**Alternative Successful Scenarios**

**Create event**

1. Hover over the EVENTS tab in order to activate the drop down menu, and select the “Create event” option from there
2. Click on the EVENTS tab and, from the menu on the left side, select “Create event” option
3. If the user is on the “Join event” page and, after setting all the desired filters, he/she doesn’t find any event that suits his/hers preferences, a button which says “Create event” will appear to allow the user to create the missing event with the specified values.

**Join event**

1. Click on the EVENTS tab and by default will be redirected to the join events page
2. Click on the EVENTS tab and then click on the Join Event on the left side menu
3. Hover over the EVENTS tab in order to activate the drop down menu, and select the “Join event” option from there

**Review players**

1. On the EVENTS tab, on the Recent events page the user can review users by clicking on other users avatars or names
2. By clicking on the EVENTS tab, the user will be redirected Events page from there by clicking on the Send invitations page on the left menu, users can review others by clicking on their names or icons
3. On the HOME page, there will appear pop-ups with others users with whom you have played to review

**Real-time messaging with other users**

1. The user clicks the button with the Message icon, that is floating on the left-middle side of the page; A small chat window appears from the left side of the page and presents the most recent conversation; The user clicks the “More” button in order to open up the main conversation page
2. The user clicks the Profile menu in the navigation bar of the application; The user is presented with the profile main page, which has a menu on the left side; From the left-side menu, the user clicks the Chat button and is redirected to the main conversation page
3. The user hovers over the name or the avatar of another user; A tooltip appears, containing the full name, username and avatar of the user and, depending on the privacy settings and on whether the 2 users had contact before, the first click the Message button, which initiates a conversation with the specific user

**Analysis**

Evaluation of user scenario #4: Real-time messaging with other users

* will the user be trying to produce the effect? – Yes, because communicating with another users is an essential part in a network that has the purpose to help people share and develop their passions.
* will the user see the correct control? – Yes. There are only two controls in the small chat box that presents the most recent conversation and which opens up from the floating button on the left side of the page. Moreover, the purpose of the 2 controls is clear – one is more obvious and send the message, while the other one, subtler, redirects to the main conversations page
* will the user see that the control produces the desired effect? – Yes, the message he just sent will appear as the most recent bubble in the message box; The other one will redirect to the main chat page, where he has more options to manages all his conversations
* is there another control that the user might select instead of the correct one? – Yes, as mentioned that is another button labeled “More”, but it is less visible, it is labeled with a clear message and is not placed near the input field itself
* will the user understand the feedback to proceed correctly? – Yes, all the actions that represented a decision point in the flow will be emphasized with pop-ups and dialog boxes

Evaluation of user scenario #1: Join event

* will the user be trying to produce the effect? Joining an event is one of the core features of the system, users will want to be able to find other players with whom to play their favourite games and this is done through joining events.
* will the user see the correct control? All the buttons and menus have suggestive names, all the user has to do, is search for those that say ‘Join event’.
* will the user see that the control produces the desired effect? By clicking on joining an event, the user will receive a confirmation box that will notify him that he has joined, also he will be alerted by the reminders before the event.
* is there another control that the user might select instead of the correct one? For the joining of events, the controls are quite suggestive. Even if he is on the wrong pages he should be able to find the events tab which will easily take him to the join operation
* will the user understand the feedback to proceed correctly? All the actions toward the joining of events will get him a step closer to actually getting to his goal

**Flow**

1. Join Event

* User clicks the Events tab, he is redirected to the events page
* User clicks on the Join events on the left side
* On the join events page
* on the right side, the user can put certain filters on the events that will appear (sport, skill level, reviews, price, location, number of participants)
* in the middle on the top user can see the filters that have been applied and can search for events by name
* right in the middle of the page, the events that correspond to the filters
* Below the events the user has the join event button, by selecting one of the events and then clicking the button, he will join the event

2. Create Event

* User clicks the Events tab, he is redirected to the events page
* On the right side of the page, there’s a list of options he click on ‘Create event’, which will redirect to the create event page
* The user will introduce the needed information (name, required number of participants, price, address, sport, skill level, type, additional information, date, location)
* The user will be able to click
* the create button which will redirect him to the creation confirmation page
* the cancel button which will redirect him to the join event page

