**USER MANUAL Badminton Game Analysis System (GAS)**

Web-based badminton game analysis tool. It allows users to:

* **Record and visualize badminton match data:** Track player and shuttlecock positions during points.
* **Analyse movement patterns:** Identify trends and potential areas for improvement.
* **Playback recorded points:** Review match footage in a simplified, graphical format.

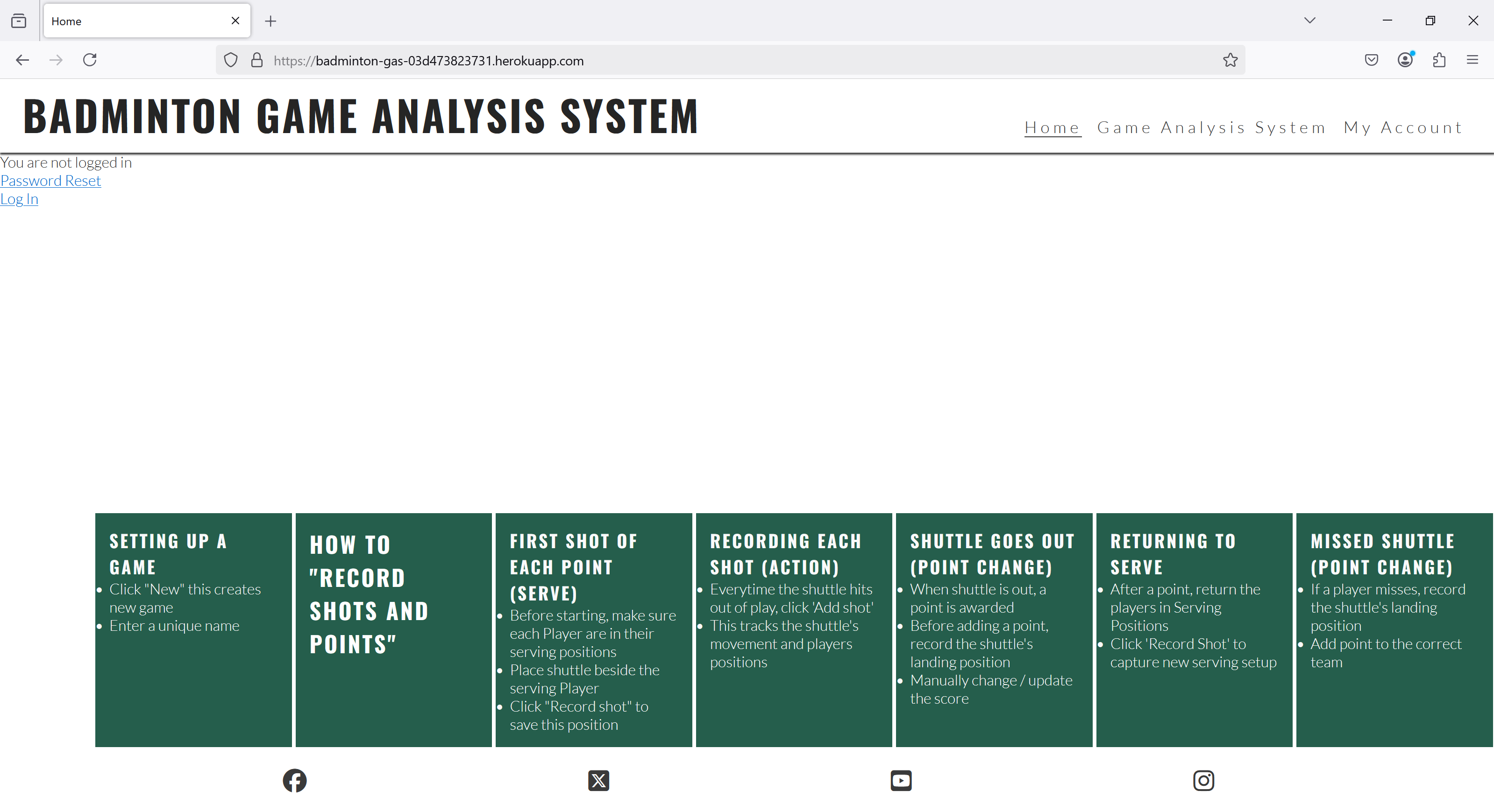
This Game Analysis System helps you record and replay badminton games for analysis or warm-up routines for coaching purposes.

