TeamHub

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Purpose

This updated document refines the specification template for developing a team management application, focusing on sports teams and clubs. It incorporates specific features like team setup, fixture management with locations and timings, manager posts for recruitment, kit management, and match updates/scores.

Scope

The application ("TeamHub"), emphasizing team organization, event scheduling (matches, training, tournaments, socials), centralized communication, and administrative tools. It targets sports clubs with up to 2,000 members, accessible via web, and at a later date mobile (iOS/Android), and tablet.

# Overview

## 1.1 Product Description

TeamHub is a comprehensive platform for sports team and club management, enabling managers, coaches, players, and parents to handle logistics efficiently. It includes rapid team setup, fixture scheduling with locations/timings, centralized chats, recruitment posts, kit tracking, and real-time match updates/scores. The app reduces administrative hassle, fosters engagement, and ensures safeguarding

## 1.2 Target Audience

Managers/Coaches: Set up teams, schedule events, post recruitment needs, manage kits, update scores.

Players/Parents: Respond to availability, chat, view fixtures/locations

Club Admins: Oversee multiple teams

## 1.3 Business Objectives

Simplify event scheduling (matches, training, tournaments, socials) with locations, timings, and reminders.

Provide a central hub for chats and posts (e.g., recruitment, updates).

Support kit management and match score tracking for better organization.

## 1.4 Assumptions and Constraints

Client side code only using local browser storage for prototyping with a move to .NET backend and SQL storage at a later date

# Features

## Minimal Viable Product

### Registration

Users can register to the application using their email and password. Future releases will allow authentication via external sources such as their google account. logout, login, forgot password will be available as standard. When registered a wizard will be shown which be used to capture information about the user such as their role (coach/manager and/or parent/guardian).

### Club Association

When registered, if the user selected yes to being a coach/manager, the user can associate to a club using a unique code (8 alphanumeric characters) which is generated when the club is created. For MVP their will be only one club called ‘Hilly Fielders’ and the unique code will be any code that starts with a 1. A code that does not start with a 1 will show an error ‘no club found with that code’

### Team Creation

When logged in as a club manager, the option to create a team for the club will be available. A team is created with a name and an age group (U7 to U21) and it is assigned a unique code (8 alphanumeric characters).

### Team association

When registered, if the user selected yes to be a parent/guardian associate to a team using a unique code (8 alphanumeric characters) which is generated when the team is created. For the MVP there will be only one team called ‘U12 Eagles’ and again association will work with any code that starts with a 1. A code that does not start with a 1 will show an error ‘no team found with that code’

### Dashboard

The dashboard will be the main landing page for all users and will display a number of ‘widgets’ each in their own dedicated section of the page and each providing useful information such as:

* Upcoming Events which shows relevant events for the users such as fixtures and social events. For team managers this could include monthly meetings
* Team stats which shows information about how the team as done (win, draws and losses) for the current season and for previous seasons
* Player attendance shows the amount of attendance the player they are the parent or guardian for has made across fixtures, training and other events
* Match results shows results of any fixtures across the club with their team(s) highlighted at the top
* Team posts which will include messages posted by team and club managers

### Fixture Management

The fixture management section of the site will be were coaches can add/update fixtures for the team and where parents or guardians or players in the team and show availability for upcoming fixtures. Fixtures will contain details like the type (match, friendly, tournament, training, social) a name for the fixture, the opponent if necessary, the location (free text but will be integrated with google maps at a later date), start and end times and finally additional information (free text)

### Match Updates

All fixtures will have the ability for coaches to edit the fixture and enter the final result. This information will be available for dashboards for all users assigned to the same club to see in the ‘Match results’ section.

### Manager Posts

Managers (club and team) will be able to post messages that will be available to all users on their dashboards. Club manager posts will be on all dashboards and team manager posts will be shown on the dashboards of users associated with the team

### Team Awards

Any awards given to players will be shown on the team dashboard

### Kit Management

Team managers can post requests for kit which will be shown on the dashboards of all other team managers in the same club.

### Club-wide calendar

Club managers will be able to add events to a club wide calendar which can be then visible on dashboards for all users to see the upcoming events

### Social events

Social events for the club and for the team can be created and will be shown on the upcoming events section of the dashboard. Social events which can include meetings that are created by club managers will be shown to all team managers in the club and social events created by team managers will be shown to all users associated with the team.

### New player requests

Team managers can post requests for new players which will be shown on the dashboards of all other team managers in the same club.

### DBS & Safeguarding

### Parental consent and details

## Future Releases

### Mobile and tablet

The application will be initially web only but will eventually be available via a downloadable app for Android and IOS users

### Payments & Fee Collection

### Reports

Exportable reports for attendance, payments, availability.

### New Team onboarding checklist

### New Player onboarding checklist

### Media Gallery

Upload/tag photos/videos from events.

# Functionality

## 3.1 User Roles and Permissions

Manager/Coach: Full control over team setup, fixtures, chats, posts (recruitment, kits), score updates.

Player: View fixtures/locations/timings, confirm availability, chat, pay fees.

Parent: Access junior-specific info, chats; safeguarding inclusions.

Admin: Club branding, data management, multi-team oversight.

## 3.2 Core Workflows

Please see the section Scenarios for steps outlining the core workflows

## 3.2 Application

### Header

Shows the current club name, current user’s role(s), the current user name, email and a logout button

### Left hand pane

The following are available on the left hand side of the page

* Dashboard
* Club
* Team
* Events
* Dependents
* Posts
* Settings

### Dashboard

Shows specific ‘widgets’ with valuable information to the logged in user

### Footer

Shows the current club name and current season

## 3.3 Non-Functional Requirements

Performance: <2s for chat updates; handle high-volume notifications.

Security: Encrypted player data; GDPR for contacts.

Usability: Mobile-first; offline access for schedules.

