

VIA Club

Manager Control System

User Guide

Version 3.1

Appendix

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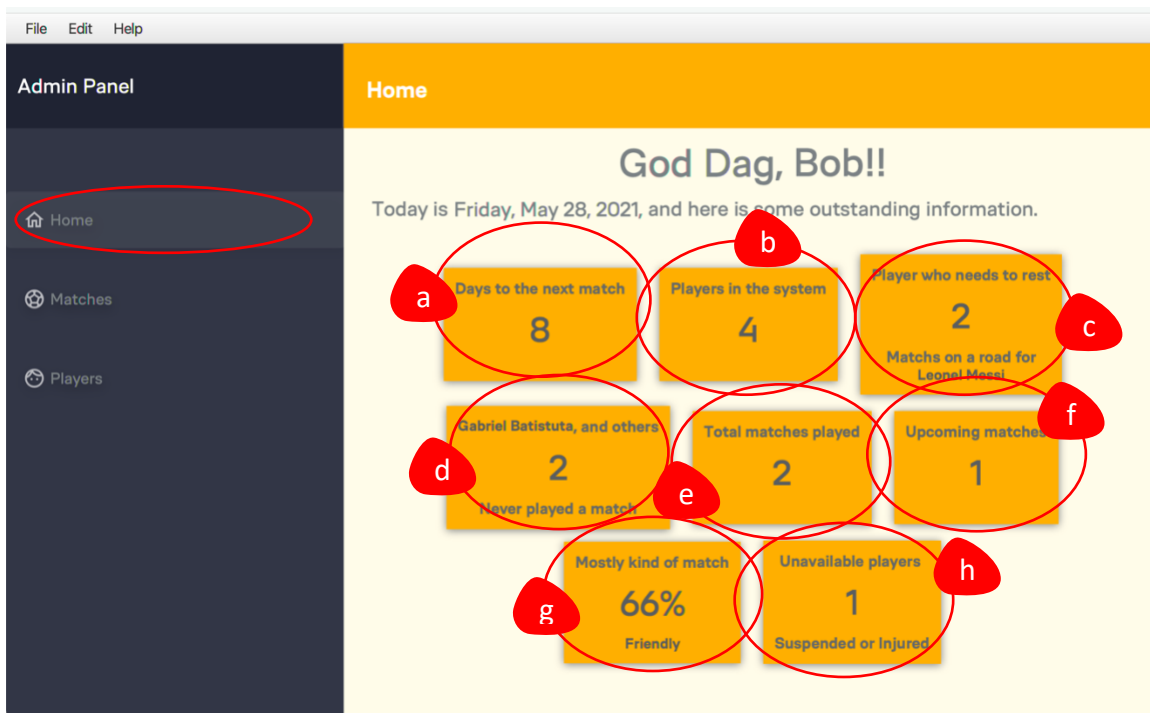
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Introduction

Thanks for being using the marvelous version 3.1 of the management system developed for VIA Club. The whole system was made in an intuitive interface, making the realization of a user guide a simple process. The user will find how easy it could be to reach the complete functionality of the system. Please enjoy reading as much as we enjoy doing it.

Home Panel

The home panel is also the main panel and the first look when you access the system. Inside, you can see eight different cards with information related to the players and matches.