3. Group Join/Create

* User moves mouse onto Groups tab and clicks, he gets redirected to Groups page
* By click the event you will get further information
* User can join the event, by click the join button(which may be Join/Request to join/Full)
* If user doesn’t find any group he wants to join, he can go to the create group page by clicking the create button in the lower right of the page, he gets redirected to create group page
* Introduce the needed information (logo, name of the group, type: private/public, main sport, the maximum number of members of the group and a description
* By clicking the create button the user is redirected to the confirmation page, by clicking cancel he is brought back to the join groups page

4. Real-time messaging with other users

* User clicks the button with the Message icon 9that is floating on the left-middle side of the page)
* A small chat window appears from the left side of the page and presents the most recent conversation
* The user types a message in the input box
* The user clicks the Send button
* The user clicks the “More” button
* The main conversation page opens up, with all the conversations of the user

5. Send invitations

* The user hovers over the name or the avatar of another user
* A tooltip appears, containing the full name, username and avatar of the user
* Depending on the privacy settings and on whether the 2 users had contact before, some buttons with options for the user also appear
* (if available) The user clicks the Send invitation button, which sends a friend request to that specific user
* A pop-up is shown, indicating the success of the operation

6. Monitor points won by joining/creating events and then use them to get "premium" facilities

* The user clicks the Monitor menu item from the top navigation bar
* The left-side menu of the Monitor tab shows the operations available to the administrating user
* The user clicks the Manage premium points options
* A scrollable page displaying a list of users is shown
* The user clicks one element of the list
* A new card appears, showing statistics about the points of that user

7. Review a person you’ve played with

* User clicks on the events tab and he is redirected to the events page
* User clicks on the Recent events button from the left part of the page
* On the Recent Events page on the left side the user can see several people with which he has played sports in the past
* The user can see the current average reviews grade the users have
* Under the list of users there is a button. If the user clicks on that button the can start reviewing the players from the list

8. Cancel/ Change event

* User clicks on the events tab and he is redirected to the events page
* User clicks on the My own events button from the left part of the page and is redirected to the page corresponding to his events
* The users sees the list of events that were created by him
* If he clicks on an event a form appears in the right side of the page with information about the event
* He can change the data from the form and the press the save button. In this case the event information is changed and the users who are already singed in for the event are notified
* If he clicks on one of his own events he can also press the delete button
* In that case the event is deleted and the users who are already singed in for it are notified

9. Setup preferences in order to get events recommendations

* User clicks on the Profile tab and he is redirected to his profile page
* In the left the users clicks on the Preferences button and is redirected to his preferences page
* Here a couple of setting can be set (time period of the events, duration, etc)
* After the user sets all the information he wants , he can press the search button
* The user will be redirected to the main page where the first events that are displayed meet the standards that were asked by him
* The list has events that do not meet all the standards which will be displayed below the events that are more likely to be joined by the current user

10. Take quizzes to test and improve knowledge about certain sports

* From the home page, the user clicks on the left bottom “Test your sports knowledge” button.
* Next, he/she selects from the categories provided the sport to be tested on, the difficulty level and the kind of questions they want to be asked. After setting those three fields, the user clicks on “Start Quiz” to proceed.
* The next page displays the questions and the time left to finish the quiz. The time interval and the number of questions depend on the quiz. After answering all the questions, the user clicks on “Submit”.
* After this, he/she will be able to see how many answers they got right. By clicking on “OK”, the user will be redirected to the front page.

11. Set reminders to notify users some period of time before the event

* From the home page, the user clicks on the EVENTS tab.
* Then, the user is redirected to the “Join event” page from the Events section. From the left side menu, they select the “Reminders” option.
* All their notifications for the upcoming events will be displayed on the “Reminders” page. On the right side of the page, he/she can set new reminders. To do that, the user must choose a future event from a drop down list of events they have joined, as well as the amount of time the user wants to be notified before the event and the frequency of the reminders.
* He/she proceeds by clicking on the “Add reminder” button to set the new reminder.

12. Post pictures from organized events or from sport venues

* From the home page, the user clicks on the EVENTS tab.
* By hovering on the EVENTS tab, a drop down menu will appear, and the user will click on the “Post photos” option.
* This will take him/her to the “Post photos” page, which displays a list of the recent events the user took part in, and they can select one events simply by clicking on it.
* Then, he/she can just drag and drop one or more pictures on the area provided on the right side of the page, and then click on the “POST” button.
* Furthermore, the user can add photos to the location of an event by clicking on the venue information displayed beneath the event, and just repeat Step 4.