Accessibility: WCAG 2.1 compliant.

# Scenarios

## Registration

**Objective**

Verify that the TeamHub registration process works correctly for email/password sign-up, external authentication, and the post-registration role selection wizard.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A valid email address for testing (e.g., testuser@example.com).
* Access to external authentication accounts (e.g., Google, Apple).
* Test environment cleared of any existing account with the test email.

**Test Case 1: Registration with Email and Password**

1. **Navigate to Login Page**
   * Open the TeamHub application in a web browser.
   * Verify the login page loads and displays the "Sign Up" button.
2. **Access Registration Form**
   * Click the "Sign Up" button.
   * Verify the registration form appears with fields for email and password.
3. **Enter Valid Credentials**
   * Input a valid email (e.g., testuser@example.com).
   * Input a password meeting requirements (e.g., 8+ characters, mix of letters, numbers, symbols like "Test123!").
   * Verify the "Sign Up with Email" button becomes active.
4. **Submit Registration**
   * Click "Sign Up with Email."
   * Verify a confirmation message appears: "Verification email sent!"
   * Check the test email inbox for the verification link.
5. **Verify Email**
   * Open the verification email and click the link.
   * Verify the link redirects to TeamHub and confirms the account (e.g., redirects to login or wizard).
6. **Error Handling (Optional)**
   * Attempt registration with an already-used email.
   * Verify an error message appears (e.g., "Email already in use").
   * Attempt registration with an invalid password (e.g., "abc").
   * Verify an error message appears (e.g., "Password must be at least 8 characters").

**Test Case 2: Registration with External Authentication**

1. **Access External Auth Options**
   * Navigate to the registration page via the "Sign Up" button.
   * Verify external authentication buttons (e.g., Google, Apple) are visible.
2. **Sign Up with Google**
   * Click the "Sign Up with Google" button.
   * Log in with a test Google account (e.g., testuser@gmail.com).
   * Authorize TeamHub to access the account.
   * Verify redirection back to TeamHub with the account created.
3. **Sign Up with Apple (Optional)**
   * Repeat the process for Apple authentication if supported.
   * Verify successful account creation and redirection.
4. **Error Handling (Optional)**
   * Attempt external auth with a cancelled authorization.
   * Verify the app returns to the registration page with no account created.

**Test Case 3: Post-Registration Role Selection Wizard**

1. **Access Wizard**
   * Complete registration via email or external auth.
   * Verify the role selection wizard appears post-registration.
2. **Select Single Role**
   * Select "Coach/Manager" from the multi-select list.
   * Click "Next."
   * Verify the app proceeds to the dashboard with coach-specific features enabled.
3. **Select Multiple Roles**
   * Repeat registration with a new email or external auth.
   * Select both "Coach/Manager" and "Parent/Guardian."
   * Click "Next."
   * Verify the dashboard reflects both roles (e.g., access to team scheduling and player updates).
4. **No Selection (Optional)**
   * Attempt to click "Next" without selecting a role.
   * Verify an error or prompt appears (e.g., "Please select at least one role").

**Expected Outcomes**

* Email registration completes with valid credentials and email verification.
* External authentication creates an account without manual email/password input.
* Role selection wizard correctly assigns user roles and tailors the dashboard.
* Error messages display appropriately for invalid inputs or actions.

**Notes**

* Record any deviations (e.g., UI glitches, missing error messages) with screenshots.
* Test across browsers (Chrome, Firefox, Safari) to ensure compatibility.
* If the app supports mobile, repeat key steps on iOS/Android.
* Update placeholders (e.g., URLs, email addresses) with your test environment details.

## Create Team

**Objective**

Verify that the TeamHub team creation process works correctly for users who selected "Coach/Manager" in the registration wizard. This includes validating the club unique code input, successful team creation under an existing club, and error handling for invalid codes.

**Prerequisites**

* A TeamHub account registered as a Coach/Manager (use the registration process from previous tests if needed).
* Access to the TeamHub application (URL: [insert application URL]).
* At least one pre-created club with a known unique 8-character alphanumeric code (e.g., "ABC123XY" for a valid club).
* An invalid club code for testing (e.g., "INVALID1").
* Test environment with clubs manually created and assigned codes.

**Test Case 1: Successful Team Creation with Valid Club Code**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using credentials for a Coach/Manager account.
   * Verify the dashboard loads with coach-specific features (e.g., team management options).
2. **Navigate to Team Creation Page**
   * From the dashboard, locate and click the "Create Team" or equivalent button (e.g., under "Teams" menu).
   * Verify the team creation form appears, including a field for the club unique code.
3. **Enter Valid Club Code and Team Details**
   * Input the valid 8-character club code (e.g., "ABC123XY").
   * Fill in other required team details (e.g., team name like "Youth Soccer Team", age group, sport type – assume standard fields if not specified).
   * Verify the form validates inputs (e.g., no errors on valid data).
4. **Submit Team Creation**
   * Click the "Create Team" or "Submit" button.
   * Verify a success message appears (e.g., "Team created successfully under club [Club Name]").
   * Confirm the team is listed in the dashboard or club-associated teams, and is linked to the correct club.

**Test Case 2: Team Creation with Invalid Club Code**

1. **Log In and Navigate**
   * Repeat steps 1-2 from Test Case 1 to reach the team creation form.
2. **Enter Invalid Club Code**
   * Input an invalid 8-character code (e.g., "INVALID1").
   * Fill in other required team details as in Test Case 1.
3. **Submit and Verify Error**
   * Click the "Create Team" or "Submit" button.
   * Verify an error message appears: "A club with code [INVALID1] can not be found."
   * Confirm no team is created, and the form remains editable for corrections.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Invalid Code Format**
   * Attempt to input a code shorter than 8 characters (e.g., "ABC12").
   * Verify form validation prevents submission or shows an error (e.g., "Code must be 8 alphanumeric characters").
2. **Non-Alphanumeric Code**
   * Input a code with special characters (e.g., "ABC123!@").
   * Verify an error for invalid format.
3. **Empty Code Field**
   * Leave the club code field blank.
   * Attempt submission and verify a required field error.
4. **Case Sensitivity (If Applicable)**
   * If codes are case-sensitive, test with mixed case (e.g., "AbC123Xy" vs. "abc123xy").
   * Verify behavior matches expected (success or error based on club data).