Visit website <https://badminton-gas-03d473823731.herokuapp.com/>

Login detail for testing site:

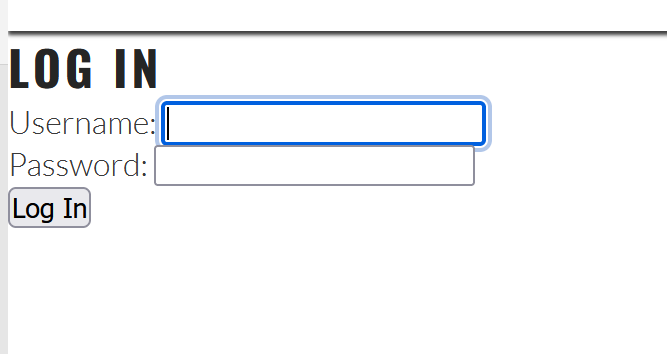
**Username:** Test

**Password:** [Test@test.com](mailto:Test@test.com)

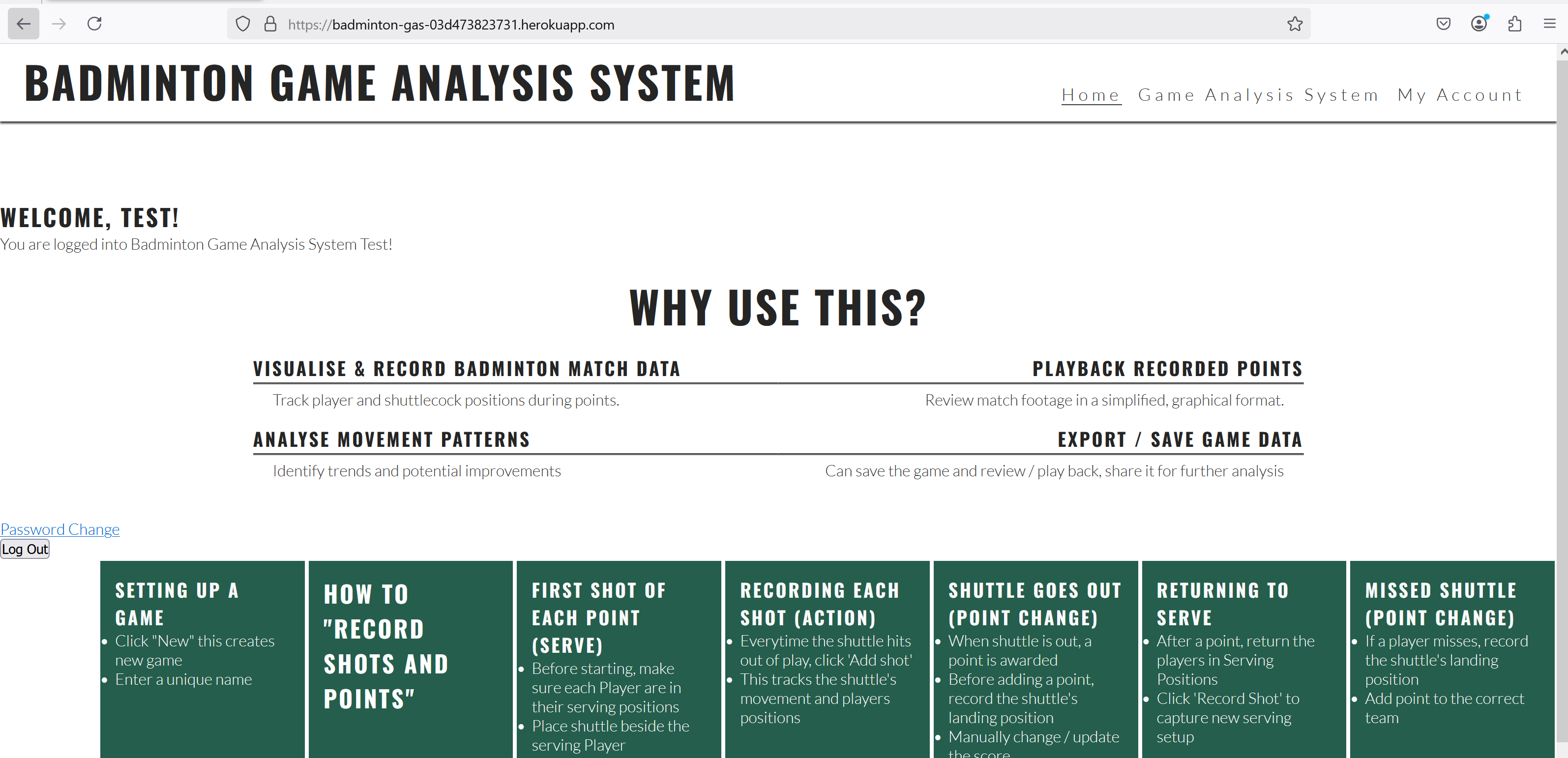


Select Log In

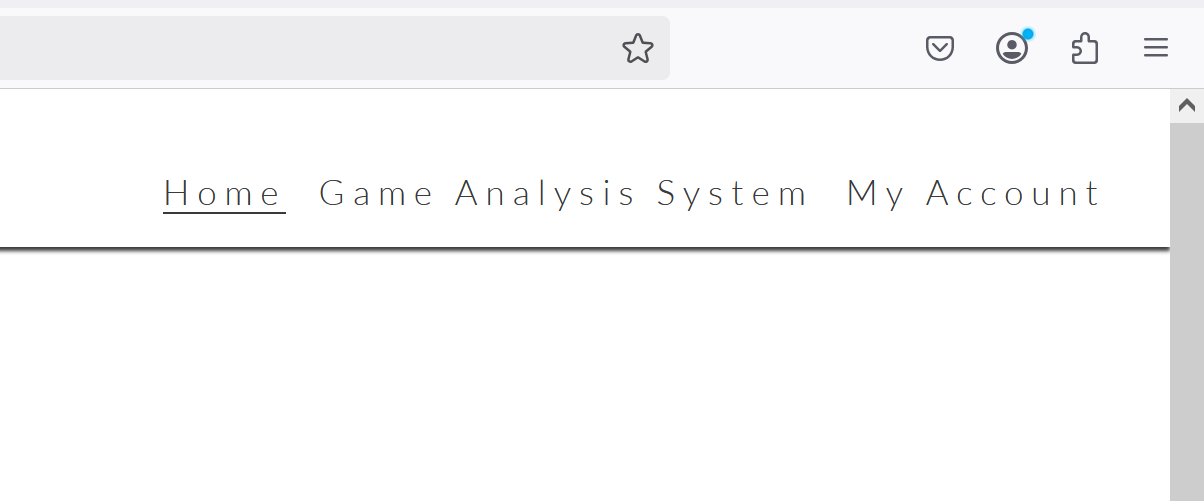
New page opens up, enter above details



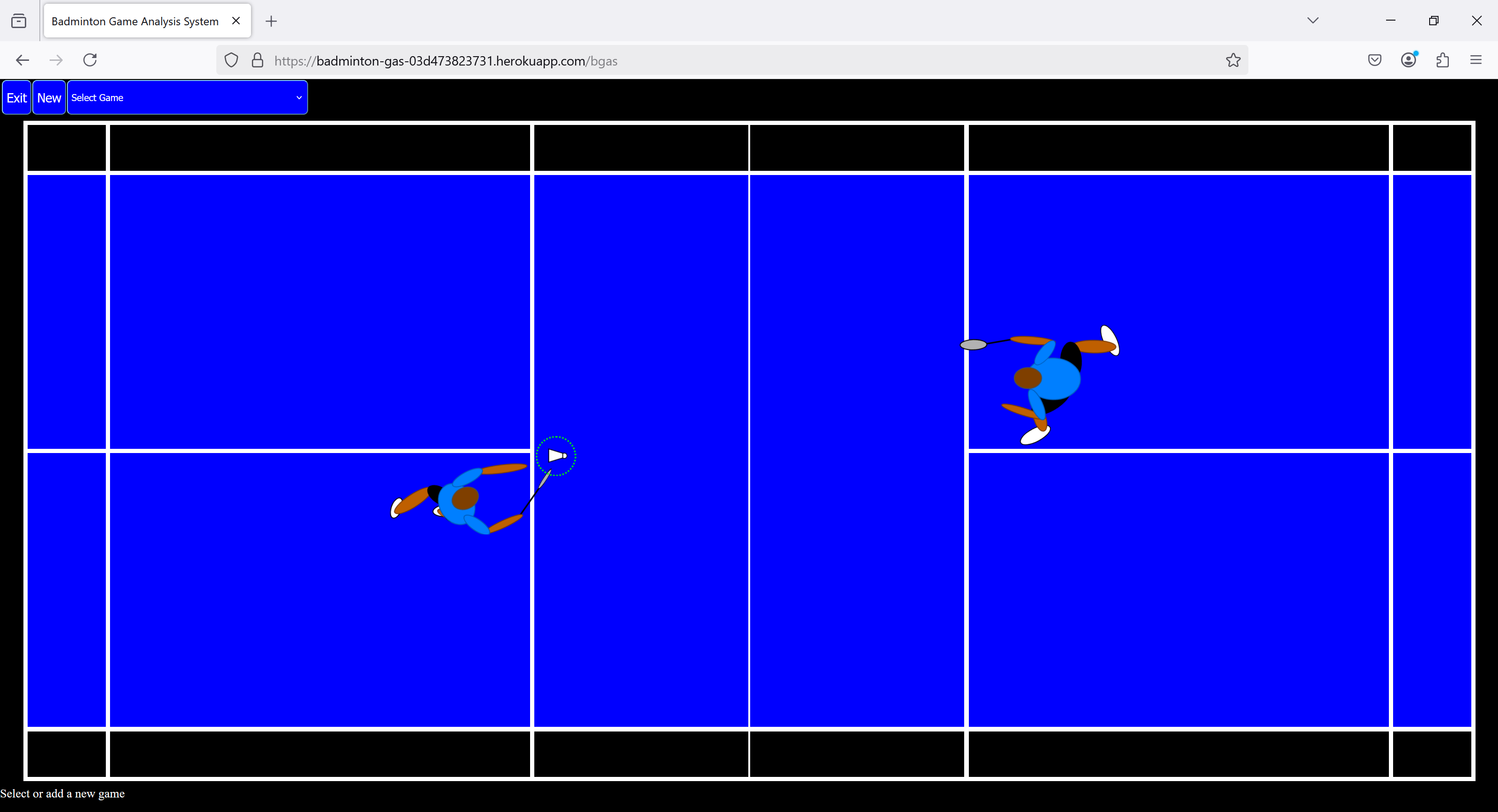
Welcome page opens up



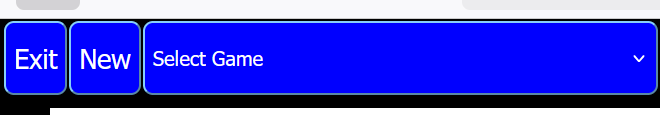
Go to **Game Analysis System** tab



This will open up the Game Analysis System – Landing Page



**Navigation**



**Exit** – Takes user back to Home page

**New –** Create new game

**Select Game –** Select games previously saved

Note: default game on system is ‘Wang Yihan 0-0 Cheng Shao Chich (Olympics 2012)

Once a game is selected or a new game is created the name of the game appears on bottom of court.





**Back –** Goes back previous page

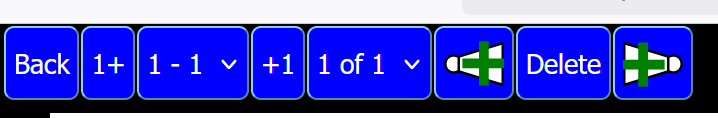
**0 – 0 –** Game Points

Play point

Play all points to the End

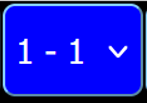
