

## Leaguevine UltiStats Web App

### Main Menu

Teams & Rosters drills down through teams and rosters.

Tournaments drills down through tournaments and their games.

Other Games drills down through games that do not belong to tournaments.

Options brings users to the options screen. Options are used to configure online interaction.



Leaguevine UltiStats Web App

Main Menu / Teams & Rosters

This lists the teams currently available. The 'Teams' label at the top is a text field that can be edited to filter the lists of teams.

To the left of the team filter is a back button to go back to the top menu.

To the right of the team filter is a + button to add a team locally which will then take the user to the team edit screen.

Tapping a team will drill down into that team.

Scrolling up will reveal a sync button. This button when pressed will download the latest data from the server and indicate that it is transferring data. When the transfer is complete (and the view updated), the screen will auto-scroll so that the sync button is hidden.



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Main Menu / Teams & Rosters / Team

Edit takes the user to the team edit screen.

The top panel shows team information such as location, contact info, record, ... ?

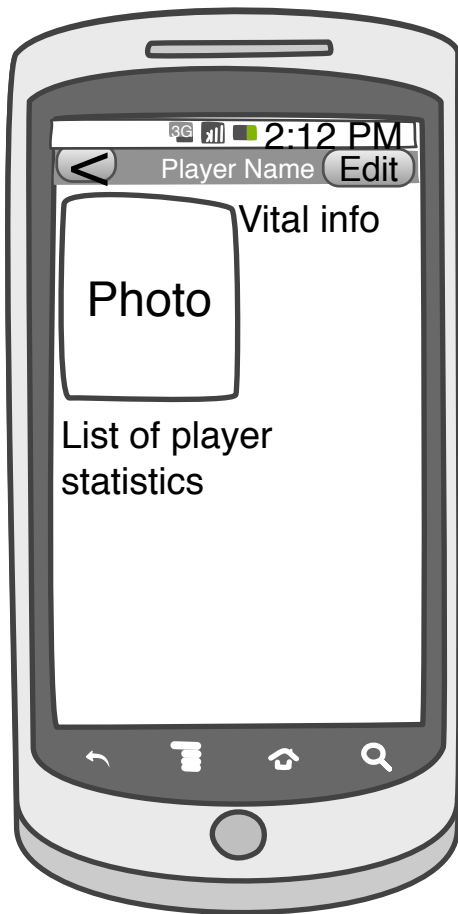
The bottom panel is the roster list.

'Roster' is editable to filter the roster list.

Tapping + will take the user to the edit player screen.

Tapping a player will take the user to the player detail screen.

Scrolling up reveals the sync button.



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Main Menu / Teams & Rosters / Team / Player

Edit takes the user to the player edit screen.  
In the upper left is a mugshot of the player.  
The remainder of the screen is obvious.



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Main Menu / Tournaments

Back takes the user back to Main Menu

+ takes the user to the edit tournament screen.

Tapping a tournament takes the user to the tournament detail screen.

Scrolling up reveals the sync button.



## Leaguevine UltiStats Web App

Main Menu / Tournaments / Tournament

Edit takes the user to the edit tournament screen.

The top panel shows tournament information.

The bottom panel is the games list.

Tapping + will take the user to the edit game screen.

Tapping a game will take the user to the game detail screen.

Scrolling up reveals the sync button.



## Leaguevine UltiStats Web App

Main Menu / Tournaments / Tournament / Game

Edit takes the user to the game edit screen.

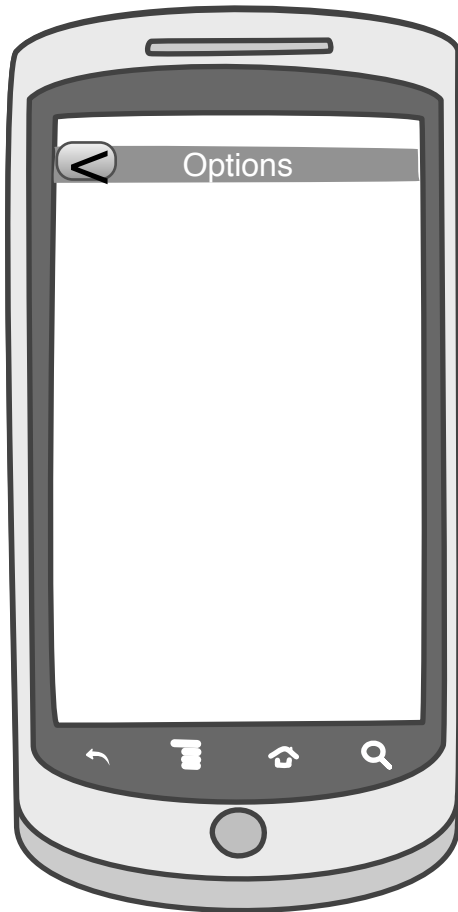
The top panel shows game information such as teams, score-graph, time, field #.

The bottom panel is ...

I haven't decided yet if the bottom panel should be used to display game stats, summary info, player stats for this game, etc.

Scrolling up reveals the sync button.

Tapping the 'Track' button takes the user to the track game screen. (Where should I put this button?)



## Leaguevine UltiStats Web App

### Main Menu / Options

Back takes the user to the main menu.

I haven't decided the layout of options yet.

Things that need to be here include:

- Leaguevine username

- Leaguevine password

- Choose season

- This will bring the user to a drill down that allows them to select organization, then league, then season.

- A slider to set sync options

- (Never, manual only, after every game, after every point, F\* my battery)