**Expected Outcomes**

* Valid club code results in team creation under the specified club.
* Invalid club code triggers the exact error message without creating a team.
* Form validations handle input errors appropriately.
* No unauthorized access or creation for non-Coach/Manager users (test by attempting with a Parent/Guardian account if available).

**Notes**

* Record any deviations (e.g., UI issues, unexpected errors) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure clubs are pre-created manually in the test environment before running these tests.
* Update placeholders (e.g., URLs, codes, field names) with your actual app details.
* If additional team fields are required (e.g., team logo, description), incorporate them into the steps as needed.

## Parent/Guardian Registration and Player Association

**Objective**

Verify the registration process for a Parent/Guardian in TeamHub and the subsequent process of adding one or more players to teams using unique 8-character alphanumeric team codes. Validate successful player association and error handling for invalid team codes.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A valid email address for testing Parent/Guardian registration (e.g., parenttest@example.com).
* At least two pre-created teams with known 8-character alphanumeric codes (e.g., "TEAM123X" and "TEAM456Y").
* An invalid team code for testing (e.g., "INVALID2").
* Test environment with clubs and teams manually created, and teams assigned unique codes.
* No existing account for the test email.

**Test Case 1: Parent/Guardian Registration**

1. **Navigate to Login Page**
   * Open the TeamHub application in a web browser.
   * Verify the login page loads and displays the "Sign Up" button.
2. **Access Registration Form**
   * Click the "Sign Up" button.
   * Verify the registration form appears with fields for email and password.
3. **Enter Valid Credentials**
   * Input a valid email (e.g., parenttest@example.com).
   * Input a password meeting requirements (e.g., 8+ characters, mix of letters, numbers, symbols like "Parent456!").
   * Verify the "Sign Up with Email" button becomes active.
4. **Submit Registration**
   * Click "Sign Up with Email."
   * Verify a confirmation message appears: "Verification email sent!"
   * Check the test email inbox for the verification link.
5. **Verify Email**
   * Open the verification email and click the link.
   * Verify the link redirects to TeamHub and confirms the account.
6. **Complete Role Selection Wizard**
   * After verification, verify the role selection wizard appears.
   * Select "Parent/Guardian" from the multi-select list (do not select "Coach/Manager").
   * Click "Next."
   * Verify the dashboard loads with parent-specific features (e.g., player management options).
7. **Error Handling (Optional)**
   * Attempt registration with an already-used email.
   * Verify an error message appears (e.g., "Email already in use").
   * Attempt with an invalid password (e.g., "abc").
   * Verify an error message appears (e.g., "Password must be at least 8 characters").

**Test Case 2: Adding Players to Teams**

1. **Log In as Parent/Guardian**
   * Log in with the Parent/Guardian account credentials.
   * Verify the dashboard loads with access to player management (e.g., "Add Player" button or menu).
2. **Navigate to Add Player Form**
   * Click the "Add Player" or equivalent button.
   * Verify the form appears with fields for player name, date of birth, and team code.
3. **Add First Player with Valid Team Code**
   * Input player details:
     + Name: e.g., "John Smith"
     + Date of Birth: e.g., "01/15/2015" (use correct format, e.g., MM/DD/YYYY).
     + Team Code: Valid code "TEAM123X".
   * Click "Submit" or "Add Player."
   * Verify a success message appears (e.g., "Player John Smith added to team").
   * Confirm the player is listed in the parent’s dashboard and associated with the correct team.
4. **Add Second Player to a Different Team**
   * Return to the "Add Player" form.
   * Input new player details:
     + Name: e.g., "Emma Smith"
     + Date of Birth: e.g., "03/22/2013".
     + Team Code: Valid code "TEAM456Y".
   * Click "Submit" or "Add Player."
   * Verify a success message and confirm Emma is associated with the second team.
5. **Add Player with Invalid Team Code**
   * Return to the "Add Player" form.
   * Input player details:
     + Name: e.g., "Alex Brown"
     + Date of Birth: e.g., "07/10/2014".
     + Team Code: Invalid code "INVALID2".
   * Click "Submit" or "Add Player."
   * Verify an error message appears: "No team found with code INVALID2."
   * Confirm no player is added.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Invalid Team Code Format**
   * Input a team code shorter than 8 characters (e.g., "TEAM12").
   * Verify form validation prevents submission or shows an error (e.g., "Code must be 8 alphanumeric characters").
2. **Non-Alphanumeric Team Code**
   * Input a code with special characters (e.g., "TEAM12!@").
   * Verify an error for invalid format.
3. **Empty or Missing Fields**
   * Attempt submission with empty name, date of birth, or team code.
   * Verify required field errors appear for each missing field.
4. **Invalid Date of Birth**
   * Input an invalid date (e.g., "13/45/2010" or future date like "01/01/2026").
   * Verify an error for invalid date format or range.
5. **Multiple Players, Same Team**
   * Add another player with the same team code as the first (e.g., "TEAM123X").
   * Verify the player is added successfully to the same team.

**Expected Outcomes**

* Parent/Guardian registration completes successfully with email verification and role selection.
* Players are correctly associated with teams when valid 8-character team codes are provided.
* Invalid team codes trigger the exact error message: "No team found with code [code]."
* Form validations handle incorrect inputs appropriately.
* Multiple players can be added, and players can be associated with different teams.

