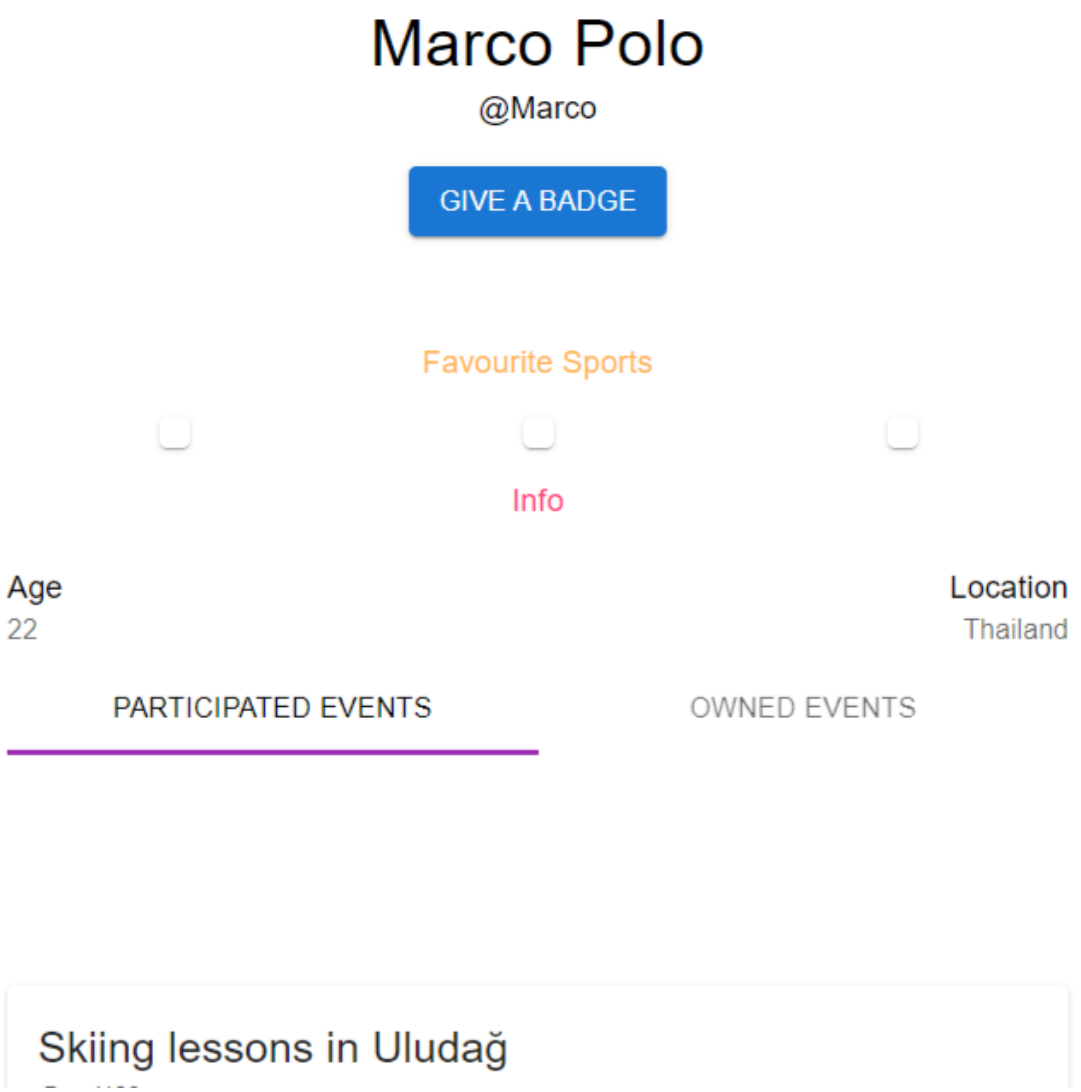
By clicking the view applications buttons, event creators can view the list of applicants with accept and reject buttons. By clicking these buttons, event creators can accept or reject the users. To get a better idea about the applicants, event creators can click on the avatars/usernames of the applicants to get to their profile pages, in which badges can be used as the indicator of the users' behavior. Once the event creator accepts or rejects a user, event page is refreshed to update the players/spectators with the recent change.

Note, if you are unable to evaluate applications, please refresh your session by logging out and logging in again.



10-) Giving badges

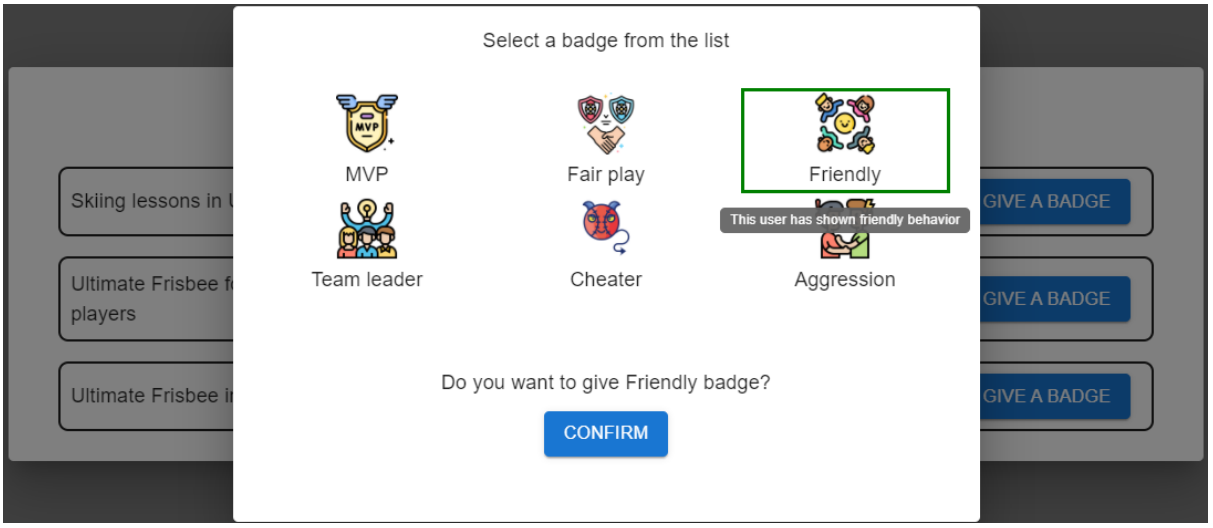
According to the project requirements, players of some events are able to give badges to fellow players and event creators are able to give badges to the players of their events. Users are able to grant badges to other users from their profile pages, a button for gifting badges appears in the profile page only if the visitor user and the profile owner user have common events specified by the requirement. By clicking the button, visitor user can view the events that are available for gifting badges.



From the list of common events, visitor user can click the button of one of them to grant a badge.

After selecting an event, all badges are shown with their titles, icons and descriptions when the mouse is over them. In this page, users are expected to select a badge to grant, the badges become selected and get highlighted with a green window once clicked. After deciding on the badge, users can click the confirm button to grant the badge. This also redirects the user to the profile page, they can see the badge they have just granted.

