

Hopper User Manual

Team 1000 - SENG302

As of Sprint 5

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1 Introduction

The production instance of Hopper can be found on <https://csse-s302g10.canterbury.ac.nz/prod/>. This is the website we will reference in this user manual. However, a staging instance also exists at <https://csse-s302g10.canterbury.ac.nz/test/>, and local instances can be created by cloning the Team 1000 repository from the University of Canterbury's EngGitlab here: <https://eng-git.canterbury.ac.nz/seng302-2023/team-1000/>, and running the command `./gradlew bootRun`.

2 Accounts

2.1 Registering an Account

In order to access much of our website, you must first register an account.

You can access the registration page by clicking the register button in the top right, or by manually navigating to `/register`. Fill out the registration form your name (first and last are both required – sorry Vincent), email address, date of birth, and a password. All users must be at least 13 years old to use Hopper.

Your password must also meet certain metrics for strength. Your password must contain at least 8 characters, at least one upper case letter, at least one lower case letter, at least one number, and at least one other ‘special’ character. You can see these metrics by hovering over the (?) icon. You must then retype this password exactly in the ‘Confirm Password’ box to confirm that you have written it correctly.

If any field has not been entered correctly, then clicking the ‘Register’ button will display an error on the field that contained the error and a message explaining what the error was.

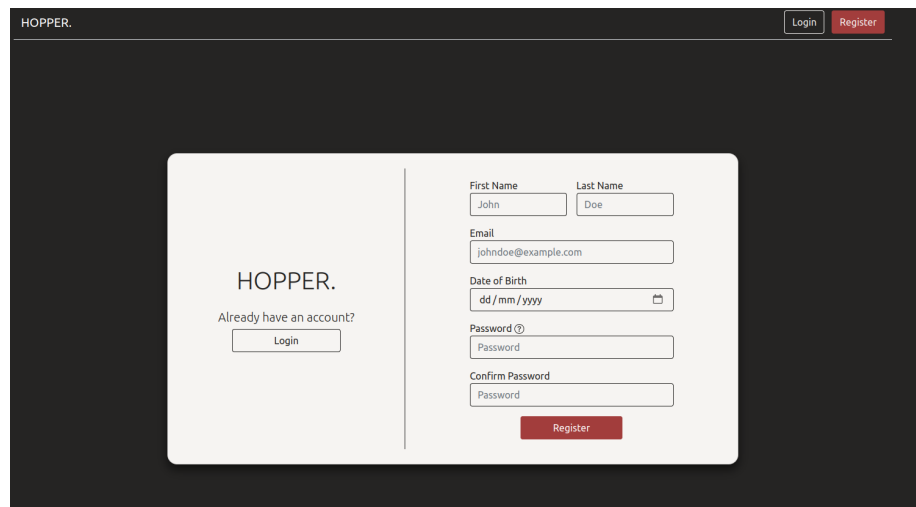


Figure 1: The Hopper registration page

2.2 Email Confirmation

Once you have finished entering your user information, press the ‘Register’ button to register an account with Hopper. Assuming you have done so correctly, you will be brought to page asking you to confirm your email address. You will also be sent an email from the address `seng302team1000@gmail.com` will be sent to the email address that your provided in the registration form with a link to confirm your account. This email may also be sent to you randomly and without warning if your name is Miguel Morales. It may take a few minutes for this email to send, and it may end up in the junk folder. Clicking the provided link will then bring you to the login page and show a message confirming your account has been activated and then you must log in using the credentials you provided during the registration process to begin using Hopper.

If you attempt to log in to your account before confirming your email address, then you will not be able to do so and an error message showing that your account still needs to be activated will be shown.

You must confirm your email address within 2 hours of creating your account, otherwise it will be automatically deleted and you will have to register a new account again.



Figure 2: The ‘confirm your email address’ email, as seen in the Outlook web client. The recipient’s name and email address have been intentionally redacted.