## Add Fixture as a Manager

**TeamHub Event Creation and Parent Dashboard View Manual Testing Steps**

**Objective**

Verify that a Coach/Manager can create an event (match, friendly, training, tournament, or social event) for a team, and that Parent/Guardian users can view the event on their dashboard. Validate event creation with required and optional fields and ensure correct visibility for parents.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team already created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs and teams manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Event Creation by Coach/Manager**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials.
   * Verify the dashboard loads with team management features (e.g., team list, event creation options).
2. **Navigate to Event Creation**
   * From the dashboard, select the team (e.g., "TEAM123X") or navigate to the team management section.
   * Click the "Add Event" or equivalent button.
   * Verify the event creation form appears with fields for event type, name, location, date and time, opponent (optional), and additional information.
3. **Create Event with All Fields**
   * Fill in the event details:
     + Event Type: Select "Match" from a dropdown (options: Match, Friendly, Training, Tournament, Social Event).
     + Name: e.g., "League Game vs. Rivals".
     + Location: e.g., "City Stadium, 123 Main St".
     + Date and Time: e.g., "09/20/2025 10:00 AM" (use correct format, e.g., MM/DD/YYYY HH:MM).
     + Opponent: e.g., "Rival FC".
     + Additional Information: e.g., "Bring water and shin guards."
   * Click "Create Event" or "Submit."
   * Verify a success message appears (e.g., "Event created successfully").
   * Confirm the event is listed in the team’s event calendar or dashboard.
4. **Create Event without Optional Opponent Field**
   * Return to the "Add Event" form.
   * Fill in:
     + Event Type: Select "Training".
     + Name: e.g., "Weekly Practice".
     + Location: e.g., "Training Field A".
     + Date and Time: e.g., "09/22/2025 4:00 PM".
     + Opponent: Leave blank.
     + Additional Information: e.g., "Focus on passing drills."
   * Click "Create Event" or "Submit."
   * Verify a success message and confirm the event is listed without an opponent.

**Test Case 2: Parent/Guardian Viewing Events**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials (with a player on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., player and team event visibility).
2. **Check Dashboard for Events**
   * Navigate to the dashboard or team section for the player’s team (e.g., "TEAM123X").
   * Verify both events ("League Game vs. Rivals" and "Weekly Practice") appear in the event list or calendar.
   * Confirm event details are displayed correctly:
     + Name, location, date, time, opponent (if provided), and additional information.
3. **Verify Event Accessibility**
   * Click on each event to view details (if applicable).
   * Verify all fields match the input from Test Case 1 (e.g., "Match" shows opponent "Rival FC", "Training" shows no opponent).
   * Confirm the Parent/Guardian cannot edit or delete the event (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to submit an event without:
     + Name, location, or date/time.
   * Verify form validation prevents submission and shows errors (e.g., "Name is required", "Date and time are required").
2. **Invalid Date/Time**
   * Input a past date (e.g., "09/01/2024") or invalid format (e.g., "13/45/2025").
   * Verify an error appears (e.g., "Date must be in the future" or "Invalid date format").
3. **Event Type Validation**
   * Verify the event type dropdown only allows valid options (Match, Friendly, Training, Tournament, Social Event).
   * Attempt submission with no event type selected (if possible).
   * Verify an error for missing event type.
4. **Parent/Guardian Dashboard for Non-Associated Team**
   * Log in with a Parent/Guardian account not associated with "TEAM123X".
   * Verify the events for "TEAM123X" do not appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can create events with required fields (name, location, date/time, event type) and optional fields (opponent, additional information).
* Events appear correctly on the Parent/Guardian dashboard for associated teams.
* Parent/Guardian users have read-only access to event details.
* Form validations handle missing or invalid inputs appropriately.
* Events are only visible to parents of players associated with the team.

**Notes**

* Record deviations (e.g., UI glitches, incorrect event details) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and associated player exist in the test environment.
* Update placeholders (e.g., URLs, team codes, field formats) with actual app details.
* Verify that non-Coach/Manager accounts (e.g., Parent/Guardian) cannot access the event creation feature.

## Event Availability

**Objective**

Verify that a Parent/Guardian can mark a player’s availability for events in TeamHub and that a Coach/Manager can view the availability status for each event. Validate the availability marking process and visibility of statuses.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X") and at least two events created (e.g., "League Game vs. Rivals" and "Weekly Practice").
* A Parent/Guardian account with at least two players associated with the team (e.g., "John Smith" and "Emma Smith" on "TEAM123X").
* Test environment with clubs, teams, and events manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Parent/Guardian Marking Player Availability**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a web browser.
   * Log in using Parent/Guardian account credentials (with players "John Smith" and "Emma Smith" on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., player and team event visibility).
2. **Navigate to Event List**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify the events (e.g., "League Game vs. Rivals" and "Weekly Practice") are listed with player management options.
3. **Mark Availability for First Player**
   * Select the "League Game vs. Rivals" event.
   * For "John Smith," locate the availability option (e.g., dropdown or toggle with options like "Available," "Not Available").
   * Set availability to "Available."
   * Click "Save" or "Submit" (or equivalent).
   * Verify a confirmation message appears (e.g., "Availability updated for John Smith").
   * Confirm the event now shows "John Smith" as "Available."
4. **Mark Different Availability for Second Player**
   * For the same event ("League Game vs. Rivals"), set "Emma Smith" availability to "Not Available."
   * Click "Save" or "Submit."
   * Verify a confirmation message and confirm "Emma Smith" is marked as "Not Available."
5. **Mark Availability for Second Event**
   * Select the "Weekly Practice" event.
   * Set "John Smith" to "Not Available" and "Emma Smith" to "Available."
   * Click "Save" or "Submit."
   * Verify confirmation and correct availability statuses for both players.