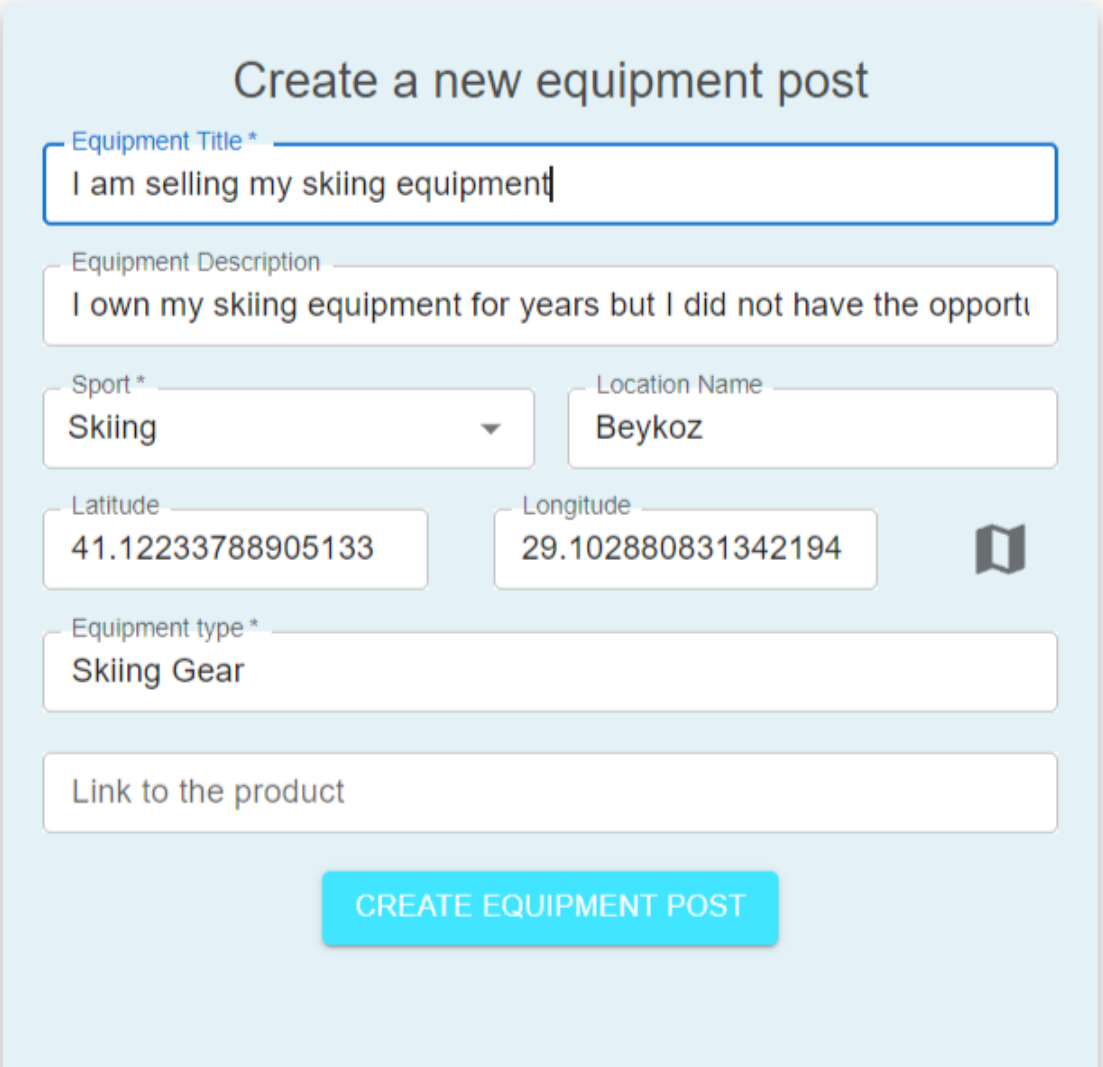
Note, if you are unable to grant badges, please refresh your session by logging out and logging in again.



11-) New equipment post

Logged in users can create new equipment posts by clicking the new equipment button in the header. In this page, users are expected to fill the necessary information for creating posts, very similar to creating events. To specify the sport, users can select one of the existing sport types. Users can also select the location from the map, similar to the creating events. In this page, users are expected to specify the equipment type as text and URL to their equipment. This URL is expected to be in a valid URL type, otherwise a warning is shown.

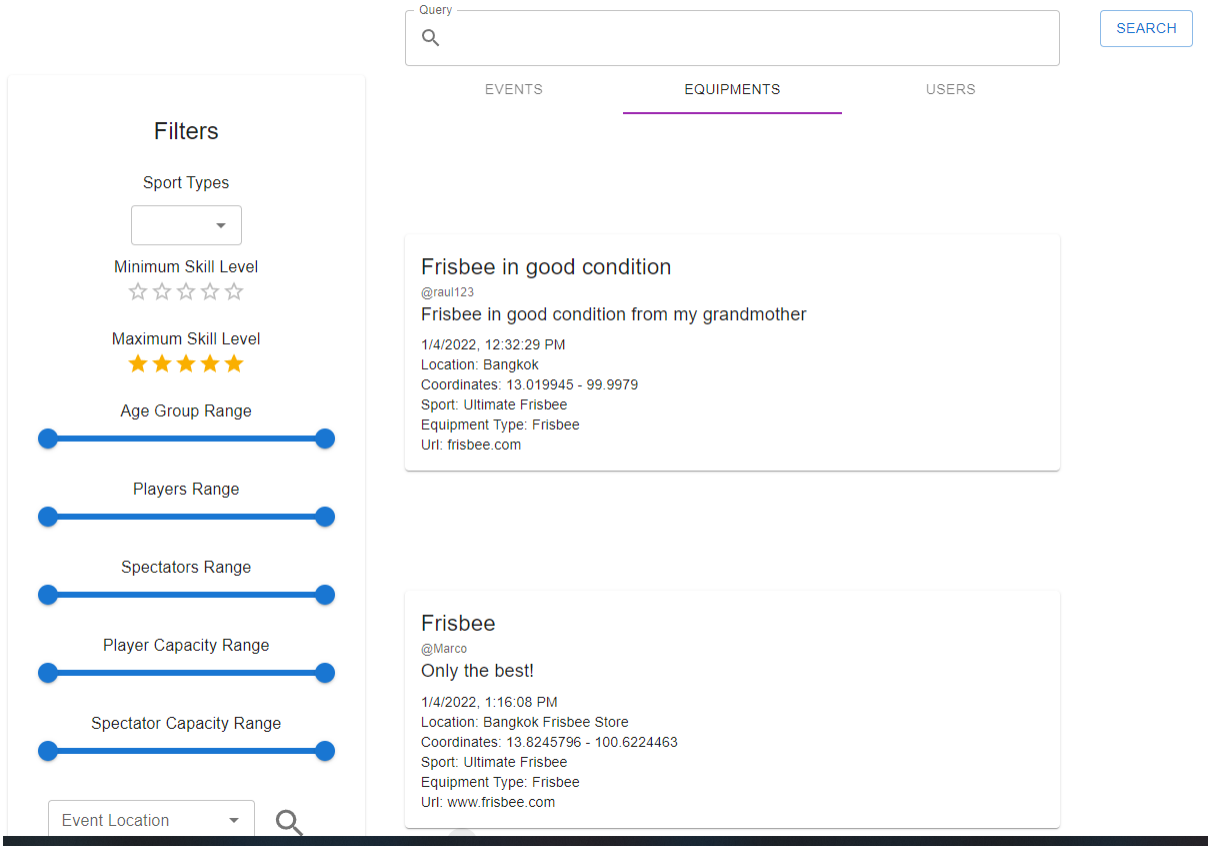
The page resets once the create equipment post is clicked. PS, if you are unable to create equipment posts, please refresh your session by logging out and logging in again.



