**README FILE**

**Link on Github:**

<https://github.com/fouf200/LFL-Final>

The project consists of two main parts: Admin and User

* Admin:

Login to the admin using the following credentials:

Mail: [admin@gmail.com](mailto:admin@gmail.com)

Pass:12345

🡪The admin can access four sections: Team section, Player section, Game section, and Event.

🡪Team Section: admin can add, modify and delete teams.

🡪Player Section: admin can add new player playing in already declared team and can delete players.

🡪Game section: schedule new games and delete games.

🡪Event section: admin can add events specific to a player (goals, red card, yellow card, red card) related to an ONGOING game and can end an ONGOING game. The admin cannot add event to a game which didn’t start or ended.

**IF YOU WISH TO SEE MODIFICATION IN THE STANDING TABLE (USER SIDE) FOR TESTING, PLEASE END THE GAME ON THE ADMIN SIDE (IF YOU DON’T END MANUALLY, YOU SHOULD WAIT 130MIN THE GAME END AUTOMATICALLY SO IT IS COUNTED IN THE STANDING TABLE)**

* User:

Signup to the website as a fan

Login using the signup credentials.

🡪User can choose a favorite team.

🡪User can display old and new fixtures and click on MORE DETAILS to show the details of a specific game. The user will see his/her favorite team’s games on the top.

🡪User can display the current league standing (ranking of teams)

🡪User can access a page to show a specific player statistic between two dates (yellow card, red cards, goals, assists etc. )

🡪By clicking on next at the bottom, the user can choose between displaying all teams in the league (and showing their respective statistic) and display a chart showing the ranking of players in term of goals.

🡪On the footer (bottom), the user can click on the Facebook icon to redirect to the Facebook page of the Lebanese league page on Facebook, mail icon to send a mail to the League organizers , or phone to call the League organizers.