**Test Case 2: Coach/Manager Viewing Player Availability**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a new browser session.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features.
2. **Navigate to Event Details**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Select the "League Game vs. Rivals" event.
   * Verify the event details page shows player availability:
     + "John Smith" marked as "Available."
     + "Emma Smith" marked as "Not Available."
   * Confirm the display is clear (e.g., list, table, or icons showing availability status).
3. **Check Second Event**
   * Select the "Weekly Practice" event.
   * Verify the availability shows:
     + "John Smith" marked as "Not Available."
     + "Emma Smith" marked as "Available."
   * Confirm all players on the team are listed with their respective statuses.
4. **Verify Read-Only Access for Manager**
   * Attempt to edit availability as the Coach/Manager.
   * Verify the Coach/Manager cannot modify player availability (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **No Availability Set by Parent**
   * For a new event (e.g., create a "Social Event" as Coach/Manager if needed), do not set availability for any player.
   * As Coach/Manager, check the event.
   * Verify players show a default or undefined status (e.g., "Pending" or blank).
2. **Multiple Updates by Parent**
   * As Parent/Guardian, change "John Smith" availability for "League Game vs. Rivals" from "Available" to "Not Available."
   * Verify the update is saved and reflected in the Coach/Manager view.
3. **Non-Associated Player**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X."
   * Verify they cannot see or mark availability for "TEAM123X" events.
4. **Form Validation**
   * As Parent/Guardian, attempt to save availability without selecting an option (if possible).
   * Verify an error or default behavior (e.g., "Please select availability").

**Expected Outcomes**

* Parent/Guardian can mark each player’s availability ("Available" or "Not Available") for each event.
* Coach/Manager can view accurate availability statuses for all players in team events.
* Availability changes are saved and reflected immediately in the Manager’s view.
* Parent/Guardian cannot mark availability for non-associated teams; Manager cannot edit availability.
* Validations prevent invalid submissions.

**Notes**

* Record deviations (e.g., UI issues, incorrect status display) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and events exist, with players associated in the test environment.
* Update placeholders (e.g., URLs, team codes, event names) with actual app details.
* Verify that only Parent/Guardian accounts can set availability, and Coach/Manager accounts have read-only access.

## Edit Event

**Objective**

Verify that a Coach/Manager can edit an existing event (fixture) in TeamHub and that updates are immediately reflected on the Parent/Guardian dashboard, with recently updated events visible.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X") and at least one event created (e.g., "League Game vs. Rivals").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and events manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Editing an Event**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., event list or calendar).
2. **Navigate to Event Editing**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Locate the event "League Game vs. Rivals" (with original details, e.g., Name: "League Game vs. Rivals," Location: "City Stadium, 123 Main St," Date/Time: "09/20/2025 10:00 AM," Opponent: "Rival FC," Additional Information: "Bring water and shin guards").
   * Click an "Edit" or equivalent button for the event.
   * Verify the event edit form appears with pre-filled current details.
3. **Update Event Details**
   * Modify the event details:
     + Change Name to: "League Game vs. Rivals (Rescheduled)".
     + Change Location to: "North Park, 456 Oak Ave".
     + Change Date/Time to: "09/21/2025 2:00 PM".
     + Change Opponent to: "United FC".
     + Change Additional Information to: "Arrive 30 minutes early for warm-up."
   * Click "Save" or "Update Event."
   * Verify a success message appears (e.g., "Event updated successfully").
   * Confirm the updated event details are reflected in the team’s event list or calendar.
4. **Edit Event with Minimal Changes**
   * Select the same event again and edit only one field:
     + Change Additional Information to: "Wear team jerseys."
   * Click "Save" or "Update Event."
   * Verify a success message and confirm the updated detail is saved.

**Test Case 2: Parent/Guardian Viewing Updated Events**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials (with a player on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., team event visibility).
2. **Check Dashboard for Updated Event**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify the updated event "League Game vs. Rivals (Rescheduled)" appears in the event list or calendar.
   * Confirm the updated details are displayed:
     + Name: "League Game vs. Rivals (Rescheduled)".
     + Location: "North Park, 456 Oak Ave".
     + Date/Time: "09/21/2025 2:00 PM".
     + Opponent: "United FC".
     + Additional Information: "Wear team jerseys."
   * Verify the event is marked as recently updated (e.g., highlighted, timestamped, or labeled as "Updated").
3. **Verify Immediate Update**
   * Immediately after the Coach/Manager edits (from step 3 or 4), refresh the Parent/Guardian dashboard.
   * Confirm the changes are visible without delay (e.g., within seconds of the update).
4. **Check Read-Only Access**
   * Attempt to edit the event as the Parent/Guardian.
   * Verify the Parent/Guardian cannot modify the event (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to save the event with a required field blank (e.g., remove Name or Date/Time).
   * Verify form validation prevents submission and shows errors (e.g., "Name is required").
2. **Invalid Date/Time**
   * Input an invalid date (e.g., "13/45/2025") or past date (e.g., "09/01/2024").
   * Verify an error appears (e.g., "Date must be in the future" or "Invalid date format").
3. **No Changes Made**
   * Open the edit form and click "Save" without changing any fields.
   * Verify the system either saves without error or indicates no changes were made.
4. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account not associated with "TEAM123X."
   * Verify the updated event does not appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can edit all event fields (name, location, date/time, opponent, additional information).
* Updated event details are immediately visible on the Parent/Guardian dashboard for associated teams.
* Recently updated events are highlighted or marked on the Parent/Guardian dashboard.
* Parent/Guardian users have read-only access to events.
* Form validations prevent invalid submissions during editing.

**Notes**

* Record deviations (e.g., delays in updates, UI issues) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and event exist, with players associated in the test environment.
* Update placeholders (e.g., URLs, team codes, event names) with actual app details.
* Verify that only Coach/Manager accounts can edit events, and updates are instantly propagated.