12-) Searching equipment posts

Users can search equipment posts very similarly to event posts. All users can navigate to the search page by the button in the header. In the search page, equipment posts are displayed on the right along with other tabs and filters are on the left. All equipment posts are shown when the page is first displayed, users can filter equipment by the filters on the left and the search bar at the top.

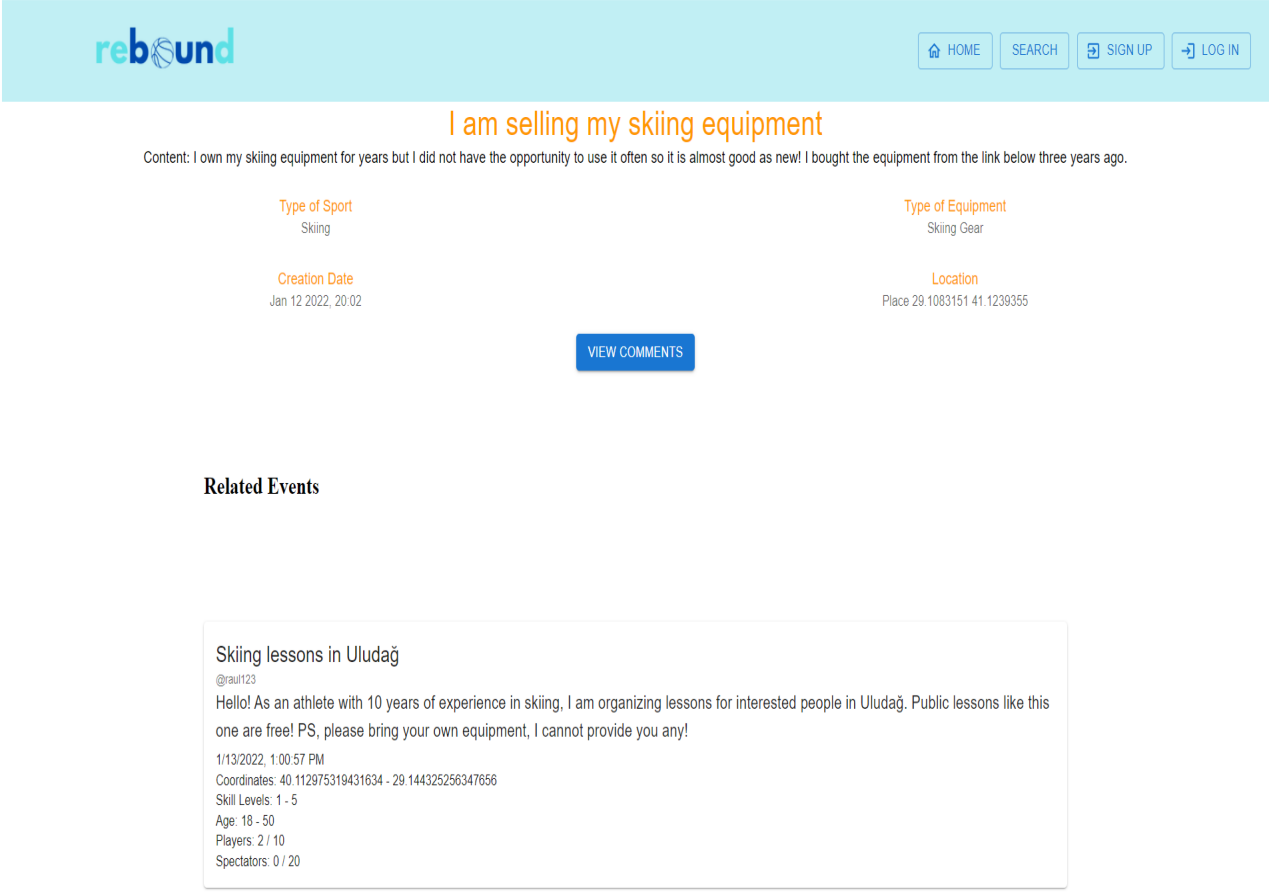
Users can filter equipment posts by keyword, sport type, location and creation date. Other filters do not apply to equipment posts and thus do not have any effect.



13-) Equipment pages

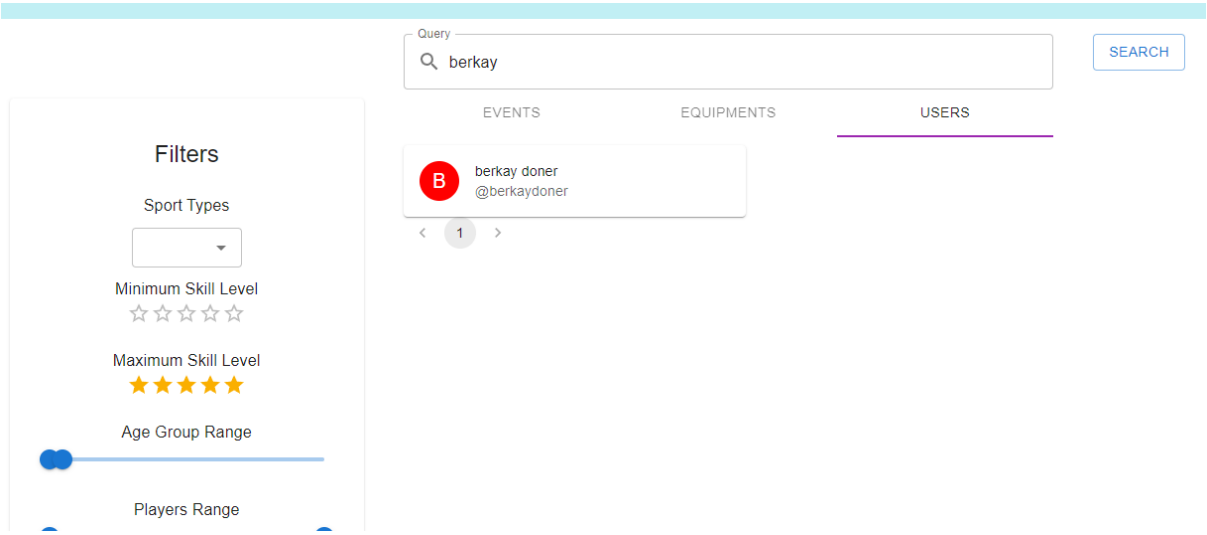
Users can access detailed equipment pages by clicking the mini equipment cards from search results or related equipment posts displayed in the event pages. In the detailed equipment page, users can see the details of the equipment such as title, sport type.

Furthermore, users are able to see the event posts of the same sport as recommendations below in case they want to try their fresh equipment in a sports game. Users can interact with the equipment posts by viewing/writing comments in the comments page. This page is similarly accessed by clicking the view comments button below.



14-) Searching users

Users can search other users from the search page as well. All users are displayed on the right when the page is first opened. Users are only able to filter users by name, other filters do not have any effect. Users can navigate to the profile pages of the users in the result by clicking on them.