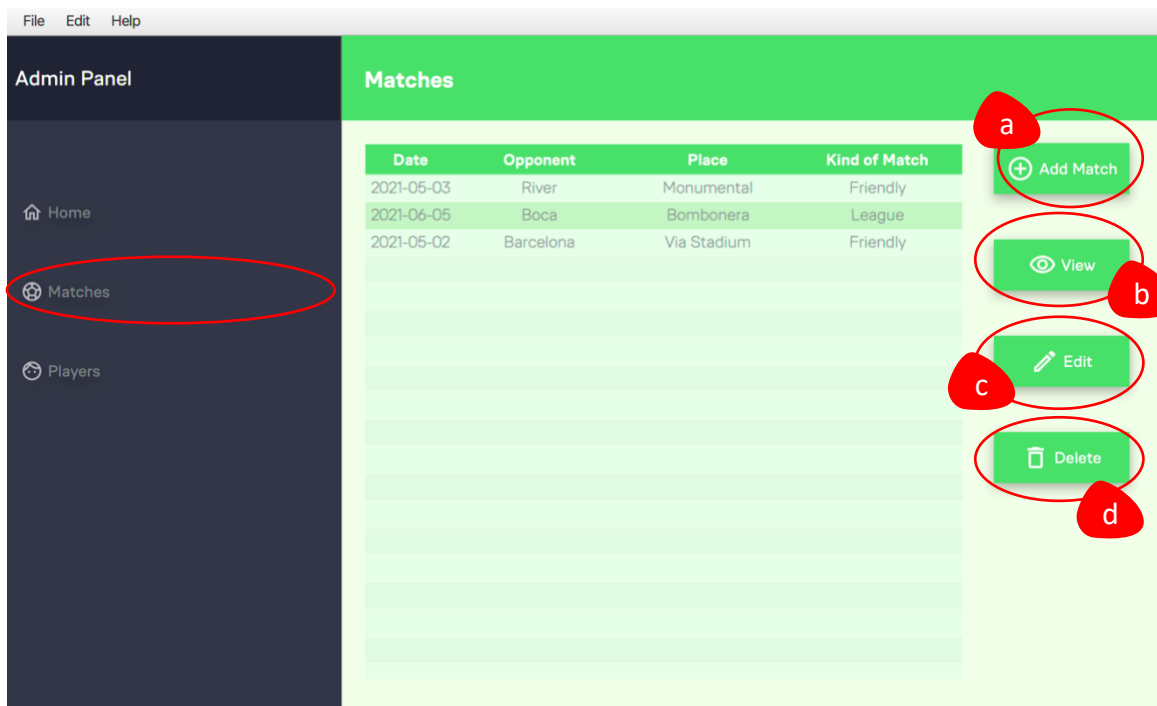


- a) Days to the next match: The system displays the number of days until the next match.
- b) Players in the system: The total of players in the system. Available and unavailable. Not including the deleted Player.
- c) Players who need to rest: This is the player/players playing without stopping the last matches.
- d) Never played a match: The payers that never have been included in the pitch players' list.
- e) Total match played: The amount of whole past matched registered in the system.
- f) Upcoming matches: The total of future matches registered in the system.
- g) Mostly kind of match: It is the most repeated kind of match registered.
- h) Unavailable players: It is the total of players injured, in suspension, or unavailable.

Matches Panel

The Match Panel gives access to control everything related to the matches. As the main view, you can see a list of all the matches registered, in order as to how they were written. The user can sort the list just by clicking on the title of the list.

If no matches are selected, the user only will be able to “Add Match.” Otherwise, the user is allowed to click “View,” “Edit,” or “Delete.”



- a) Add Match: Clicking on this option, the user can create a new Match. (See full details below)
- b) View: A view mode of the match appears to have a quick view of how the imported list in text format could be visualized. If the user double click any field in the table, this option will be open.
- c) Edit: Allow to edit any aspect of the match, including opponent, date, place, kind, or add or delete any player into the list.
- d) Delete: Delete a match from the system. This option also is available if the user selects the match and then presses the key “DELETE.”

a) Add Match

Once add match is pressed, a new window is opened to complete the fields related to the match.

The screenshot shows the 'Add Match' interface. On the left, there's a dark sidebar with several input fields and buttons. The right side features a light green header and two empty tables for 'Starters' and 'Bench Players'.

- i) Opponent: Field to insert the opponent. This field is mandatory and must be completed
- ii) Date: Field to insert the date of the match. This field must be complete before continuing.
- iii) Place: To insert the location of the match. The field has a default value to easy access (Via Stadium).
- iv) Kind: As a default, "Friendly" is on, but the user can select an option. The user must know that this aspect will limit the number of players on the bench.
- v) Add/Delete Player: By clicking on this button, we automatically create the match, and the system allows us to insert new players into our match list.
- vi) Cancel: Return to the main panel without saving changes.
- vii) Save: Save the Match and back to Admin Panel.

v) Add/Delete Player:

Pressing Add/Delete Player, a new window opened. In this occasion, the system gives access to a complete list of all available players for that particularly kind of match. That means, in the case of a friendly match, the whole list of players will appear, but if the kind of match is cup or league, the system will show just the available players.



- a) Add/remove arrows: The user could quickly move players from the complete list to the Starter list with the arrows. The system allows moving a maximum of 11 players.
- b) Add/remove arrows: The user could quickly move players from the complete list to the Bench list with the arrows. There is a limit in the number of players that can be added, and that limitation depends on the kind of match previously selected.
- c) Done: return to the match panel.

b) [View Match](#)

Once the button View is pressed, or the user double-clicked on the match, the view match is open.