**Edit –** edit mode

**Save –** Save game

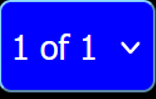


**Back –** Goes back to previous page

 adds a point to the player A

 Point

 adds a point to the player B

 Shot

 Add shot PRIOR to current shot

 Delete shot

 shot AFTER current shot

This Game Analysis System helps you record and replay badminton games or warm-up routines for coaching purposes. Here's how to use it:

Setting up a Game:

Create a New Game: Start by creating a new game and giving it a unique name. This helps you organize your recordings.

Recording Shots and Points:

The system works by recording the static positions of players and the shuttle at key moments. It's crucial to record actions and points in sequence for accurate analysis.

First Shot of Each Point (Serving Position): The very first shot of every point must show the players in their serving positions, with the shuttle positioned beside the player who is serving. This establishes the starting position for that point and accurately reflects the player positions corresponding to the displayed score.

Record Each Shot (Action): Every time the shuttle is struck or goes out of play, you need to record a "shot" (also referred to as an "action"). This captures the shuttle's trajectory and the players' positions.

Shuttle Out of Play (Point Awarded): If the shuttle goes out of play, it results in a point. You must manually update the score in the system. Crucially, before adding the point, carefully note where the shuttle landed as this will be the starting position for the next shot. Add a shot at this location.

Updating the Score: After each point, manually update the score in the system.

Returning to Serve: After a point is awarded, reposition the players to their respective serving positions. Then, record a new "shot" to capture this new serving formation.

Adding a Shot: For subsequent shots (after the initial serve), simply click "Add Shot" each time the shuttle is hit.

Missed Shuttle (Point Awarded): If a player misses the shuttle, resulting in a point for the opposing team, record the location where the shuttle landed as a shot, then add the point to the appropriate team's score.