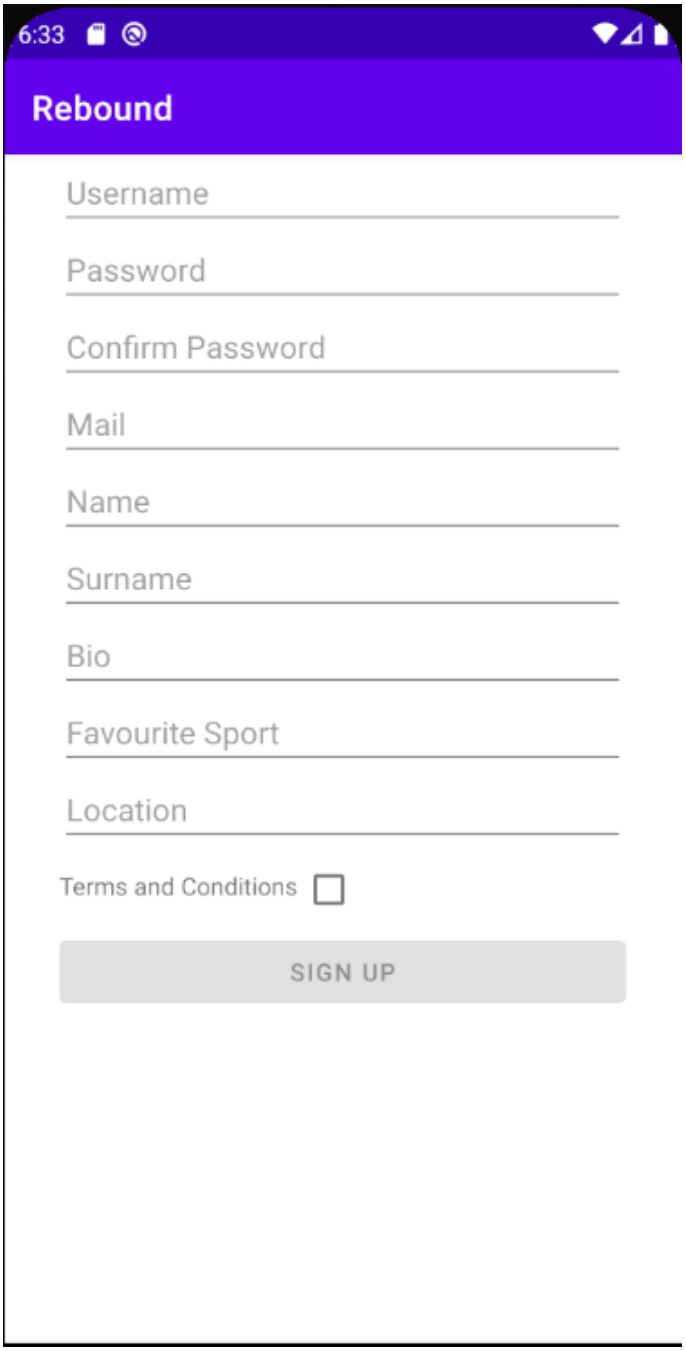
ANDROID

1-) Homepage

When users first login to our application, the homepage is going to be the first page they are going to see. Here, they can see all the events created by users and they can click on them if they want further information about them. They can navigate the application using the bottom navigation bar.

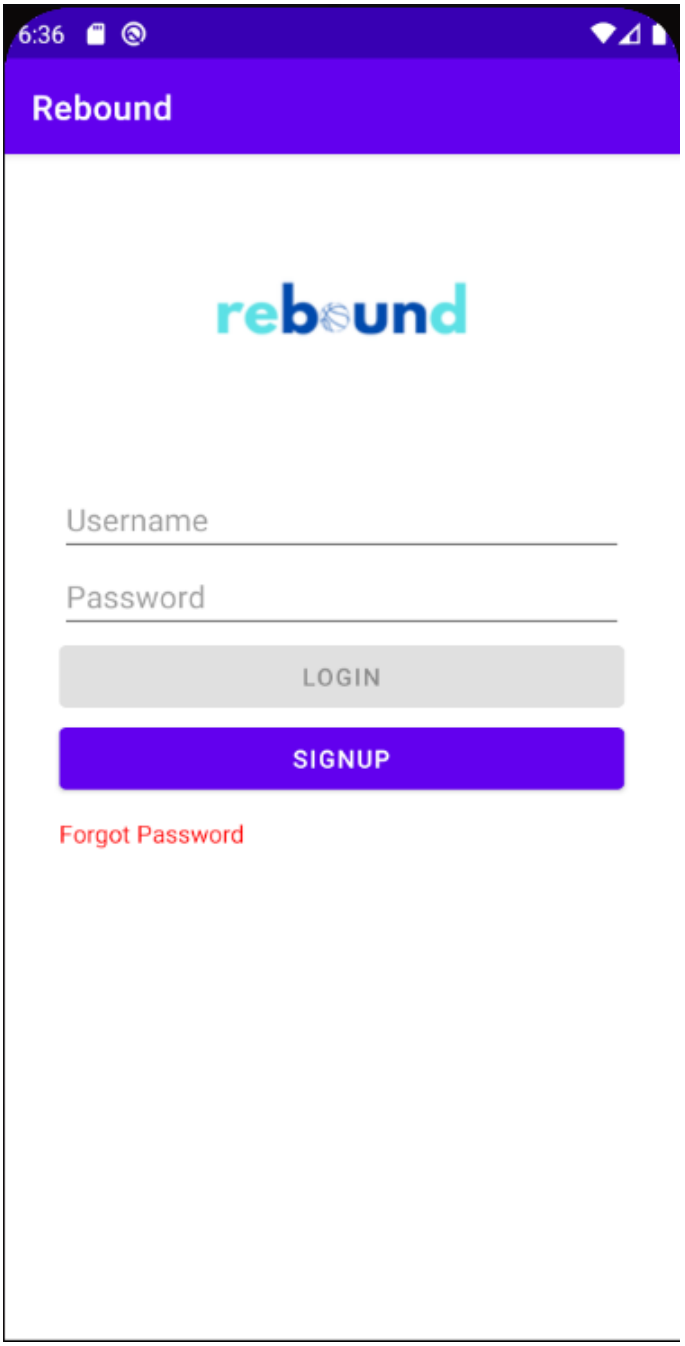
2-) Sign up

On this page users need to fill every single fillable space and accept the Terms and Conditions to sign up.



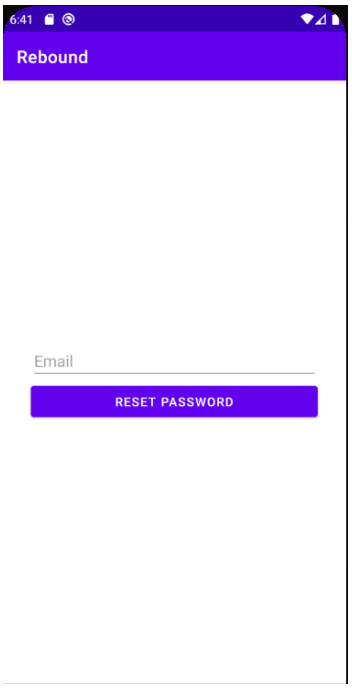
3-) Login

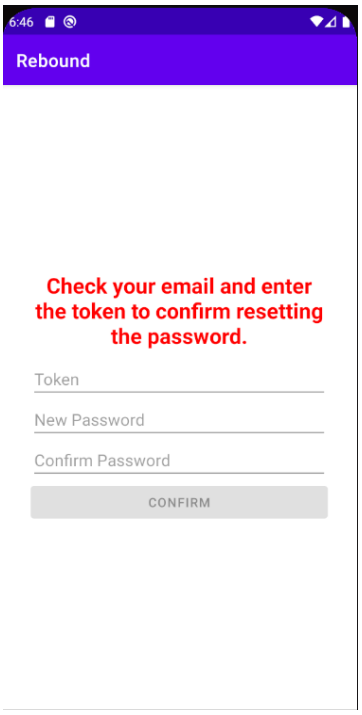
When users first launch our application they are going to meet with the Login Page. Here they can enter their credentials to login if they have signed up before or they can click “SIGNUP” to head to the signup page so they can register. If they happen to forget their password somehow they can head to the password reset page using the “Forgot Password” button on the bottom left.