Via CLUB vs Barcelona

Date: Sunday, May 2, 2021

Place: Via Stadium

Kind of model.Match: Friendly

Starters

2 - Ricardo Gareca | Defender
8 - Calos Tevez | Goalkeeper
9 - Cristiano Ronaldo | Midfielder
10 - Leonel Messi | Defender

Bench

3 - Bernardo Romeo | Midfielder
4 - Manuel Martinez | Defender

c) Edit Match

When we click the “Edit” button, the user will find the same window opened when the match was generated. In this case, we proceed with creating a new player (see Above)

VIA Club vs Barcelona ⁱ

ⁱⁱ **Date** 5/2/2021

ⁱⁱⁱ **Place** Via Stadium

^{iv} **Kind** ☐ Cup ☐ League ☒ Friendly

^v **+ Add/Delete model.Player**

^{vi} **Cancel** ^{vii} **Save**

Starters			
Name	Last Name	Position	Number
Leonel	Messi	Defender	10
Calos	Tevez	Goalkeeper	8
Cristiano	Ronaldo	Midfielder	9
Ricardo	Gareca	Defender	2

Bench Players			
Name	Last Name	Position	Number
Bernardo	Romeo	Midfielder	3
Manuel	Martinez	Defender	4

- ⁱ⁾ Opponent: We can change the opponent. This field is mandatory and must be completed
- ⁱⁱ⁾ Date: Modify the match. This field must be complete before continuing.
- ⁱⁱⁱ⁾ Place: Modify the location of the match. The field has a default value to easy access (Via Stadium).
- ^{iv)} Kind: Modify the type of match. The user must know that if change the kind of match to a match with more restrictive options, the system will adjust the players on the bench to fit into the new regulations.
- ^{v)} Add/Delete Player: We add or delete players into our match by clicking on this button. (see above for more details).
- ^{vi)} Cancel: Return to the main panel without saving changes.
- ^{vii)} Save: Save the Match and back to Admin Panel.

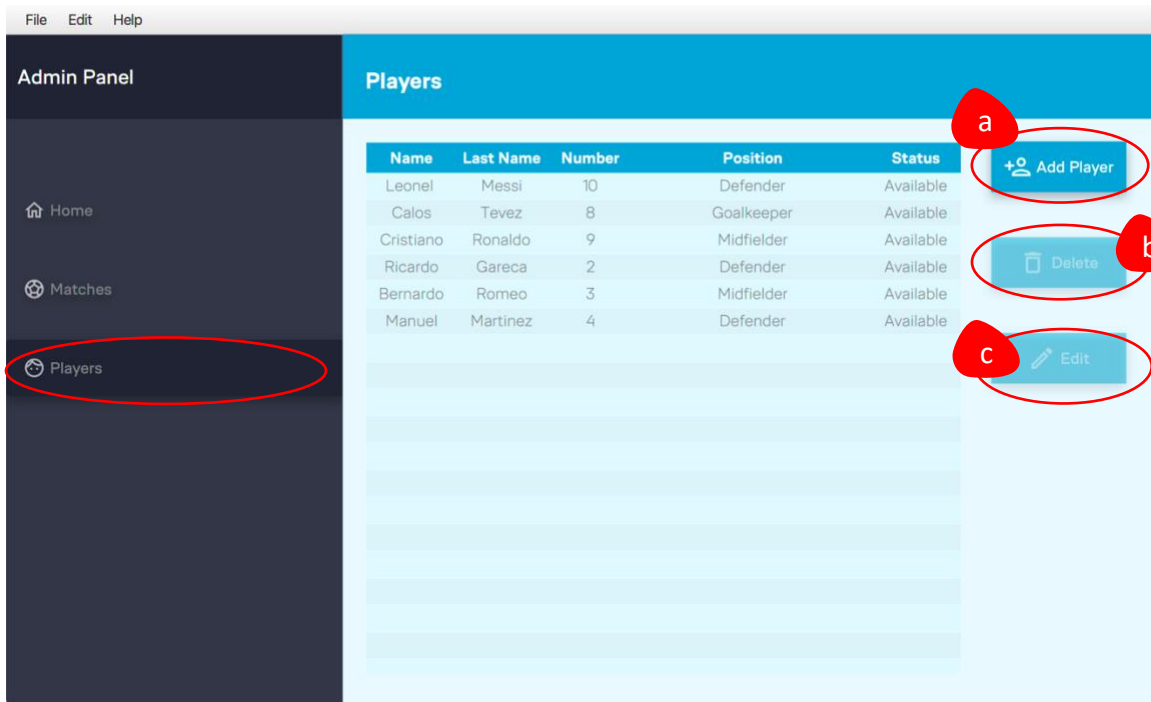
d) Delete Match

Once you press, delete, and after the system confirmation, the match will be deleted from the system.

