

SCOREBOARD

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General Description

This website provides a convenient scoreboard for everyone who loves sports, and even for those to do not love sports. It can score for different sports (i.e. basketball and volleyball), and tally the number of sets each player/team has won, and declare the overall winner.

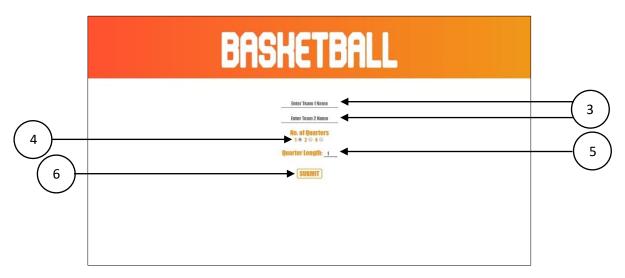
Benefits

- Easy to use
- Accessible online
- User-friendly interface
- Free
- Fast and responsive
- Scores by game and by set
- Declares winner
- Applies to deuce

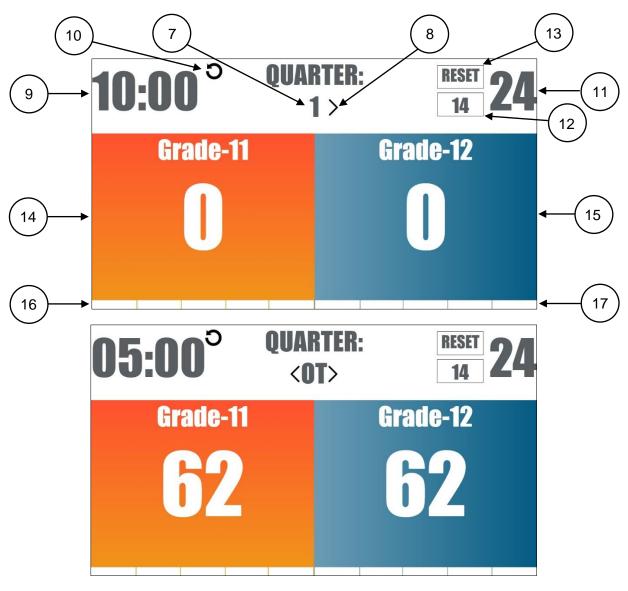
Technical Design



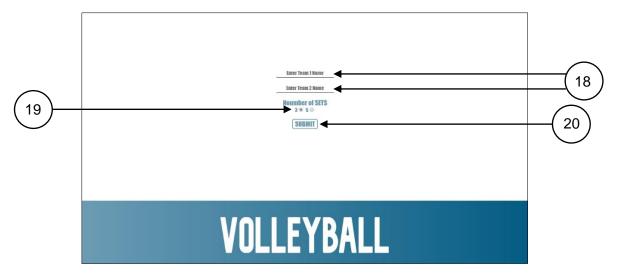
Main Menu



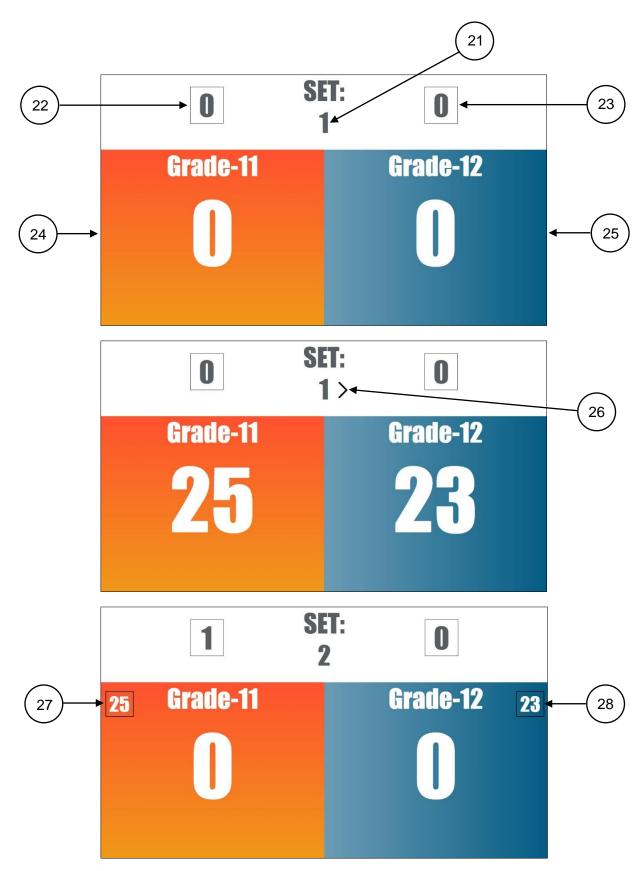
Basketball Menu



Basketball Scoreboard



Volleyball Menu



Volleyball Scoreboard

Performance Properties

a. Definition of Parts

Page	Part #	Part Name	Description
Main Menu	1	Button for Basketball Menu	Clicking the button will direct the user to a form needed for scoring a basketball game.
	2	Button for Volleyball Menu	Clicking the button will direct the user to a form needed for scoring a volleyball game.
Basketball Menu	3	Textboxes for basketball team names	There are two (2) textboxes for entering the names of each opposing team. After submitting the form, Team 1 will be on the left of the scoreboard, while Team 2 will be on the right.
	4	Radio buttons for number of quarters	There are three (3) radio buttons for choosing how many quarters will there be in the game, which can either be 1, 2, or 4.
	5	Textbox for quarter length	Enter in this textbox how long each quarter will be in minutes. It requires a positive integer as input.
	6	Submit button for basketball form	After filling out all information, clicking the button will direct the user to the scoreboard for the basketball game.
Basketball Scoreboard	7	Quarter number	This text indicates the quarter of the game. The number will range depending on the previously input number of quarters from the basketball menu. In the event of an overtime, the text will display "OT".
	8	Button/s for switching between quarters	There are two (2) buttons for switching between quarters, the left and right arrow buttons. In the 1 st quarter, there is only the right arrow button. The left button will appear in the next quarters and during overtime. Clicking the left arrow will bring back the user to the previous quarter, allowing changes in the score of the previous quarter. Clicking the right arrow will bring the user to the next quarter. Clicking either of the arrows will also reset the quarter clock. When the scores are tied at the last quarter, there is an overtime.
	9	Quarter clock	This is a timer that starts from the previously input quarter length in the basketball menu. It will only start when it is clicked. When it reaches zero, the game will proceed to the next quarter. When the scores are tied at the end of the last quarter, there is an overtime. In the event of an overtime, the timer will be set to 5 minutes.
	10	Reset button for quarter clock	This resets the quarter clock back to its starting time.
	11	Shot clock	This is a timer which can be set to 24 seconds (default) or 14 seconds. It will only start when it is clicked.
	12	Button to set shot clock for offensive rebounds	This button sets the shot clock to 14 seconds.
	13	Reset button for shot clock	This button sets the shot clock to its default value of 24 seconds.
	14	Basketball Team 1	This shows the name of Team 1 at the top. At the center is the score of Team 1. To add a point to Team 1, the upper area should be clicked. If the user needs to subtract a point from Team 1, the lower area should be clicked.