2.3 Login and Password Resets

Once you have created an account for Hopper and confirmed your email address, you can login. You can do this by simply entering your email address and password, and then you will be directed to the home page.

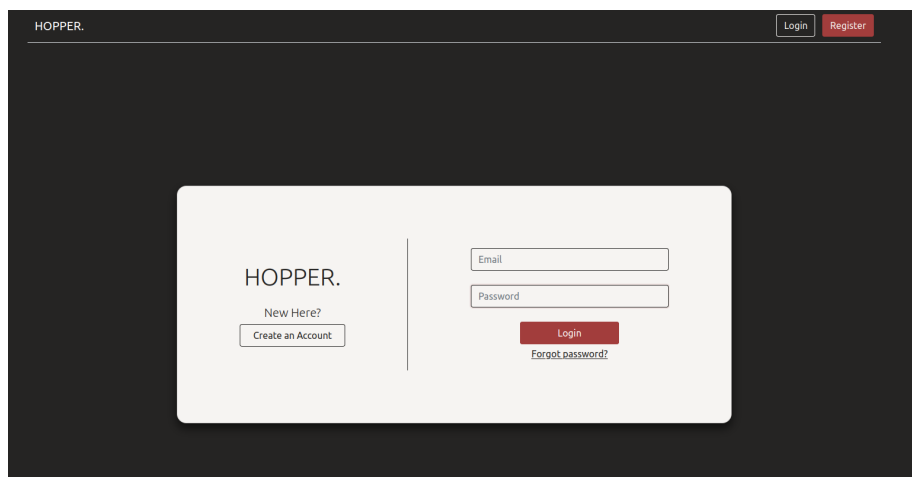


Figure 3: The Hopper login page

If you forget your password, click the “Forgot Password?” to begin the password reset process. Enter your user’s email address into the text box provided, and a password reset link will be sent to that email address from the address **seng302team1000@gmail.com**. If you enter some other email address, the success message will still be displayed, though an email may or may not be sent. So, make sure you entered the correct email!

Once you click the link, you will be taken to the reset password form. Enter a new password into the ‘New Password’ field and then retype the password exactly in the ‘Retype Password’ field. The new password must match the exact same strength requirements from the Registration page. If you enter something incorrectly, or your new password does not meet the same strength requirements, then an error will be displayed on the field with an error message telling you what you did wrong.

Once you enter a valid new password and retype it correctly, clicking the ‘Reset Password’ button will then reset your password and direct you to the login page. For security reasons, you must login again using the new password.

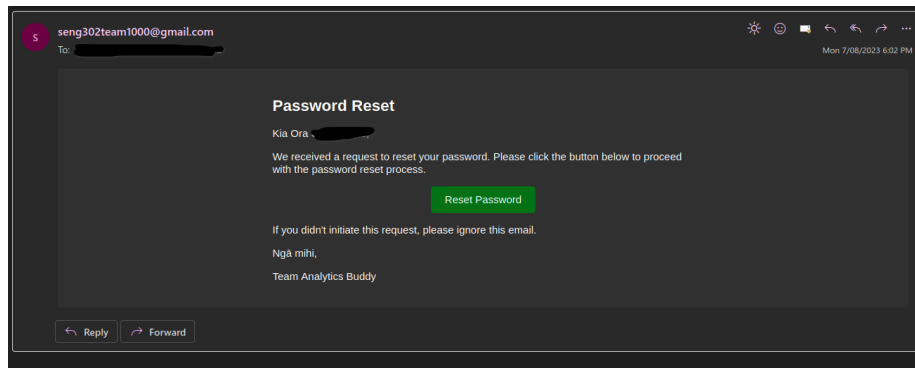


Figure 4: The 'reset your password' email, as seen in the Outlook web client. The recipient's name and email address have been intentionally redacted.