**How to create a New Game**

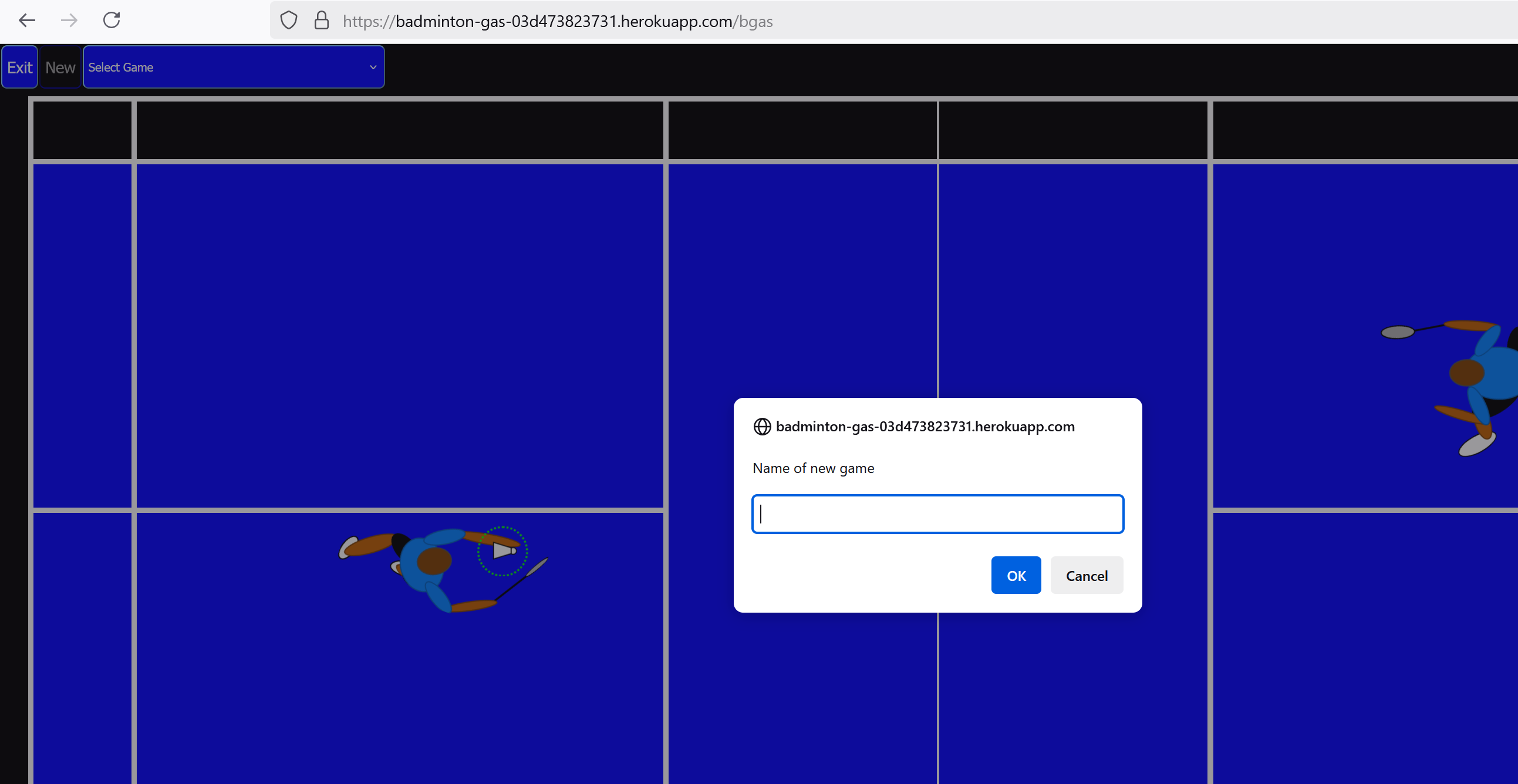
Click New

Pop up box appears

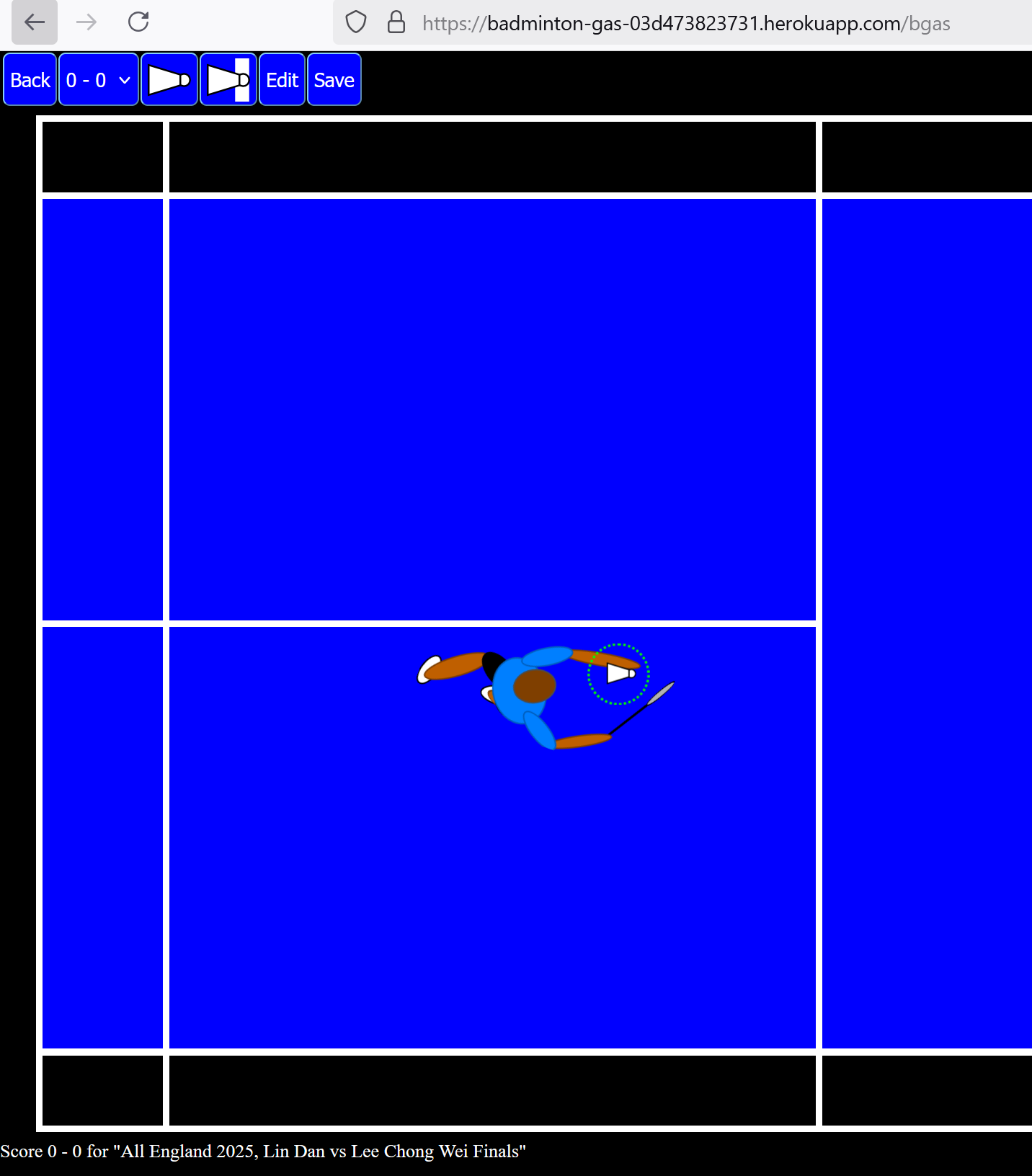
Enter name of new game

Start by creating a new game and giving it a unique name. This helps you organise your recordings.

Click OK



After you click **OK** the Navigation will change, name you’ve created will appear on bottom



Click SAVE

This will automatically take you back to the first set of Navigation – where you have to select the Game you’ve created.