## Match Results

**Objective**

Verify that a Coach/Manager can input the result for a completed match or friendly event in TeamHub, select whether the result is published team-wide or club-wide, and confirm that the result appears correctly on the dashboards of relevant users (Parent/Guardian or other club members).

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X" in a club with code "CLUB456Z").
* At least one completed match or friendly event (e.g., "League Game vs. United FC" with date/time in the past, e.g., 09/03/2025 2:00 PM).
* A Parent/Guardian account with a player associated with "TEAM123X" (e.g., "John Smith").
* Another Parent/Guardian account with a player in a different team within the same club (e.g., "TEAM789Y" in "CLUB456Z").
* Test environment with clubs, teams, and events manually created, and team/club codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Inputting and Publishing Match Result (Team-Wide)**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., event list or calendar).
2. **Navigate to Event for Result Entry**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Locate the completed event "League Game vs. United FC" (ensure date/time is in the past, e.g., 09/03/2025 2:00 PM).
   * Click an "Enter Result" or equivalent button for the event.
   * Verify the result entry form appears with fields for the match result and publication options.
3. **Enter Result and Select Team-Wide Publication**
   * Input the match result (e.g., Score: "TEAM123X 3 - 1 United FC").
   * Select publication option: "Team" (for team-wide visibility).
   * Optionally add additional details (e.g., "Player X scored twice").
   * Click "Save" or "Publish Result."
   * Verify a success message appears (e.g., "Result published successfully").
   * Confirm the result is saved and associated with the event in the team’s event list.

**Test Case 2: Coach/Manager Inputting and Publishing Match Result (Club-Wide)**

1. **Enter Result for Another Event**
   * Navigate to another completed event (e.g., "Friendly vs. City Strikers" on 09/02/2025).
   * Click "Enter Result" or equivalent.
   * Input the result (e.g., Score: "TEAM123X 2 - 2 City Strikers").
   * Select publication option: "Club" (for club-wide visibility).
   * Optionally add details (e.g., "Exciting draw with last-minute goal").
   * Click "Save" or "Publish Result."
   * Verify a success message and confirm the result is saved.

**Test Case 3: Parent/Guardian Viewing Team-Wide Result**

1. **Log In as Parent/Guardian (Associated with TEAM123X)**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with a player on "TEAM123X" (e.g., "John Smith").
   * Verify the dashboard loads with parent-specific features (e.g., match results section).
2. **Check Dashboard for Team-Wide Result**
   * Navigate to the dashboard or "Match Results" section for "TEAM123X."
   * Verify the "League Game vs. United FC" result appears (e.g., "TEAM123X 3 - 1 United FC").
   * Confirm additional details (if entered) are visible.
   * Verify the "Friendly vs. City Strikers" result (club-wide) is also visible, as the user is part of the club.
3. **Verify Non-Associated Team**
   * Log in with a Parent/Guardian account with a player in "TEAM789Y" (same club, different team).
   * Verify the "Friendly vs. City Strikers" result (club-wide) appears in their "Match Results" section.
   * Confirm the "League Game vs. United FC" result (team-wide) does not appear, as their player is not on "TEAM123X."

**Test Case 4: Edge Cases and Validations (Optional)**

1. **Missing Result Details**
   * As Coach/Manager, attempt to submit a result without a score.
   * Verify form validation prevents submission (e.g., "Score is required").
2. **Invalid Result Format**
   * Input an invalid score (e.g., "abc - def").
   * Verify an error appears (e.g., "Invalid score format").
3. **No Publication Option Selected**
   * Attempt to save a result without selecting "Team" or "Club."
   * Verify an error or default behavior (e.g., "Please select publication option").
4. **Non-Completed Event**
   * Attempt to enter a result for a future event (e.g., date 09/05/2025).
   * Verify the system prevents result entry (e.g., "Results can only be entered for completed events").
5. **Non-Club Member Access**
   * Log in with a Parent/Guardian account not associated with "CLUB456Z."
   * Verify neither the team-wide nor club-wide results appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can input and publish match results for completed match or friendly events, selecting team-wide or club-wide visibility.
* Team-wide results appear only on dashboards of users with players in the team (e.g., "TEAM123X").
* Club-wide results appear on dashboards of all users in the club (e.g., "CLUB456Z").
* Results are immediately visible in the "Match Results" section of relevant dashboards.
* Validations prevent invalid result submissions.
* Non-relevant users (outside the team or club) cannot see the results.

**Notes**

* Record deviations (e.g., UI issues, delayed updates) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X"), club ("CLUB456Z"), and completed events exist in the test environment.
* Update placeholders (e.g., URLs, team/club codes, event names) with actual app details.
* Verify that only Coach/Manager accounts can enter results, and Parent/Guardian accounts have read-only access.

## Manager Posts

**Objective**

Verify that a Coach/Manager can create a free text post (up to 1000 characters) in TeamHub that appears in the "Recent Posts" section of the dashboard for users with players in the team. Confirm that Parent/Guardian users can mark the post as read, changing its status from unread to read.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and players manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Creating a Post**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., team options, post creation).
2. **Navigate to Post Creation**
   * Navigate to the team’s management section for "TEAM123X."
   * Locate and click the "Create Post" or equivalent button (e.g., in a "Recent Posts" or "Announcements" section).
   * Verify the post creation form appears with a text input field (supporting up to 1000 characters).
3. **Create Post with Valid Text**
   * Input a message (e.g., "Reminder: Practice tomorrow at 4 PM. Bring water and wear team jerseys. Contact me with any questions!").
   * Verify the character count is within the 1000-character limit (e.g., ~90 characters in this example).
   * Click "Submit" or "Post."
   * Verify a success message appears (e.g., "Post created successfully").
   * Confirm the post appears in the team’s "Recent Posts" section on the Coach/Manager dashboard.
4. **Create Post at Character Limit**
   * Create another post with a 1000-character message (e.g., generate a lorem ipsum text or repeat a phrase to reach exactly 1000 characters).
   * Click "Submit" or "Post."
   * Verify the post is created successfully and appears in the "Recent Posts" section.