4-) Forgot password

After clicking the “Forgot Password” button from the Login Page they can enter their mail to reset the password of their account. Clicking the “Reset Password” button is going to send a token to the email address so they can confirm resetting their password.

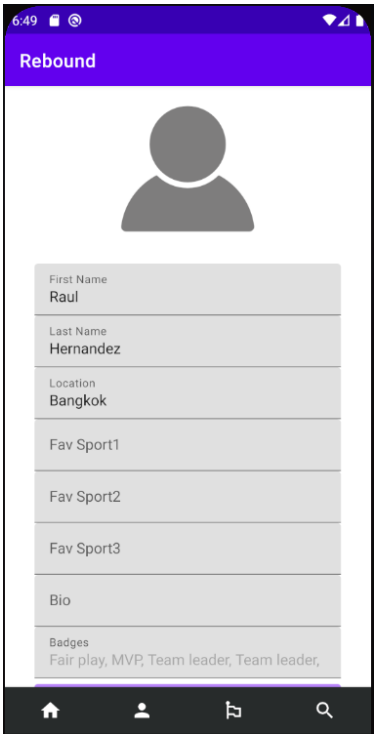


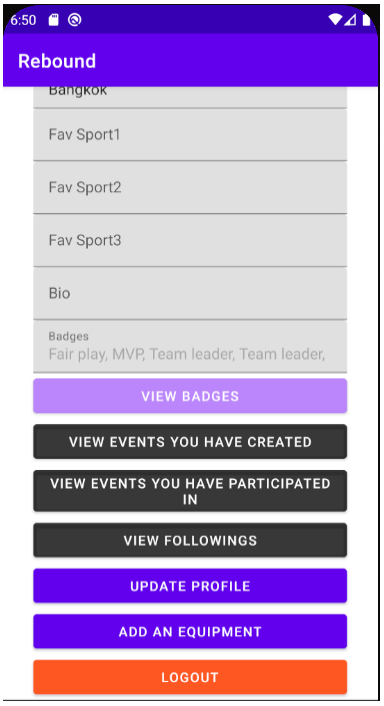


On this page users need to enter the token they receive on their email address in order to change their password.

5-) Profile page

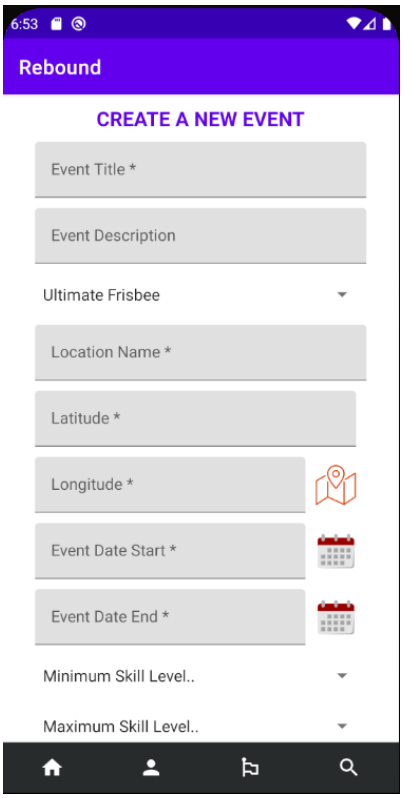
On their own profile page, users can view their badges, events they have created, events they have participated in and their followings by clicking the relevant buttons. They can click “UPDATE PROFILE“ to update their profile page after they have made a change. They can click “ADD AN EQUIPMENT” to head to the equipment creation page and “LOGOUT” button to log out.

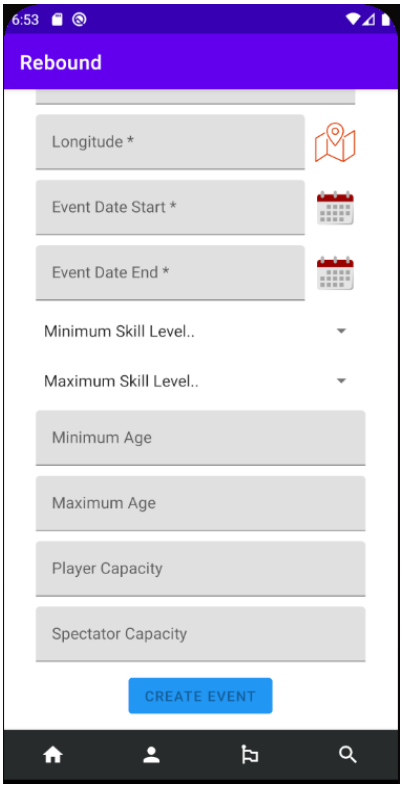




6-) New event

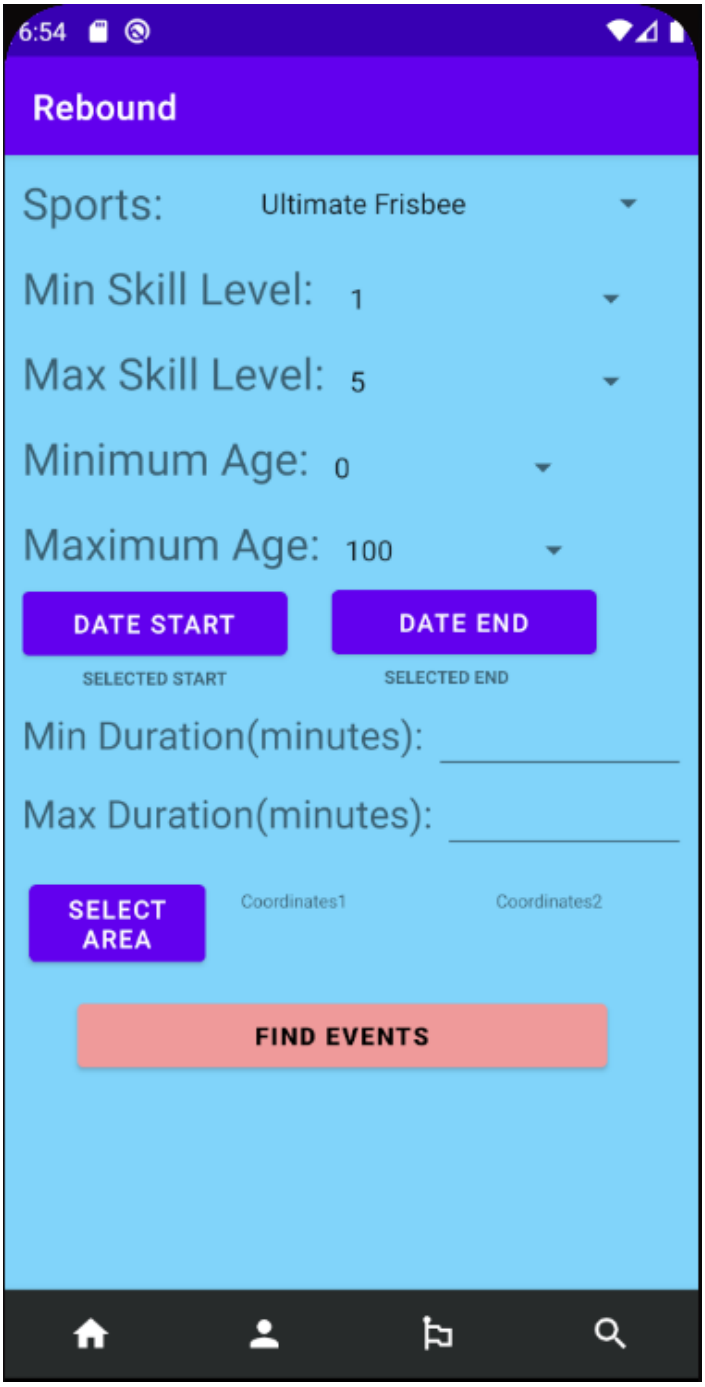
Users need to fill the spaces marked with * in order to create the event. They can click the map icon to select the event location on the map. They can click the calendar icons to select the start and end time of the event. After they click “CREATE EVENT” button they are going to receive a message telling them if event creation was successful or not.