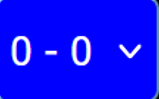
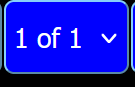
Select the game from the list

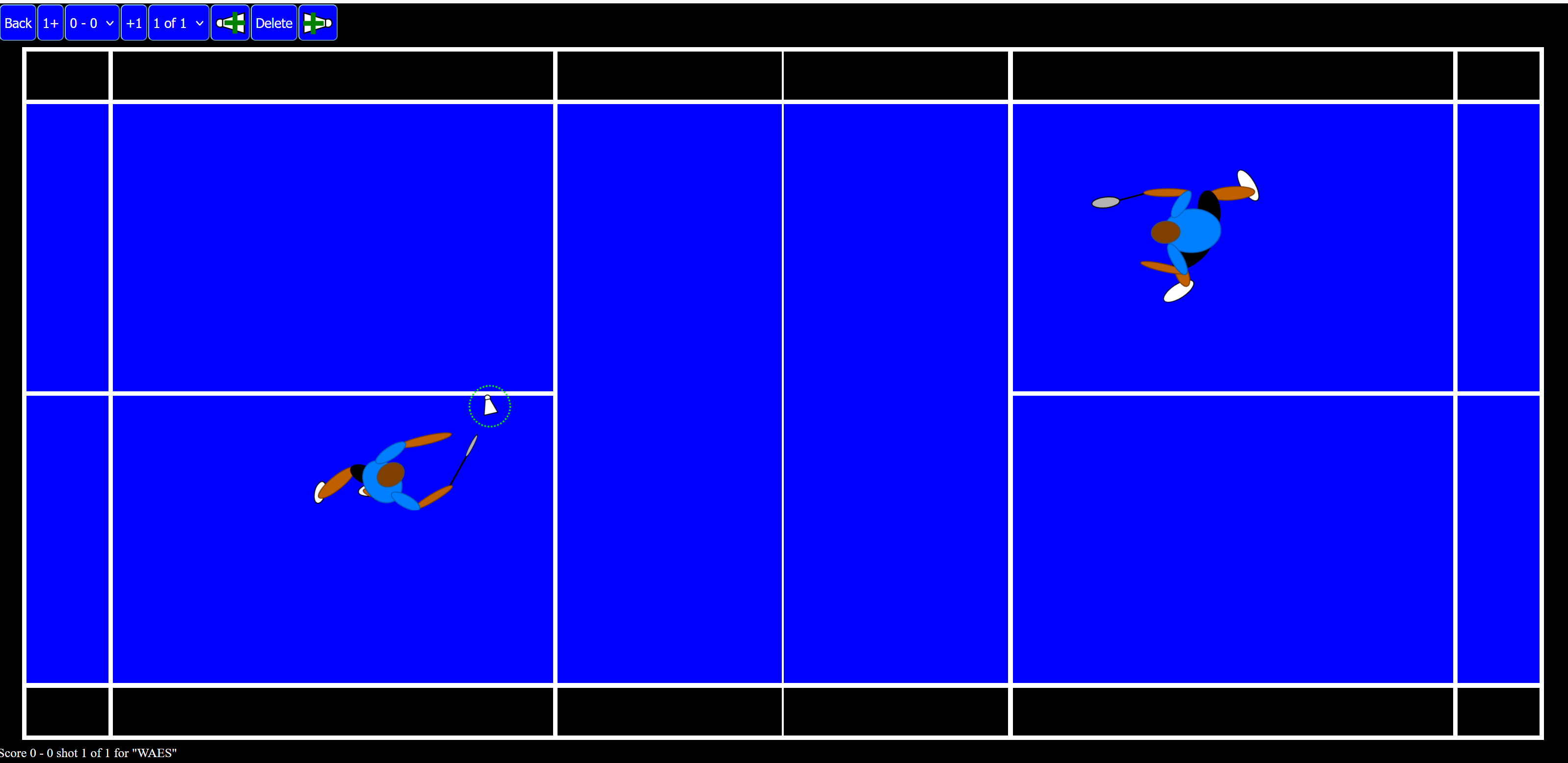
You can check the correct game is selected by checking the bottom of the screen

Click **Edit** to start editing a Game to playback

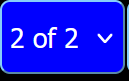
**Note:** ALWAYS Click the buttons on top **BEFORE** moving the players and shuttle to record the moves.