2.4 Viewing User Profile

Once you have navigated to your user profile you will have some options available to you. You will be able to alter your profile picture by clicking on the icon at the top-right of your profile picture, which will open a file picker allowing you to select a new picture. You will also be able to edit your profile from this page, clicking the edit profile button will take you to a page that will allow you to update your details, currently you are also required to complete your profile by entering a location if you haven't. Finally you will be able to manage your teams and activities on this page, being able to create and join teams from the respective buttons on the page, while navigating to any teams you are currently a part of by simply clicking on them from the list. You are also able to view any of your activities from this page from clicking the "My Activities" page.

This Page also includes a sneak preview at our badge system, showing that users will soon be able to earn and showcase badges that they earn by participating in activities so watch this space!

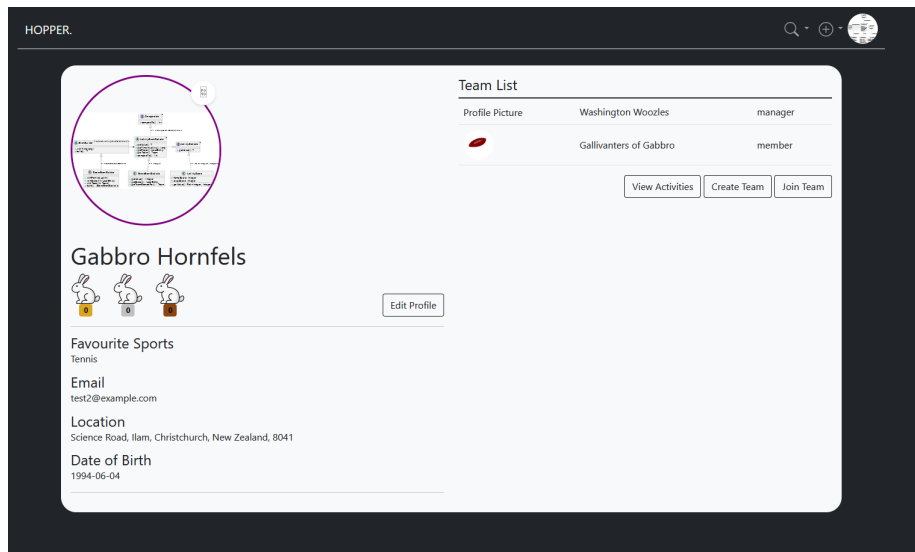


Figure 5: The User Profile page

3 Sport Management

After logging in, you can click on the add icon (icon with the plus sign) to create a club, team or activity. This icon displays a dropdown that lets the user select from the options 'Club', 'Team' and 'Activity'. Clicking on each of them will redirect you to the individual creation page.

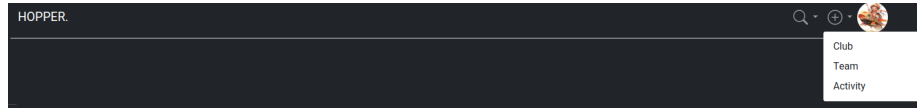


Figure 6: A dropdown where the user can select to create a club, team or activity

3.1 Creating Teams

Navigating to the team creation page, you can create a team by entering valid values for the fields. Above the fields, you can hover over the tooltip to see what counts as a valid value and enter accordingly. Only the team name, sport, city and country fields are required. Optionally, you can upload an image for the team, otherwise a default picture will be used.

Register a team

Team name:* ?

Sport:*

Address:

City:* ?

Country:* ?

Suburb:

Postcode:

Profile image:

No file chosen

Figure 7: Form for team creation

3.2 Editing Teams

After creating a team, you will be redirected to the team's page. On this page, you can see the members of the team as well as the team's details (e.g. sport, image, location, creation date, name and club if applicable). Being a manager of the team, you are able to manage the roles of the members of the team by changing their roles with the dropdown. On the team's page, you can edit the team's profile picture by clicking on the edit icon (on the top right of the picture). Clicking on the edit team details button will bring you to the edit team form.