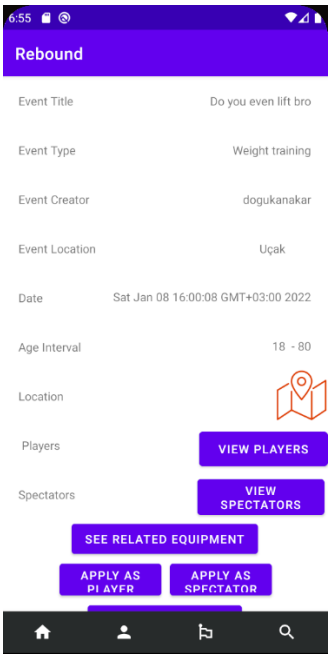
7-) Searching events

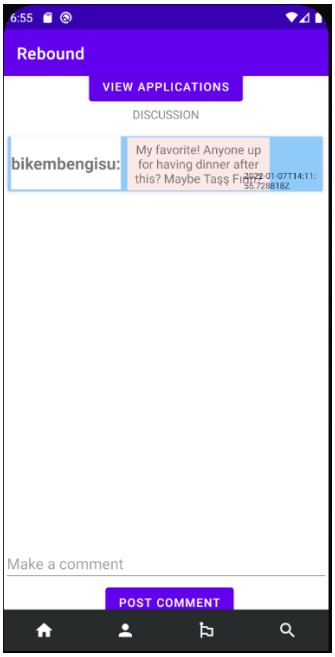
Users need to select the date interval and the area to perform a healthy event search. The other criteria are optional and if left untouched, are going to be filled with default values. After clicking the “FIND EVENTS” button, users are going to be directed to a page where they can see all the events that fit the criteria they have provided.



8-) Event pages

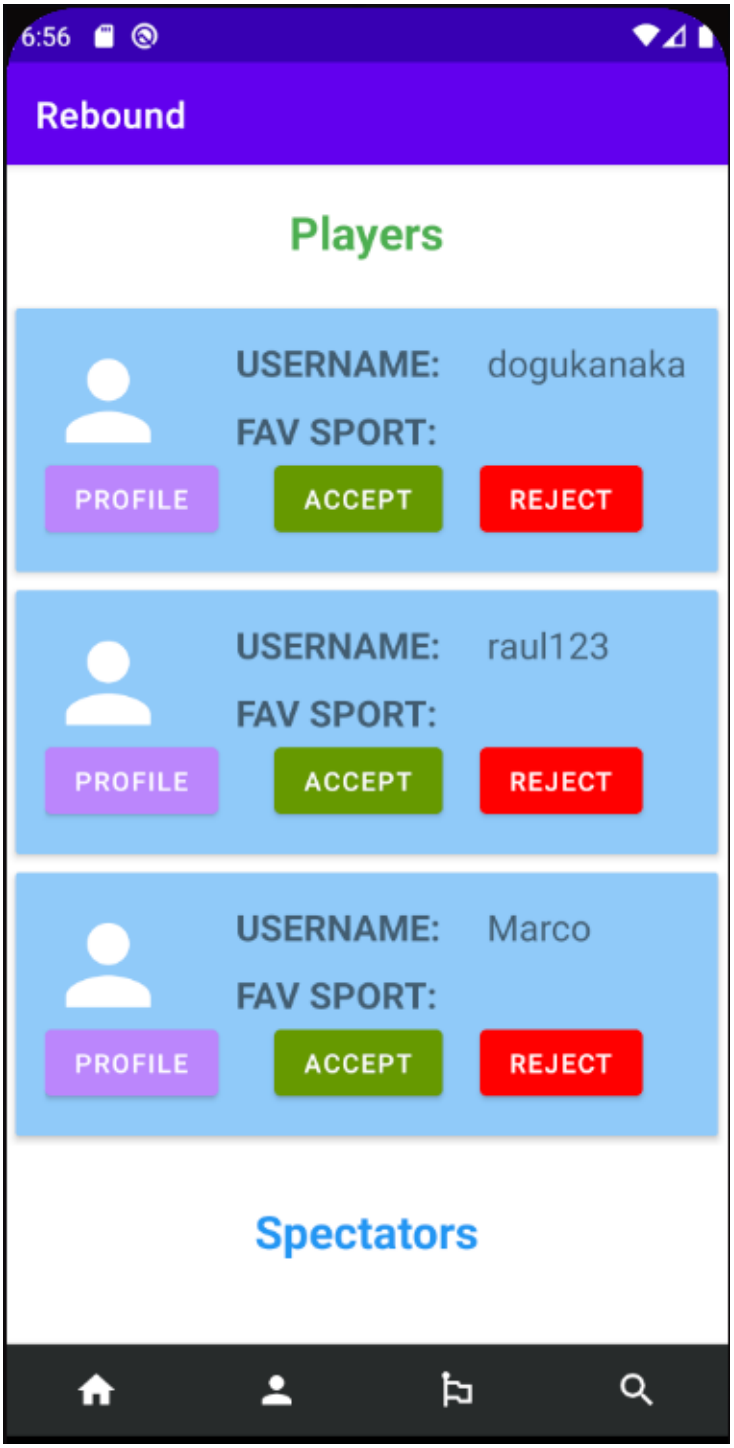
On this page, users can learn more about a specific event. They can see detailed information about it. They can click the map icon to see the event's location on a map view. They can click "VIEW PLAYERS" to view the players of this event and click "VIEW SPECTATORS" to view the spectators. They can see equipment related to the sport by clicking the "SEE RELATED EQUIPMENT" button. They can apply to the event as a player or as a spectator by clicking the buttons "APPLY AS PLAYER" or "APPLY AS SPECTATOR". Owner of this event can click "VIEW APPLICATIONS" to see the applicants of this event. Users can also communicate with other users on the Discussion section at the very bottom. They can read the comments and if they want to read the answers to a specific comment, they can click on the comment. They can also post their own comment at the very bottom by typing their comment and clicking "POST COMMENT".





