**COACH ASSISTANT**

*A little league web app to assist coaches   
and families during season*

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# REQUIREMENTS

-Java 1.8

-Servlets

-JDBC

-SQL

-HTML/CSS/Javascript

-Bootstrap

-AJAX

-JUnit

-log4j

Environment:

Tomcat

IntelliJ

-DBeaver

UNIT TESTING – 33% MUST BE TESTED – ALSO NEED TO DO COVERAGE REPORTS

TOPIC IDEAS:  
Little League App – an app that houses the leagues(Roster of players & coach), players(contact info, kids age/birthdate, parentsnames & address), Schedule, scores for the league & current league ladder. App will allow for both Coaches and Players to signup to the leagues, split the leagues into appropriate teams – and kick off a league schedule for playing. Leagues will be able to be renamed after creation

# CLASSES & METHODS

## MODEL:

* League
  + City (String)
  + Teams[] (Team)
* Team
  + Name(String)
  + Coach (Coach)
  + Players [] (player)
  + Schedule[](scheduledDay)
  + GameScores[] (gameScore)
  + Sponsor (String)
* Person
  + Name(String)
  + Phone(Numeric(10) )
  + Phonecarrier(PhoneCarrier)
  + Team(team)
* Player (extends person)
  + Parent (string)
  + Age(int)
  + Position (Enum)
* Position (Enum)
  + Pitcher, Catcher, FirstBase, SecondBase,ShortStop, ThirdBase, LeftField, RightField, CenterField
* PhoneCarrier(Enum)
  + TMobile, Virgin, Cingular, Sprint, Verizon, GoogleFi
* GameScore
  + Score(int)
  + Win(Boolean)
  + DayPlayed(string)

## METHODS:

* LEAGUE
  + Register Coach
  + Register Player
  + Create Teams – this function creates an array of teams based on the registered coaches and number of players. Players are randomly split/selected – minimum of 9 per team. Teams are given a null value name and can be changed after creation.
  + Create Schedule – this function takes and pairs teams to play at one week intervals (on different days) for an 11 week season. Each week should be calculated the same night/day played.
* TEAM
  + RenameTeam
  + RecordScoreOnDay – record the score from a game on a particular day and mark as a win or loss
  + AddSponsor

# USER STORIES

## League

1. A league administrator needs to start a league season
   1. Software will check to see if enough players have registered for this season to fulfill at least 3 teams (min 27 players) & enough coaches (min 3)
   2. Software splits players into even distribution (random selection) into however many coaches are registered for the season.
   3. Teams are established (Coach + roster) and a default team name is given. An SMS message is sent to the coach and each player that a season has been setup with a date to confirm to the coach for final roster.
      1. Manual/automatic reminder via admin portal to coaches
   4. Coach is then able to confirm final roster on web portal of everyone joining the team
      1. Allows for dropping players or registering new player
      2. Allows for renaming of the team
   5. FINALLY – backend creates a schedule for the season
      1. 11 weeks
      2. Different playdays pitting 2 teams together so that everyone plays eachother a fair/even amount of times each week changes