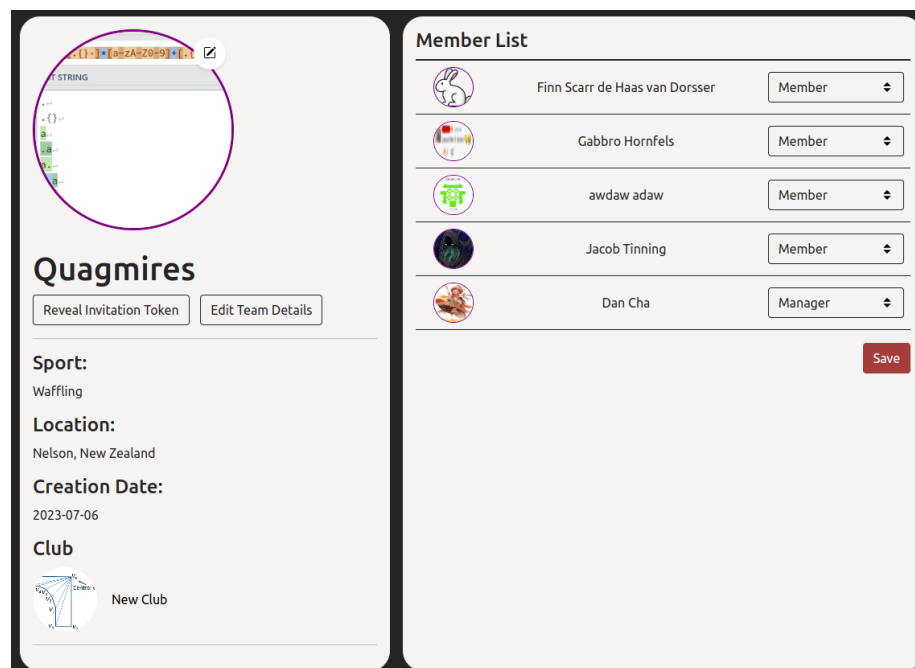


Figure 8: Team page

On the edit team page, you can edit the team's details (e.g. name, sport, address, suburb, city, postcode and country). Only the team name, sport, city and country are required.

Team name:*

Sport:*

Address:

Suburb:

City:

Postcode:


Country:

Figure 9: Form for editing team

3.3 Creating Clubs

After navigating to the club creation page you will see the different fields you need to enter. The name, description, city and country are required indicated by the placeholders 'Required'. The sport, teams, address, suburb and postcode are optional indicated by the placeholder 'Optional'. The user can select one sport and multiple teams. There is the condition that the team plays the sport selected otherwise it will be unable to be added.

Register a Club



Club Name:* ?
Required

Club Description:* ?
Required

Sport:
Select your option

Teams to manage:

No Teams Selected

SENG302TestTeam

Add team

Location

Address:
Optional
Optional

Suburb:
Optional

City:*
Required

Postcode:
Optional

Country:*
Required

Create Club

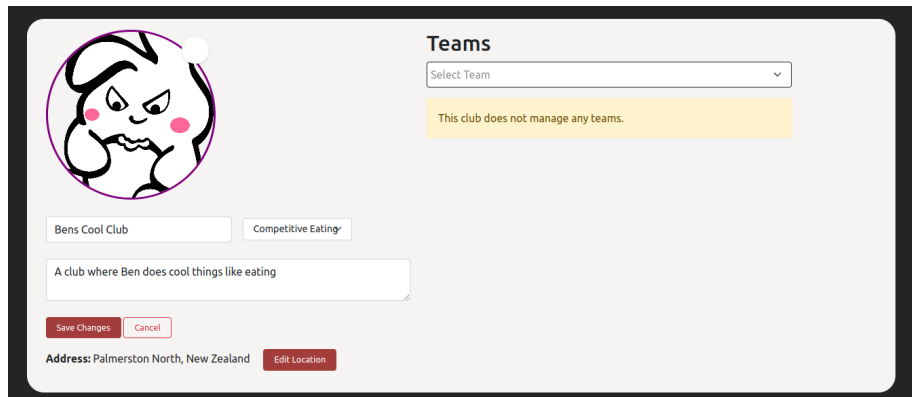
Cancel

Figure 10: Register club page.