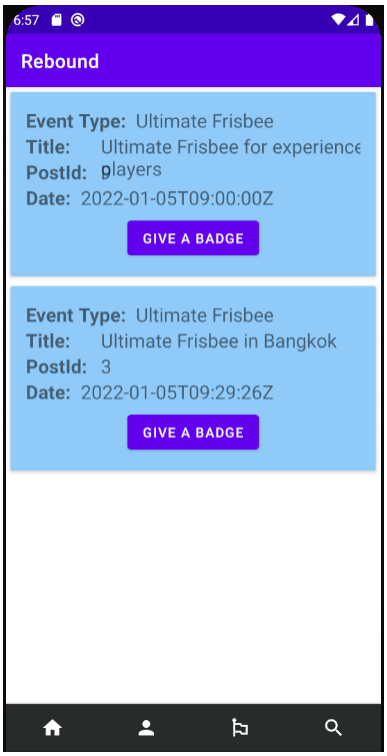
9-) Viewing applications

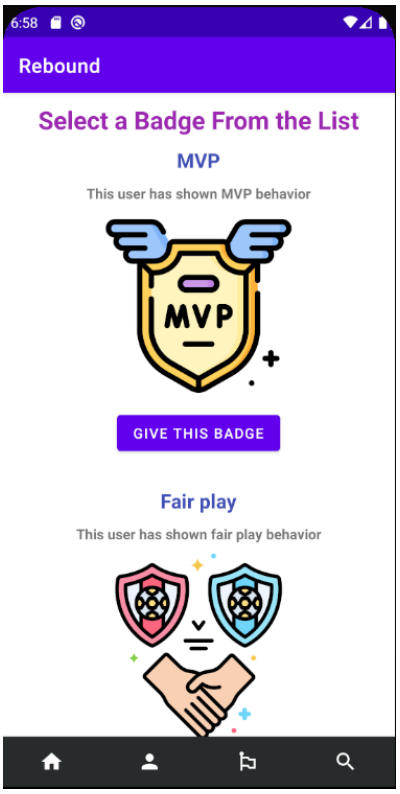
Event creators can accept or reject applicants on this page. They can view these applicants' profiles to decide whether they are going to accept or reject them.



10-) Giving badges

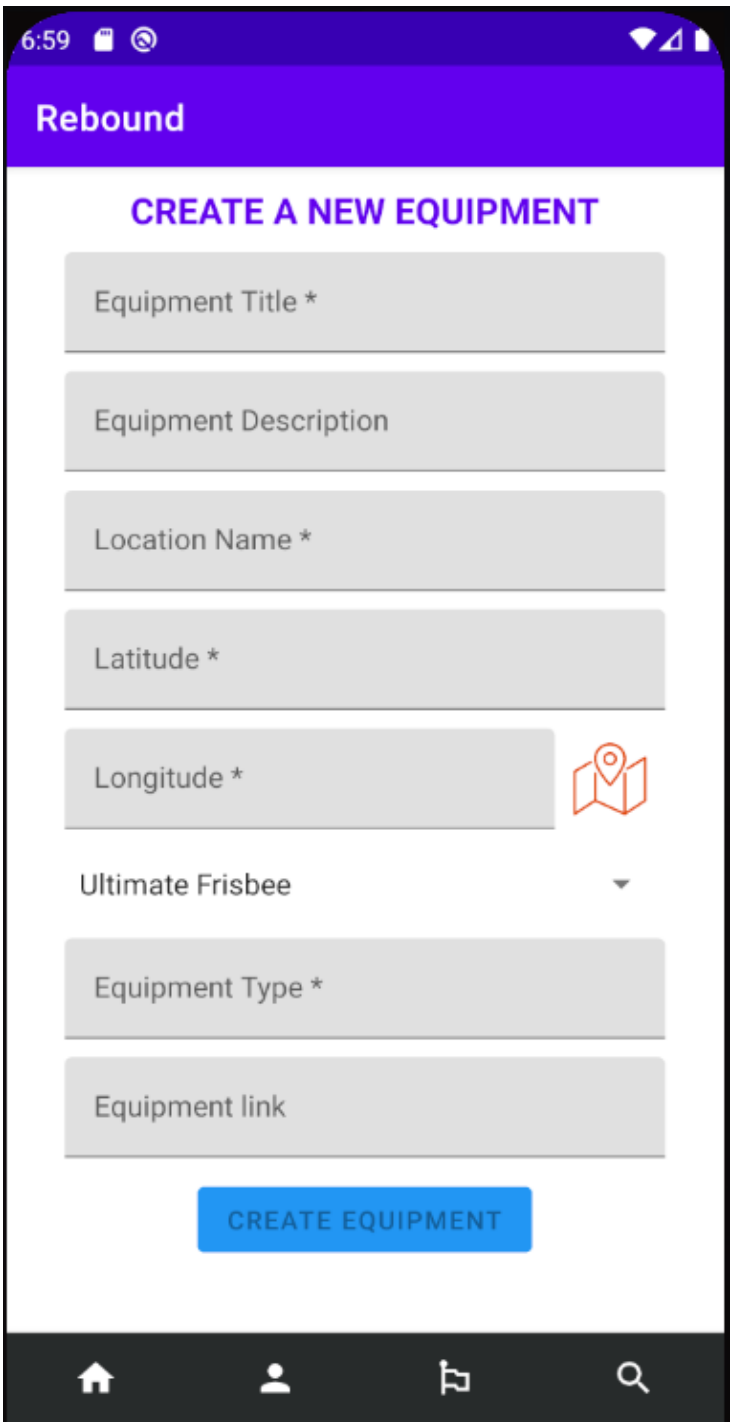
Users can give a badge to other players they have played with by first selecting the event they want to give a badge for. Then they can select a badge to give to the user by clicking “GIVE THIS BADGE” under a specific badge they desire.