	15	Basketball Team 2	This shows the name of Team 2 at the top. At the center is the score of Team 2. To add a point to Team 2, the upper area should

			he clicked. If the uper peeds to subtract a point from Team 2, click
			be clicked. If the user needs to subtract a point from Team 2, click the lower area should be clicked.
			This counts the total number of fouls by the players of Team 1. To add a foul to Team 1, any of the five (5) white buttons can be
	16	Fouls by Basketball Team 1	clicked and the button clicked will change to a yellow color. To remove a foul from Team 1, any of the yellow buttons can be clicked and the button clicked will return to a white color.
	17	Fouls by Basketball Team 2	This counts the total number of fouls by the players of Team 2. To add a foul to Team 2, any of the five (5) white buttons can be clicked and the button clicked will change to a yellow color. To remove a foul from Team 2, any of the yellow buttons can be clicked and the button clicked will return to a white color.
Volleyball Menu	18	Textboxes for volleyball team names	There are two (2) textboxes for entering the names of each opposing team. After submitting the form, Team 1 will be on the left of the scoreboard, while Team 2 will be on the right.
	19	Radio buttons for number of sets	There are two (2) radio buttons for choosing how many sets will there be in the game, which can either be 3 or 5.
	20	Submit button for volleyball form	After filling out all information, clicking the button will direct the user to the scoreboard for the volleyball game.
Volleyball Scoreboard	21	Set number	This text indicates the current set of the game. The number will range depending on the previously input number of sets from the volleyball menu.
	22	Sets won by Team	This counts the number of sets won by Team 1. The maximum value this can have is (number of sets + 1) / 2.
	23	Sets won by Team 2	This counts the number of sets won by Team 2. The maximum value this can have is (number of sets + 1) / 2.
	24	Volleyball Team 1	This shows the name of Team 1 at the top. At the center is the score of Team 1 for the current set. To add a point to Team 1, the upper area should be clicked. If the user needs to subtract a point from Team 1, the lower area should be clicked.
	25	Volleyball Team 2	This shows the name of Team 2 at the top. At the center is the score of Team 2 for the current set. To add a point to Team 2, the upper area should be clicked. If the user needs to subtract a point from Team 2, the lower area should be clicked.
	26	Button for next set	This will only appear when a set is finished. For a set to be finished, a team has to score twenty-five (25) points and be ahead of the opposing team by at least two (2) points. When the scores are 24-24, there is a deuce. In the event of a deuce, the first team to be ahead by two (2) points is the winner for the set.
	27	Scores per set by Team 1	On the left side of the score of Team 1 for the current set, the scores of each previous set will be shown, first on top and most recent on bottom.
	28	Scores per set by Team 2	On the right side of the score of Team 2 for the current set, the scores of each previous set will be shown, first on top and most recent on bottom.

b. Use recommendation

The website needs to be connected to the server, which can be by having them on the same computer or through a network connection, such as a local connection or the Internet. In order to use the website correctly, the website needs a user who will act as a scorer, who should be knowledgeable about the sport to be scored.

c. Maintenance

It requires its server to be running when accessing the website.