After all information is entered and valid, then clicking the 'Create Club' button will create that club. Clicking the 'Cancel' button will forget all information entered and return you to the home page.

3.4 Editing Clubs

Assuming you have created or are managing a club, when you navigate to the club details page, an "Edit" button will be shown to you. By clicking this button you can then change the club's name and description, and also change the club's sport and associated teams, ensuring that the team's sports match the club's associated sport. You can also change the club's location by clicking the 'Edit Location' button, and filling out the necessary fields. The required fields for location are the city and country.



The screenshot shows a web interface for editing a club. On the left, there is a circular profile picture of a cartoon character with pink cheeks and a purple outline. Below the picture, the club's name 'Bens Cool Club' is in a text box, and 'Competitive Eating' is in a dropdown menu. A description box contains the text 'A club where Ben does cool things like eating'. At the bottom left, there are 'Save Changes' and 'Cancel' buttons. Below these, the address 'Palmerston North, New Zealand' is displayed, with an 'Edit Location' button to its right. On the right side of the page, under the heading 'Teams', there is a 'Select Team' dropdown menu. Below this, a yellow message box states 'This club does not manage any teams.'

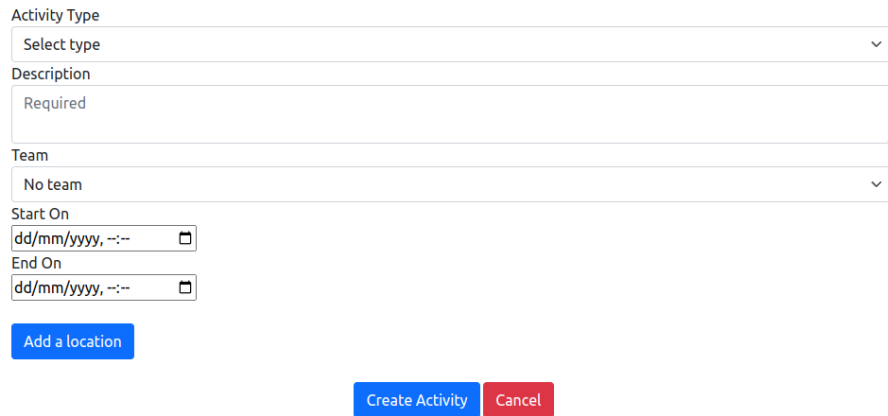
Figure 11: Edit club page.

3.5 Creating Activities

You can create the activity by filling the required fields of the form. For activities, the required fields are "Type", "Description", "Team" (if "Type is a game or training), "Start On", and "End On" date-times. Optionally, the user can choose to add a location to the activity.

Create an Activity

Create a new activity below



The form is titled "Create an Activity" and includes a subtitle "Create a new activity below". It contains several input fields: "Activity Type" with a dropdown menu showing "Select type"; "Description" with a text area and a "Required" label; "Team" with a dropdown menu showing "No team"; "Start On" and "End On" with date-time pickers showing the format "dd/mm/yyyy, --:--"; and an "Add a location" button. At the bottom, there are two buttons: "Create Activity" (blue) and "Cancel" (red).


Figure 12: Create activity page.

3.6 Editing Activities

On the activity page, you can click on the 'Edit' button to navigate to the edit activity page.

Activity Details

Team:

 Profile Picture
Quagmires

Type:

Game

Start time:

2023-08-12T20:03

End time:

2023-08-26T20:03

Description:

sad

Score:

Home:

0

Away:

0

[Edit Score](#)

Lineups

Starters

[Substitutes](#)



Finn Scarr de Haas van Dorsser



Gabbro Hornfels

Log an Event Statistic

Select statistic type

Location:

No location set

[Create another activity](#)

[Edit](#)

[Back to home](#)

Figure 13: Activity page

On the edit activity page, you can edit the activity's details (e.g. type, description, team, date and time and lineup). Optionally, you can also add a location to the activity by clicking on the 'Add location' button. You can move between the selected lineups by clicking on the 'Starters' and 'Substitutes' tabs. Clicking on available players to add to the lineup will add them to the selected lineup.