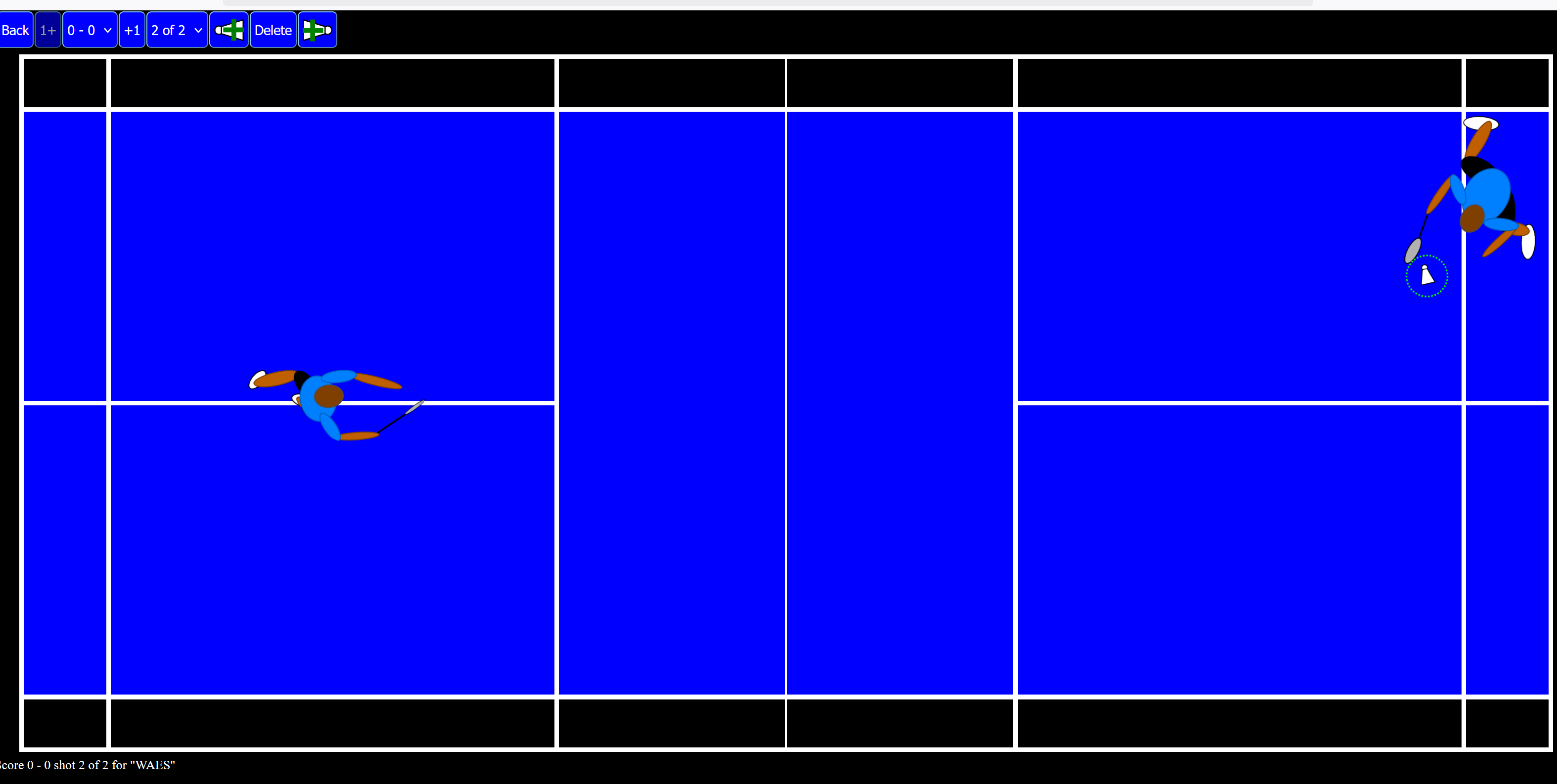
Follow the steps to create sequence of points/shots to play back for analysis

1. All games will start with  Points and  shot.
2. Players should be positioned in the START serving positions.
3. Remember the Rules of the Game
4. Player always serves from the right in at the start of the game. The subsequent serves will depend on the points/score.
5. You can move the players to where you want them to start the first serve/point. Or move the players to where they receive/play the shot to return the shuttle.



