# SaaS Application Project: Tournament Organizer Team Hairless Cats

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## **User Guide**

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## 1. Introduction

The purpose of this document is to define the functionalities that will be delivered by team Hairless Cats for Tournament Organizer. The documentation serves as a reference to the end users including admin exclusive features that the system offers on multiple browsers or devices.

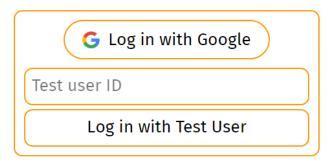
For a first-time user, the installation and configuration guide document included in the appendix is recommended to ensure the technical requirements to run the system.

If using the website from a mobile device, the menu will be hidden by default, click the hamburger button (the button with three lines) to open the menu. This will show links to all of the pages as well as the toggle admin status and log out buttons.

## 2. Step by Step Instructions

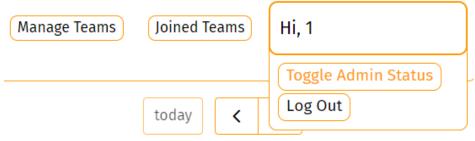
#### Login:

- 1. Go to: <a href="https://hairless.brycemw.ca/">https://hairless.brycemw.ca/</a>
- 2. To access the system, every user has to login with Google.
- Alternatively, we have given an option to login as a test user with a unique id. Test users will be made admins by default. They may toggle their admin status but it will be reset next time they log in.

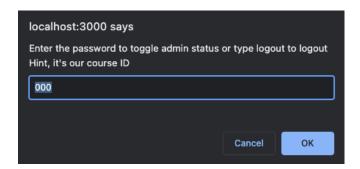


## 2.1 Admin exclusive:

- 1. Change to Admin Mode
  - It will give the user more options such as creating and managing tournaments etc.
  - a. Click the profile section button to press "Toggle Admin Status" button.



- b. Enter the code "319" to toggle the admin status of the user.
  - i. Admin status introduces the user to more options that are only allowed for administration.



#### 2. Create a Tournament

a. Select "Create Tournament" option which opens a tournament creation page



b. Tournament Creation Page includes the following input fields to be filled out to create a new tournament.



c. Enter the information of the tournament and click "Generate tournament" to create the tournament with the provided details

**Warning**: Although Double round robin and Bracket styles are choosable, schedules will not be generated. These functions are excluded from current design. How they are dealt with is elaborated in 4.c of <u>Schedule Tournament</u>.

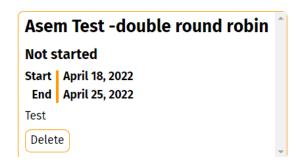
#### 3. Delete a Tournament

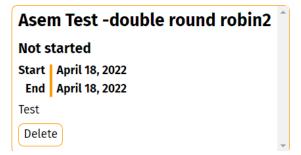
a. Select the "Delete Tournament" option to list out tournaments with the DELETE option.



b. Press "DELETE" button next to the tournament that you choose to delete from the list

#### **Delete tournament**





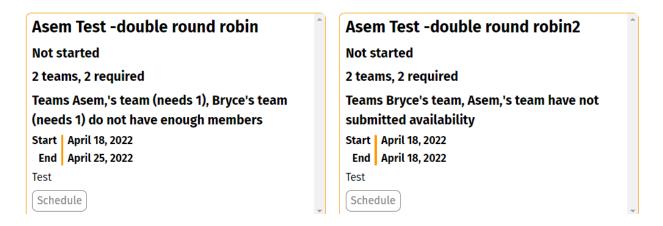
#### 4. Schedule Tournament

a. Select "Schedule Tournament" option to open a list of tournaments



- b. Click on the "Schedule" button on the respective tournament to generate a schedule.
  - Schedule button will not be clickable for tournaments without enough teams, where the teams do not have enough members, or the teams have not submitted their availability. The tournament card will display the number of teams and required number of teams as well as which teams don't have enough members or have not submitted availability.

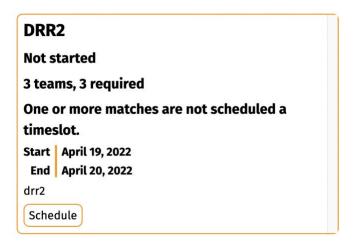
#### **Generate Schedule**



- Buttons for Not Ready to Schedule VS. Ready to Schedule:



- c. Currently, our design excludes Double Round Robin and Bracket style.
  - Double Round Robin Style: It can state that the matches are not scheduled even though the schedule Button is clickable and functional. Therefore, schedules are not generated. We have chosen to deal with this function in this way and display messages accordingly.



- Bracket Style: Tournament is not started. The schedule Button is clickable and functional. However, schedules are not generated. We have chosen to deal with this function in this way.



#### 5. List of Generated Schedules

a. Select "View Tournament Schedules" option to open a list of tournaments with generated schedules.

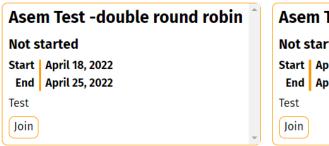
View Tournament Schedules | Join Tournament | Manage Teams | Joined Teams

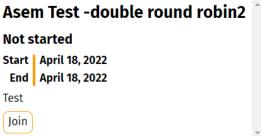
- b. Choose the tournament that has scheduled matches
- c. The scheduled matches will be displayed on a calendar calendar.

## 2.2 Users:

- 1. Join a Tournament
  - a. Select the "Join Tournament" option to open a list of tournaments to join.

### Join tournament





- b. Choose one of the tournaments to join which will be redirected to a option of whether to join an existing team or create a new team to join
- c. There are two options available:
  - i. Create a team to join the tournament (only shown if the tournament has space for a new team)
    - 1. Becomes a team leader
    - 2. Click join on that team as if you were joining the team
  - ii. Or Join an existing team for the tournament (teams with the maximum number of members are not shown)
    - 1. Becomes a Team member
- d. Upon joining a team, the user will be displayed a calendar where they can set their availability.
- e. If you wish to **change your availability** (perhaps generate schedule failed due to no matching availability), you may return to the join tournament menu, and go through the same process. When you have already joined a team, that team will be the only one shown on the teams list and the create team button will not be shown.
- 2. List out Teams that you are participating in Tournaments
  - a. Select "Joined Teams" option to be directed to a list of teams that the user is participating in their respective tournaments.
  - b. The details of each team will be displayed

c. If the team has not yet submitted availability, an option to leave the team will be shown

#### 3. Delete a team

- a. Select the "Manage team" option to open the list of teams that you have created
- b. If the tournament for a team has not been scheduled yet, an option to delete the team will be shown

#### 4. Accept a match

- a. Select the "Manage team" option to open the list of teams that you have created
- b. If matches have been created for the tournament of a team and you have not accepted all of your matches yet, a button to accept the match will be shown.

#### 5. Record Final Results of a Match

- a. Select the "Manage team" option to open a list of teams.
- b. When you have accepted a match, a button to complete the match will be shown

#### aaaaa

## 2 members, 1 required, 7 max

Members: Bryce A

Complete match

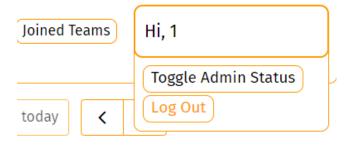
c. Drag the teams to place them in order of who won



d. Once the leader of each team in a match has done this, the match will be considered over

#### 6. Log out

a. Open the profile section to log out.



## 3. Appendix

Installation and Configuration Document to start-up the system: CPSC 319 Installation Guide