Edit an Activity

Edit your activity below

Activity Type
Game

Description
sad

Team
Quagmires

Start On
12/08/2023, 20:03

End On
26/08/2023, 20:03

Selected

Available

Starters Substitutes

Finn Scarr de Haas van Dorsser

Gabbro Horrfels

Dan Cha

Jacob Tinning

awdaw adaw

Starters: 2 / 2

Add location

Edit Activity

Cancel

Figure 14: Edit activity form

4 Search

Assuming you are logged in, you can use the navbar to click on the search icon (a magnifying glass). This will display a dropdown containing the options 'Profiles' and 'Teams'. To view the users select the 'Profiles' option by clicking it. To view teams select the 'Teams' option by clicking it. All below is for players but is exactly the same as the teams page.

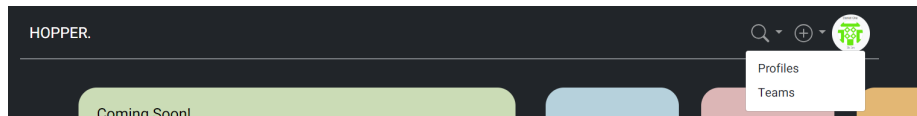


Figure 15: A dropdown where the user can select either 'Profiles' or 'Teams'

After that you will be redirected to either the 'Profiles' or 'Teams' page. See figure below.

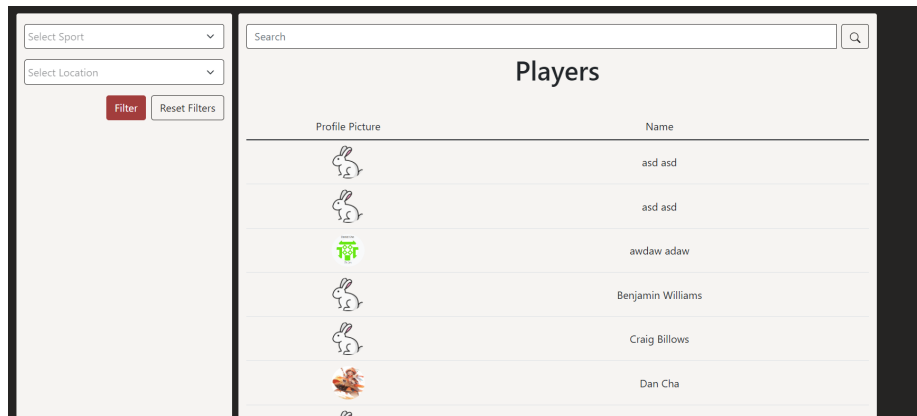


Figure 16: The profiles page shows: 10 players at a time, filtering options and a search bar. There is also a 'Back to Home' button which will return the user to the home page.

The main functionality of this page is to find players using searching, filtering and pagination. All of these work together not independently so you can search, filter and paginate at the same time. Clicking on one of these players will take you to their profile page. The functionality described above is as follows:

4.1 Searching

You can enter a sentence or 'search query' containing at least 3 letters. After entering a sentence and clicking the search icon, the players will updated showing

only players matching the sentence. For example searching 'Alice' will only return players containing that word.



Figure 17: The searchbar with the text field on the left and search button on the right.

4.2 Filtering

For filtering players there are two categories you can filter by; sport and location. By selecting one or both of these fields and clicking 'Filter', only players who meet that criteria will be displayed. Clicking 'Reset Filters' will set both sport and locations filters to be empty.