Players Panel

The Players Panel gives you access to control everything related to the matches. As a main view, the user could see a list of all the players registered in order as to how they were recorded. The user can sort the list just by clicking on the title of the list.

If no player is selected, the user only will be able to “Add Player.” Otherwise, the user can click “Delete” or “Edit.”



- a) Add Player: Clicking on this option, the user can create a new Player. (see full details below)
- b) Delete: Delete a player from the system. This option also is available if the user selects the Player and then clicks on the key “DELETE.”
- c) Edit: Allow to edit any Player aspect, including name, date of birth, number, position, and status.

a) Add Player

When the user clicks on the “Add Player” button, a new window appear, with all the necessary fields to create a new player.

The screenshot shows a mobile application interface for adding a new player. At the top, there is a blue header with a player icon and the text '#ID:6'. Below this, the form contains several fields and options, each labeled with a red circle and a Roman numeral:

- i**: A red circle pointing to the 'Name' field.
- ii**: A red circle pointing to the 'Last Name' field.
- iii**: A red circle pointing to the 'Date of Birth' field.
- iv**: A red circle pointing to the 'Number' field.
- v**: A red circle pointing to the 'Position' section, which includes checkboxes for Goalkeeper, Defender, Midfielder, and Forward.
- vi**: A red circle pointing to the 'Status' section, which includes radio buttons for Available, Unavailable, Suspended, and Injured.
- vii**: A red circle pointing to the 'Cancel' button.
- viii**: A red circle pointing to the 'Save' button.

- i) Name*: The name of the Player. This field is mandatory and must be completed.
- ii) Last Name*: The last name of the Player. This field must be complete before continuing.
- iii) Date of Birth*: The date of birth. This field must be completed.
- iv) Number*: The user could select among 50 first numbers not occupied by another player.
- v) Position*: The user must select a minimum of one position.
- vi) Status*: One status must be selected. The default status is “Available.”
- vii) Cancel*: Return to the main panel without saving changes.
- viii) Save*: Save the Player and back to Admin Panel.

b) Delete Player

When the user clicks on “Delete” Player, and after a system confirmation, the Player will be eliminated from the player list. This action could also be made if the user presses the key DELETE when the Player is selected.

c) Edit Player

When the user clicks on the “Edit Player” button, the same “Add Player” window is open, but with the information related to the player. In this case, the user will be allowed to change any field in the Player

i) Name: The name of the Player This field is mandatory.

ii) Last Name: The last name of the Player.

iii) Date of Birth: The date of birth.

iv) Number: The user could select among 50 first numbers not occupied by another player.

v) Position: The user must select a minimum of one position.

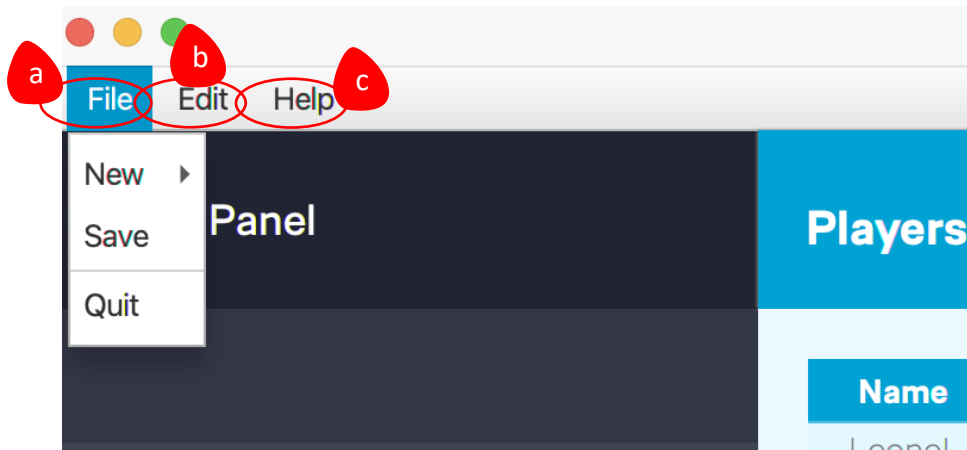
vi) Status: One status must be selected. The default status is “Available.”

vii) Cancel: Return to the main panel without saving changes.