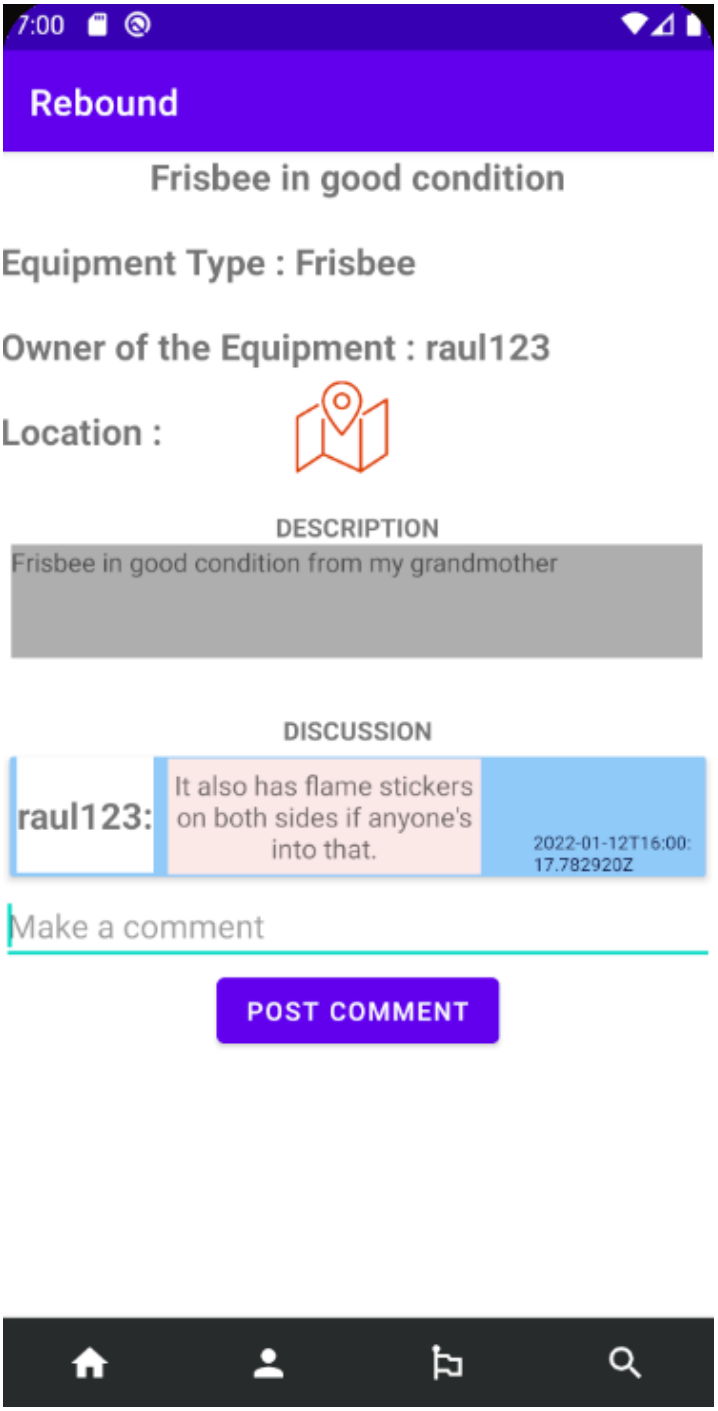
11-) New equipment post

Users need to fill all the fillable spaces in order to create the equipment they want. After clicking the “CREATE EQUIPMENT” button, they are going to receive a message whether the equipment has been successfully created or not.



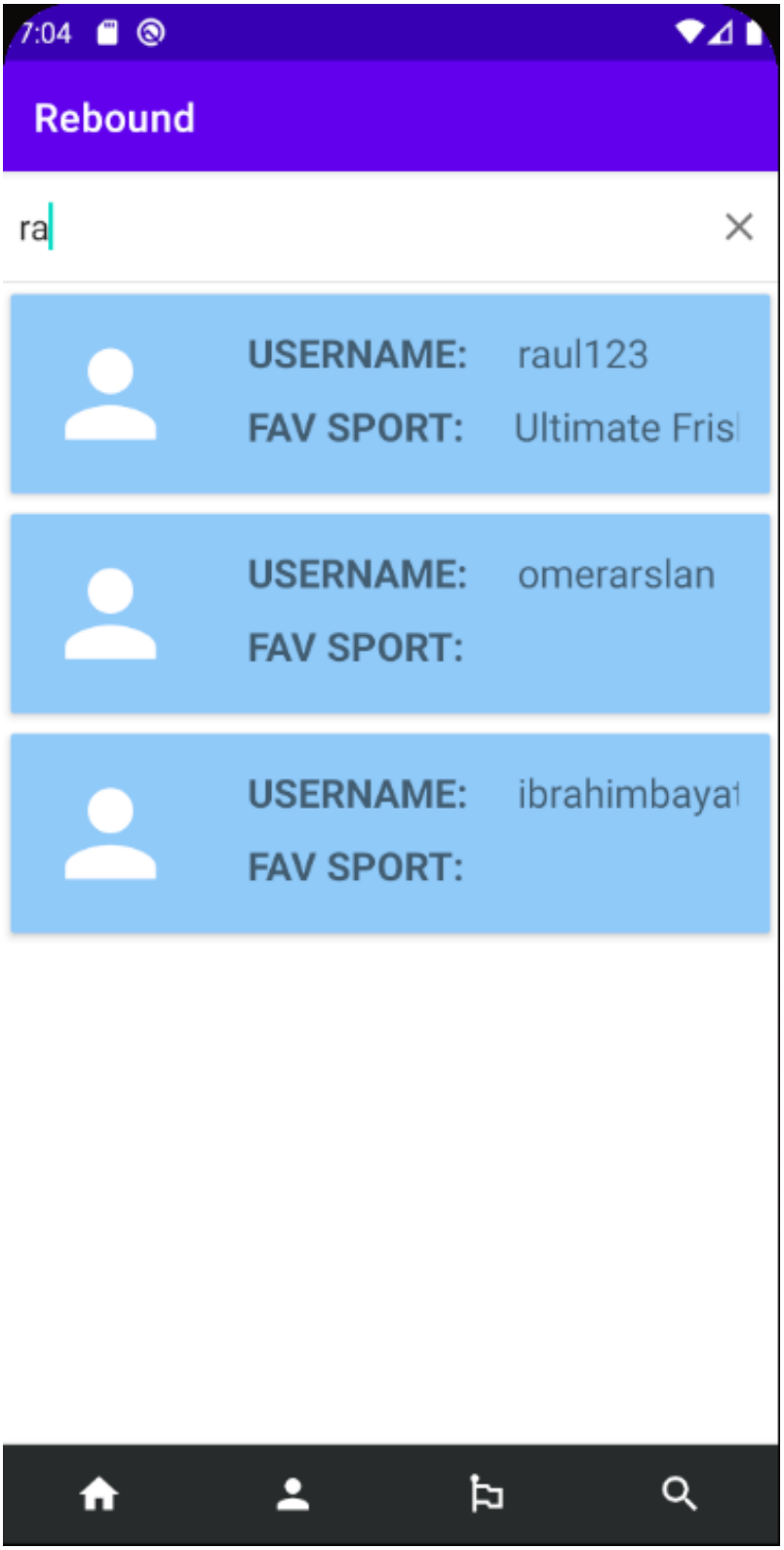
12-) Equipment pages

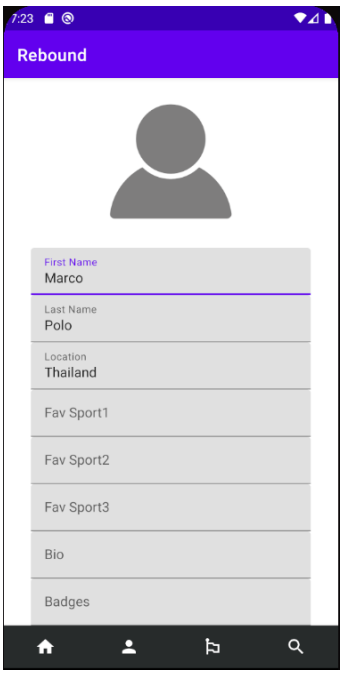
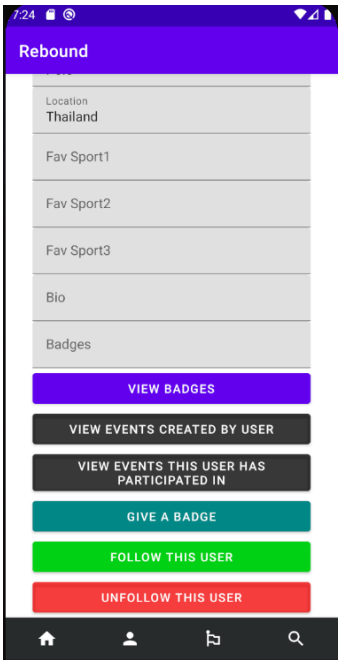
On these equipment pages users can see the detailed traits of the said equipment. They can click the map icon to see the location of the equipment. They can also post comments to ask questions about the equipment and overall socialize.



13-) Searching users

Users can use the search bar on the top to search for specific users. After they have found the users they have been searching for, they can click on them to see their detailed profile page.



14-) User Page

On this page users can see detailed information about another user. They can view user's badges, events created by this user, events this user has participated in by clicking necessary buttons. They can also follow the user by clicking "FOLLOW THIS USER" and unfollow them by clicking "UNFOLLOW THIS USER" . They can give a badge to this user if they have been in an event with them by clicking "GIVE A BADGE" button.