**Test Case 2: Parent/Guardian Viewing and Marking Post as Read**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with a player on "TEAM123X" (e.g., "John Smith").
   * Verify the dashboard loads with parent-specific features (e.g., "Recent Posts" section).
2. **Verify Post Visibility**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify both posts (e.g., the reminder and 1000-character post) appear in the "Recent Posts" section.
   * Confirm the posts are marked as "Unread" (e.g., highlighted, bolded, or with an unread indicator).
3. **Mark Post as Read**
   * For the first post (e.g., "Reminder: Practice tomorrow..."), locate and click a "Mark as Read" or equivalent button/link.
   * Verify the post’s status changes to "Read" (e.g., highlight removed, status updated to "Read").
   * Confirm the second post remains "Unread."
4. **Mark Second Post as Read**
   * Click "Mark as Read" for the 1000-character post.
   * Verify the status changes to "Read" and is updated visually on the dashboard.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Exceeding Character Limit**
   * As Coach/Manager, attempt to submit a post with 1001 characters.
   * Verify an error appears (e.g., "Post exceeds 1000-character limit") and submission is prevented.
2. **Empty Post**
   * Attempt to submit a post with no text.
   * Verify an error appears (e.g., "Post content is required") or submission is blocked.
3. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X" (e.g., on "TEAM789Y").
   * Verify the posts for "TEAM123X" do not appear in their "Recent Posts" section.
4. **Multiple Players in Team**
   * Log in with a Parent/Guardian account with multiple players in "TEAM123X" (e.g., "John Smith" and "Emma Smith").
   * Verify the posts appear once in the dashboard (not duplicated per player).
   * Mark a post as read and confirm the status applies for the account, not per player.
5. **Read Status Persistence**
   * Log out and log back in as the Parent/Guardian.
   * Verify the marked "Read" posts retain their status, and unread posts remain unchanged.

**Expected Outcomes**

* Coach/Manager can create posts up to 1000 characters, which appear in the "Recent Posts" section for team-associated users.
* Parent/Guardian users with players in the team see posts marked as "Unread" initially.
* Parent/Guardian can mark posts as "Read," updating the status visually and persistently.
* Posts are only visible to users with players in the team ("TEAM123X").
* Validations prevent invalid post submissions (e.g., exceeding character limit or empty posts).

**Notes**

* Record deviations (e.g., UI issues, incorrect read status) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and associated players exist in the test environment.
* Update placeholders (e.g., URLs, team codes, post content) with actual app details.
* Verify that only Coach/Manager accounts can create posts, and only Parent/Guardian accounts with team-associated players can view/mark them.

## Player awards

**Objective**

Verify that a Coach/Manager can assign awards to a player in their team in TeamHub, selecting from predefined award types (Golden Goal, Most Improved Player, Manager's Player, Player's Player, Other with free text) and that the Parent/Guardian of the awarded player can view the award in the "Player Stats" section of their dashboard.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and players manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Assigning Awards**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., player management or awards section).
2. **Navigate to Award Assignment**
   * Navigate to the team’s player management or awards section for "TEAM123X."
   * Locate and click the "Assign Award" or equivalent button.
   * Verify the award assignment form appears with a player selection dropdown, award type options, and a free text field for "Other."
3. **Assign Predefined Award**
   * Select the player "John Smith" from the player dropdown.
   * Choose the award type "Golden Goal" from the options (Golden Goal, Most Improved Player, Manager's Player, Player's Player, Other).
   * Click "Submit" or "Assign Award."
   * Verify a success message appears (e.g., "Award assigned to John Smith").
   * Confirm the award is listed in the team’s awards or player profile section.
4. **Assign Custom "Other" Award**
   * Return to the award assignment form.
   * Select "John Smith" again.
   * Choose the "Other" award type.
   * Enter a free text description (e.g., "Outstanding Team Spirit").
   * Click "Submit" or "Assign Award."
   * Verify a success message and confirm the custom award is listed.

**Test Case 2: Parent/Guardian Viewing Awards**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with "John Smith" on "TEAM123X."
   * Verify the dashboard loads with parent-specific features (e.g., "Player Stats" section).
2. **Check Player Stats for Awards**
   * Navigate to the dashboard or "Player Stats" section for "John Smith."
   * Verify both awards appear:
     + "Golden Goal" with associated details (e.g., date assigned or event context if applicable).
     + "Other: Outstanding Team Spirit" with the custom description.
   * Confirm the awards are clearly displayed (e.g., in a list or table format).
3. **Verify Read-Only Access**
   * Attempt to edit or delete the awards as the Parent/Guardian.
   * Verify the Parent/Guardian cannot modify the awards (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to submit an award without selecting a player or award type.
   * Verify form validation prevents submission (e.g., "Player is required" or "Award type is required").
2. **Empty "Other" Description**
   * Select "Other" award type without entering a free text description.
   * Verify an error appears (e.g., "Description is required for Other award").
3. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X" (e.g., on "TEAM789Y").
   * Verify the awards for "John Smith" do not appear in their "Player Stats" section.
4. **Multiple Awards for Same Player**
   * As Coach/Manager, assign another award to "John Smith" (e.g., "Player's Player").
   * Verify all awards ("Golden Goal," "Other: Outstanding Team Spirit," "Player's Player") are listed in the Parent/Guardian’s "Player Stats" section.
5. **Non-Team Player**
   * As Coach/Manager, attempt to assign an award to a player not on "TEAM123X."
   * Verify the player does not appear in the selection dropdown or submission is blocked.