This is now recorded.

1. Next step Add a new shot – click  this will change the shot button to 
2. Now move the players and shuttle to the position that is played.



Repeat steps 6 and 7 until the shot is finished. (either the player missed the shot / shuttle played out)

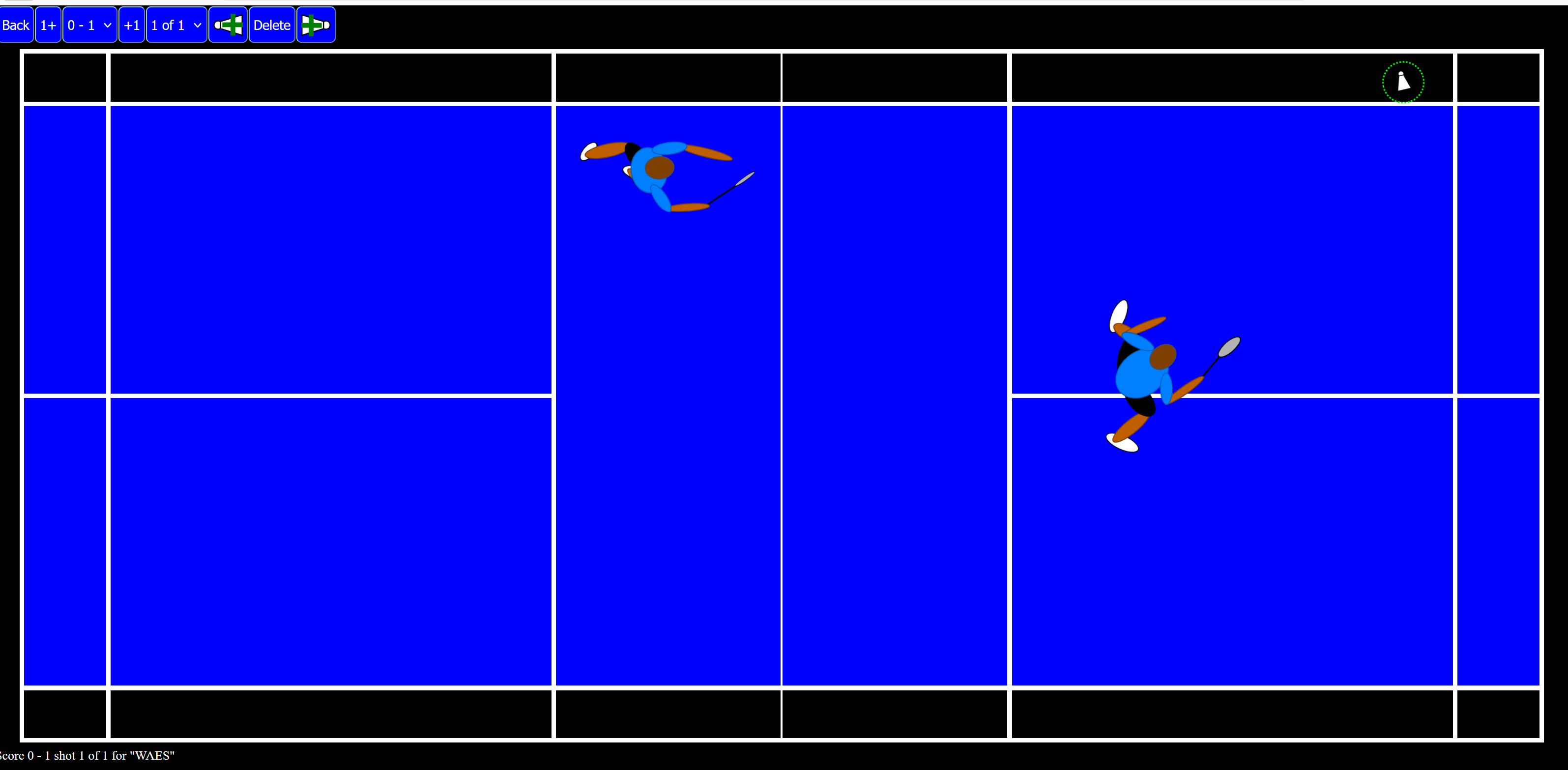
Then move the players back to Serve position – step 4. And then repeat steps 5 to 7.

Remember you must change / add the points manually. Changing the score.

Once you’ve created the points and shots, click Back.

Example of shot being played OUT this means that the Point will now change to **0-1**

Note: point is awarded to the side that WON the point



Click **Back** and then **Play** to check that the sequence of shots has been recorded correctly.

**Key Points to Remember:**

* Record every shot and point in the order they occur.
* Manually update the score after each point.
* Always record a shot before adding a point, noting the shuttle's landing position.
* Reposition players to serve before recording the next shot after a point.
* The first shot of every point must show the serving positions with the shuttle beside the server. This is the position of the players when the score is as it is shown.
* By following these steps, you'll create a detailed record of the game or routine, allowing you to replay and analyse specific shots, player movements, and scoring patterns for effective coaching.