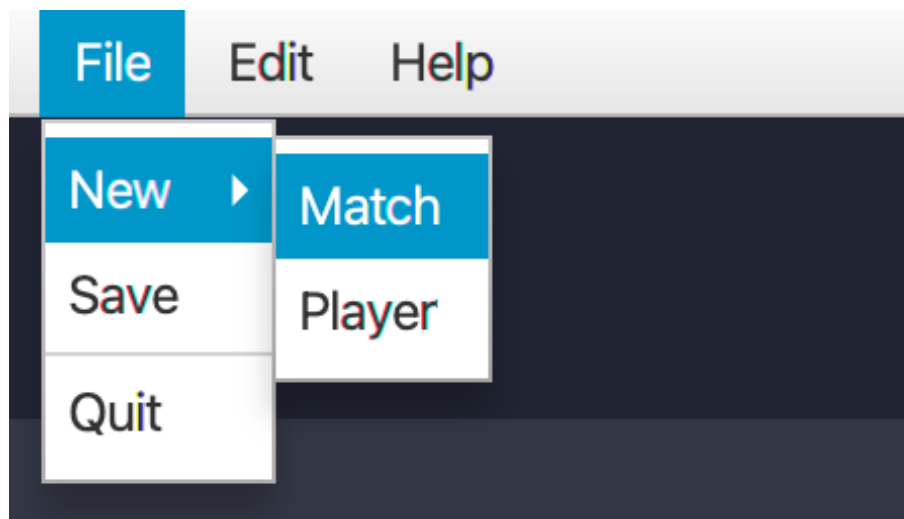
viii) Save: Save the Player and back to Admin Panel.

Menu

On the top of the main window, the user will find the menu bar. The menu bar has three menus: File, Edit, Help.

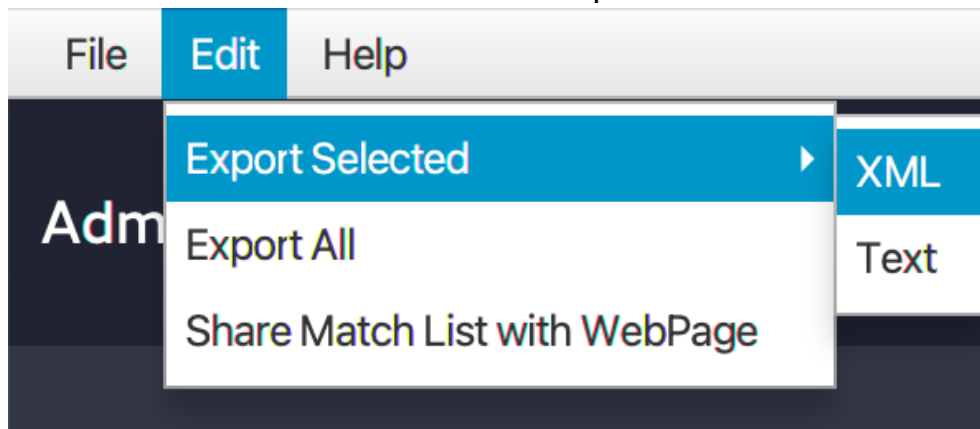


a) File: In the “File” option, the user can access to create a new match or create a new player, and the windows “Add Player” or “Add Match” will appear. (see add player, or add match).



The option “Save” is only available if there were changes to the system. The user also has the option to click on “Quit” to close the program.

- b) Edit: In the “Edit” option, the user will find the options to export the data to an external file

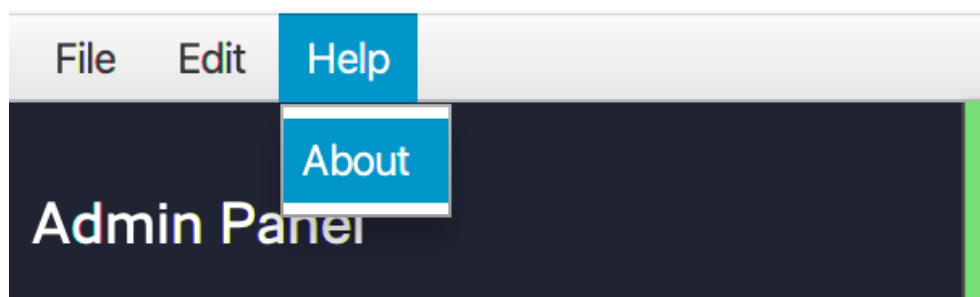


If any match is selected in the Match Table, the user could access the “Export Selected” option and choose to create an XML or a text file. The system makes a file with the information of the match. If the export were done previously with that match, the system would rewrite the whole data.

The user can also press “Export All” at any moment to export all the matches in both XML and Text format. The system will create a file for each match.

The option “Share Match List with Webpage” allows to share the updated match list direct with the server.

- c) Help: If you read until here, it means that this “about” is related to you.



Thanks. 😊