

Korfbal score tracker

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Project idea

The idea of this project is to build a game tracker for korfbal games. To track the amount of points the team scores, they lose and what there good and weaknesses are.

Objectives

1. game list
 - a. A carousel with the upcoming matches where the player has access to
2. Events
 - a. The time in the game a point was scored
 - b. What type of action happened to score
 - i. Afstandsschot
 - ii. Onder de korf
 - iii. Doorloop bal
 - iv. Vrije bal
 - v. Strafworp
 - c. Which player scored
 - d. Against Which player has been scored
 - e. Make this as foolproof as possible in the UI
 - i. Selector at the the if the point is against or for the team
 - ii. Selection of the attacking 4 players
 - iii. Scoring action
3. shot tracker
 - a. tracking how many shots on the korf the player has taken
 - b. put this in the main screen to have this take the minimal amount of time
 - i. have the for players on the attacking side on the display under the team scoring selection, in a grid of 2 by 2
 - ii. when a player shoots the user just needs to press on there name
4. Live game view
 - a. A spectator view so users that are not at the game can look live if a player scores
 - b. A list of all the game event that already happened
 - c. Option for player stats to easily see which players have scored and how many
5. Team analysis
 - a. Total team stats with shots, points for and against
 - b. Individual player stats
 - i. games played
 - ii. total time played
 - iii. number of shots taken
 - iv. number of points scored

Database design

Overview

The database for the Korfball score tracker consists of the following tables:

1. Club
2. Team
3. Player
4. Game
5. GameEvent
6. EventOption

Below are the detailed schemas for each table, along with their relationships.

Table Definitions

Club Table

Purpose: To store information about different Korfball clubs.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each club.
name	CharField (max_length=255)	Not Null	The name of the club.

Team Table

Purpose: To store information about different teams in a club.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each team.
name	CharField (max_length=255)	Not Null	The name of the team.
club	ForeignKey (Club)	On Delete: CASCADE	Reference to the club the team belongs to.
Coach	ForeignKey (Club)	On Delete: NULL	Referance to a player that is the coach of the team

Player Table

Purpose: To store information about players.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each player.
user	ForeignKey (User)	On Delete: CASCADE	Reference to the user account.
teams	ManyToManyField (Team)	On Delete: NULL	Teams the player is associated with.
Group	ManyToManyField (PlayerGroup)	On Delete: NULL	Group where the player played in

match Table

Purpose: To store information about matches.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each game.
homeTeam	ForeignKey (Team)	On Delete: CASCADE	Reference to the home team.
outTeam	ForeignKey (Team)	On Delete: CASCADE	Reference to the away team.
duur	IntegerField	Not Null	Duration of the game in minutes.
startTijd	DateTimeField	Nullable, Blank	Start time of the game.

PlayerGroup Table

Purpose: To store information about players.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each player.
player	ManyToManyField (player)	On Delete: NULL	Reference to the player account.
team	ForeignKey (Team)	On Delete: CASCADE	Teams the player is associated with.
match	ForeignKey (match)	On delete: CASCADE	A link to the match where the playerGroup is used
Starting type	CharField	Option={Attacking, Defending}	
Current type	CharField	Option={Attacking, Defending}	

GameEvent Table

Purpose: To store different events occurring during a game.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each event.
game	ForeignKey (Game)	On Delete: CASCADE	Reference to the game.
player	ForeignKey (Player)	On Delete: NULL	Reference to the player causing the event.
Event	ForeignKey (EventOptions)	On Delete: Null	Refernce to the event that happend

EventOption Table

Purpose: To store different events options that can occur during a game.

Field	Type	Constraints	Description
id_uuid	UUID	Primary Key, Not Null	Unique identifier for each event.
Game	ForeignKey (Game)	On Delete: CASCADE	Reference to the game.
name	CharField (max_length=255)	Not null	Name of the event that happened.

Relationships

1. Each Club can have multiple Teams.
2. Each Team can have multiple Players.
3. Each Player can belong to multiple Teams.
4. Each Game involves a homeTeam and an outTeam, both of which are Teams.
5. Each GameEvent has one game and one event that is a EventOption
5. Each WedstrijdEvent is associated with a Game and optionally with a Player.

Competitors

Clubwave(<https://www.clubwave.app/Web/Clubwave>)

Webpages

Index

1. Guest
 - a. Navbar with logo and login button
 - b. carousel with the upcoming 5 games or live game that is viewable
 - c. Information about the product
 - i. Descriptive text with product information
 - ii. With the text, short videos showing the function
 - d. Contact form
 - e. Footer
2. authenticated users
 - a. Top navbar with logo
 - b. Carousel
 - i. with the upcoming matches of the followed teams
 - ii. If the user is a coach or player there upcoming matches are shown
 - c. List of the the last 4 games
 - d. Bottom sticky navbar with a buttons to index, search, profile settings

Team

1. Guest
 - a. Team name with picture
 - b. upcoming matches
 - c. players in the team
2. Player
 - a. Team with name and photo
 - b. next games
 - c. tabs selection
 - i. players
 - ii. team data
 - iii. player data
 - d. players
 - i. games played
 - ii. time played
 - e. scoring data
 - i. Overall time played - games played
 - ii. carousel with the played matches
 - iii. table with total points scored and under it subdivided in the scoring actions
 - iv. table with total points let trough and under it subdivided in the scoring actions

- f. Player data
 - i. Overall time played - games played
 - ii. carousel with the played matches in current selected team
 - iii. table with total points scored and under it subdivided in the scoring actions
 - iv. table with total points let trough and under it subdivided in the scoring actions

Player

1. Overall time played(all teams) - games played
2. carousel with the played matches off all matches
3. table with total points scored and under it subdivided in the scoring actions
4. table with total points let trough and under it subdivided in the scoring actions

Game

1. Player
 - a. See in what half the game is in and the time left
 - i. stop start button for the timer(also logs it as a event for the game)
 - b. hometeam - outteam
 - c. current score
 - d. team selector for when a point is scored
 - i. when pressed a popup comes in with player selection for attacking group/or defending if the other team scores
 - ii. popup reloads with event selection voor hoe er gescoord is
 - e. players in a 2x2 grid of the attacking group for easy shot registration
2. Spectator
 - a. See in what half the game is in and the time left
 - b. hometeam - outteam
 - c. current score
 - d. The past events

Webpage design

Navbar



Wedstrijd menu