**Expected Outcomes**

* Coach/Manager can assign predefined awards (Golden Goal, Most Improved Player, Manager's Player, Player's Player) and custom "Other" awards with free text.
* Awards are immediately visible in the "Player Stats" section of the Parent/Guardian dashboard for the associated player.
* Parent/Guardian users have read-only access to awards.
* Only players on the manager’s team ("TEAM123X") can be assigned awards.
* Validations prevent invalid award submissions (e.g., missing player or empty "Other" description).

**Notes**

* Record deviations (e.g., UI issues, incorrect award display) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and player ("John Smith") exist in the test environment.
* Update placeholders (e.g., URLs, team codes, player names) with actual app details.
* Verify that only Coach/Manager accounts can assign awards, and only Parent/Guardian accounts with associated players can view them.

## Kit Management

**Objective**

Verify that a Team Manager can submit a request for new players or needed kit using a free text field in TeamHub, and that these requests are displayed on all Team Managers' dashboards with details of the user who submitted the request.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* Two Team Manager accounts (e.g., Manager A for team "TEAM123X" and Manager B for team "TEAM789Y" in the same club "CLUB456Z").
* Test environment with clubs, teams, and managers manually created, and team/club codes assigned.
* Both Manager accounts are registered, verified, and have the "Coach/Manager" role selected.
* A Parent/Guardian account (optional, to verify non-managers cannot access requests).

**Test Case 1: Team Manager Submitting a Request**

1. **Log In as Team Manager A**
   * Open the TeamHub application in a web browser.
   * Log in using Manager A’s credentials for "TEAM123X" (e.g., email: managerA@example.com).
   * Verify the dashboard loads with team management features (e.g., team options, request submission).
2. **Navigate to Request Submission**
   * Navigate to the team management or requests section for "TEAM123X."
   * Locate and click the "Submit Request" or equivalent button (e.g., for new players or kit).
   * Verify the request form appears with a free text field and an option to specify request type (e.g., New Players or Kit).
3. **Submit New Players Request**
   * Select request type: "New Players."
   * Enter a free text description (e.g., "Seeking two U14 strikers with experience for upcoming season. Contact me for trials.").
   * Click "Submit" or "Send Request."
   * Verify a success message appears (e.g., "Request submitted successfully").
   * Confirm the request is listed in Manager A’s dashboard or requests section.
4. **Submit Kit Request**
   * Return to the request form.
   * Select request type: "Kit."
   * Enter a free text description (e.g., "Need 15 new jerseys, size M, for TEAM123X. Current stock is worn out.").
   * Click "Submit" or "Send Request."
   * Verify a success message and confirm the request is listed.

**Test Case 2: Viewing Requests on All Team Managers' Dashboards**

1. **Log In as Team Manager B**
   * Open the TeamHub application in a new browser session.
   * Log in using Manager B’s credentials for "TEAM789Y" (e.g., email: managerB@example.com).
   * Verify the dashboard loads with team management features.
2. **Check Dashboard for Requests**
   * Navigate to the dashboard or a dedicated "Requests" section.
   * Verify both requests from Manager A appear:
     + New Players: "Seeking two U14 strikers with experience for upcoming season. Contact me for trials."
     + Kit: "Need 15 new jerseys, size M, for TEAM123X. Current stock is worn out."
   * Confirm user details for Manager A are displayed with each request (e.g., Name: "Manager A," Email: "managerA@example.com," Team: "TEAM123X").
   * Verify the requests are clearly distinguishable (e.g., labeled by type or team).
3. **Log In as Team Manager A (Self-Check)**
   * Log back in as Manager A.
   * Verify both requests appear on their dashboard with the same user details (self-referenced).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Empty Free Text Field**
   * As Manager A, attempt to submit a request without entering text in the free text field.
   * Verify an error appears (e.g., "Request description is required") and submission is blocked.
2. **Missing Request Type**
   * Attempt to submit a request without selecting "New Players" or "Kit."
   * Verify an error appears (e.g., "Request type is required") or submission is prevented.
3. **Long Free Text Input**
   * Enter a description exceeding any character limit (if applicable, e.g., 1000 characters).
   * Verify an error or truncation occurs as per app design.
4. **Non-Manager Access**
   * Log in with a Parent/Guardian account (e.g., with a player on "TEAM123X").
   * Verify the requests do not appear on their dashboard or in any accessible section.
5. **Multiple Managers Viewing**
   * Create a third Manager account for another team in "CLUB456Z" (e.g., "TEAM456Z").
   * Log in and verify both requests from Manager A are visible with correct user details.

**Expected Outcomes**

* Team Manager can submit requests for new players or kit using a free text field, specifying the request type.
* Submitted requests appear immediately on all Team Managers’ dashboards in the club ("CLUB456Z").
* Each request includes user details (e.g., name, email, team) of the submitting manager (e.g., Manager A).
* Non-managers (e.g., Parent/Guardian) cannot view requests.
* Validations prevent invalid submissions (e.g., empty text or missing type).

**Notes**

* Record deviations (e.g., UI issues, missing user details) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X"), club ("CLUB456Z"), and other teams exist in the test environment.
* Update placeholders (e.g., URLs, team/club codes, email addresses) with actual app details.
* Verify that only Team Manager accounts can submit and view requests, and user details are consistently displayed.

# High-Level Architecture

## 4.1 Technology Stack

Backend: .NET 8 ASP.NET Core Web API; Entity Framework Core.

Frontend: .NET MAUI for mobile; Blazor for web.

Database: SQL Server (players/fixtures); Cosmos DB (chats/logs).

Real-Time: SignalR for chats/scores.

Cloud: Azure (hosting, storage for media/kits).

Auth: ASP.NET Identity; JWT.

## 4.2 System Components

API for team setup, fixtures, chats, posts.

Client apps with role-based UIs.

External: Payment gateways, maps.

## 4.3 Data Flow

Manager creates fixture → API stores with location/timing → Notify users → Responses update DB → Real-time chat/score pushes via SignalR.