User Manual

Frisbee Management Tool

Credit to

Hunter Michalk,

Jameson Axton,

Matt Giles,

And Caleb DeHaan

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1. Logging In/Logging Out

Logging in involves using a username and a password. If you are using the default version of the software, then the username is admin and the password is password. Put the username into the username box, then put the password into the password box, then press the login button.

An invalid username or password will prevent you from logging in. Pressing cancel will cancel the program.

Once you are logged in to the system, to log out you need to simply return to the main screen and press the log out button. It is assumed that if you want to log out then you also want to close out the program, so the program will close too.

2. Adding a Player

To add a player to the database, press the “Add Player” button. From here, enter in the relevant data about the player you wish to add. It is required that you add a name, a weight, a height, and age, and the dominant hand. When you are done, press “Add”. If you wish to cancel, press “Cancel”.

Once you press “Add”, the player will be added to the database corresponding to the team. This will allow you to access the player data in the future, whether that is for a game or that is for statistics purposes.

3. Starting a Game

Starting a game involves taking your fucking team with its fucking players and assigning them to the fucking positions. You need 7 fucking players in all 7 fucking slots in order to start a fucking game. Once you have all the players set the fuck up, you have to select which team got the fucking ball. To do so, click the fucking button for who has possession of the fucking ball. Once you have started the fucking game, the program switches the fuck over to the “Running a Game” screen.

FUCK. Need to take all isntances of that word out of the previous paragraph before posting.

4. Running a Game

Running a game involves alternating between two states. State 1 is where your team has possession of the ball, and state 2 is where the enemy team has possession of the ball. State 1 involves selecting players as passes are being made and pressing “Confirm Pass”. If an injury happens, clicking the Injury button will allow you to sub out a player. Clicking on turnover will indicate the enemy team has the frisbee.

State 2 is where the enemy team has the frisbee. This screen allows you to indicate a point or a turnover whenever one occurs. Clicking on either will send you back to state 1.

Need to flesh out this when I get database set up.

5. Checking Player Stats

Clicking on Player Stats from the home screen will allow you to see the statistics of players as they get added. This screen will allow you to view a player’s individual stats (weight, age, etc.) as well as their team stats (passes, turnovers, etc.).