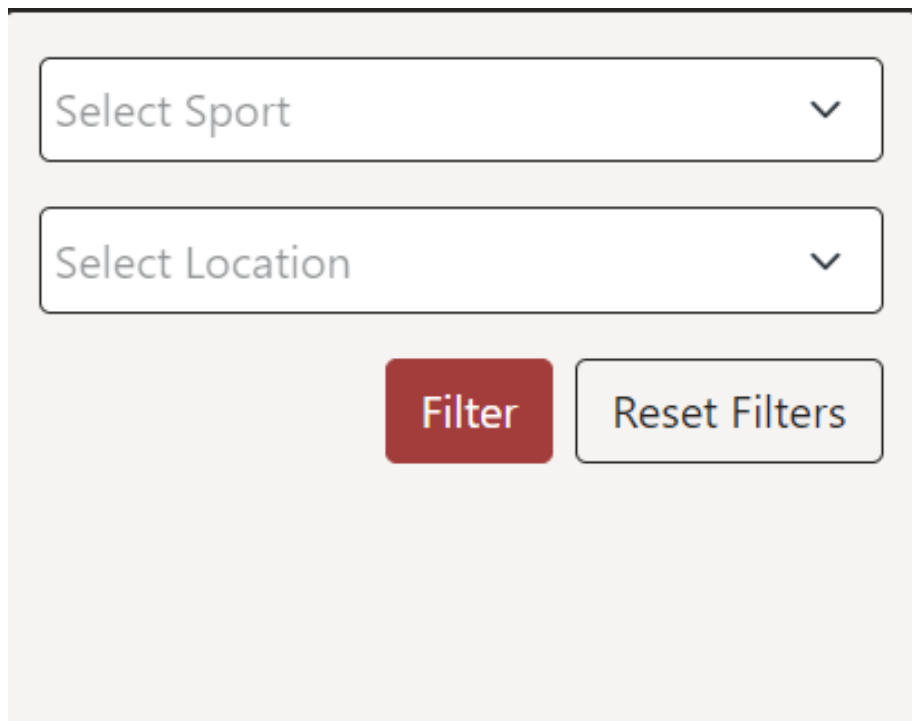


Figure 18: The sports filter, location filter and filter button.

Example in figure below:

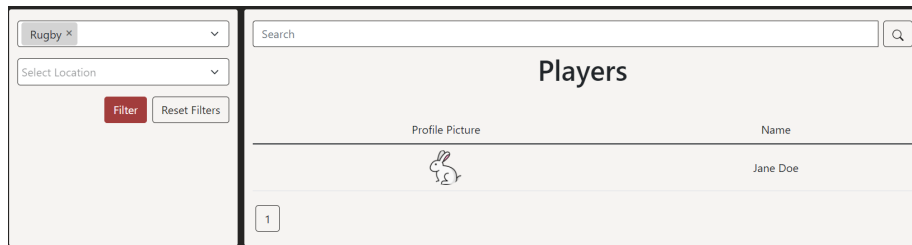


Figure 19: After selecting a sports filter and hitting the 'Filter' button, a player matching that criteria is displayed.

4.3 Pagination

As only 10 players are displayed by default, if there are more than 10 you can use the pagination buttons. For example if there were 12 users then clicking on button '2' would show users '11' and '12'.

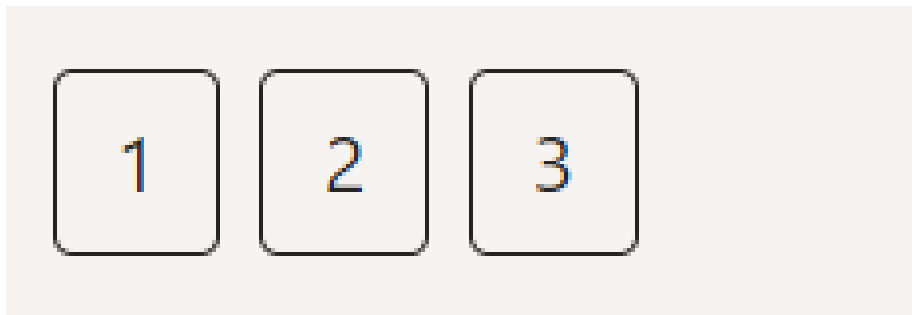


Figure 20: The pagination buttons.