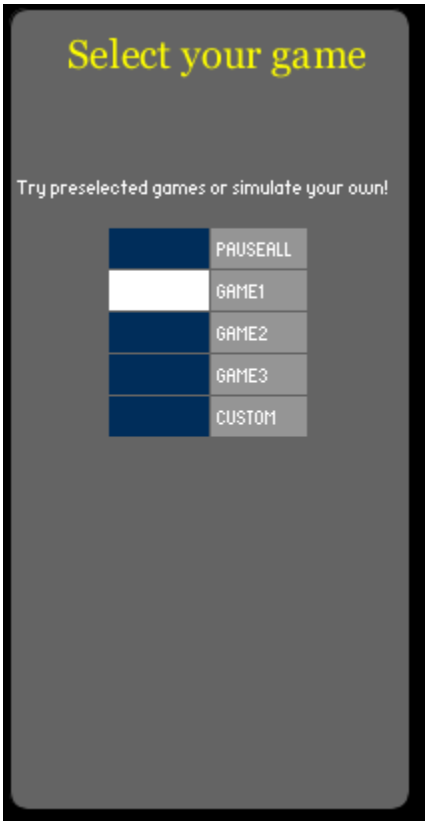
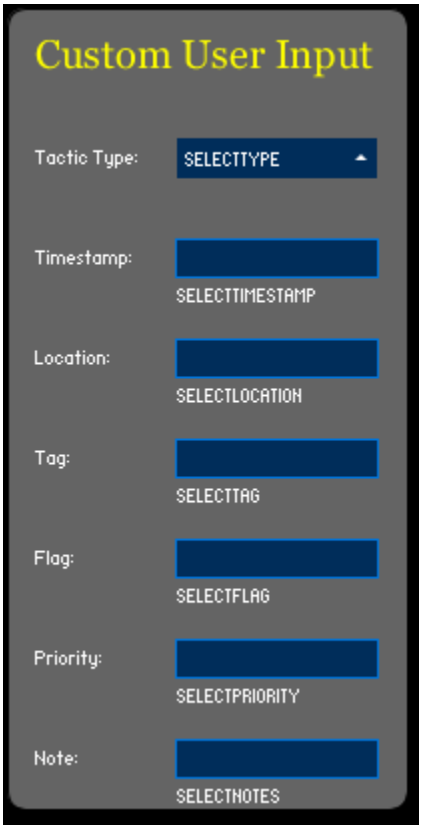
Simulator Instruction ***User Manual***

1.) Upon running the code, you will hear text to speech
2.) Under the "Select your game", select game1 to start
    a.) Try game2 and game3



    b.) Click on "PAUSEALL" button to stop event
    c.)
3.) Try making custom setting
    a.) Select any tactic type
        i.) This is determine what audible sound you hear
        ii.) Select a type
    b.) Timestamp
        i.) Range anywhere from 5000 to infinity (recommended to stay under 100000)
        ii.) Type range and press Enter
    c.) Location
        i.) Location range is A,B,C,D,E.
            (1) A is near our team's goalkeeper
            (2) E is near opposing team's goalkeeper
        ii.) Type range and press Enter
    d.) Tag
        i.) This describes what kind of sound you should hear. For simplicity sakes, you can put any value such as 1
        ii.) Type range and press Enter

e.) Flag
    i.) This is to determine if anyone is offside
        (1) Values will either be on/off. For simplicity sakes, you can put any value such as 1
    ii.) Type range and press Enter
f.) Priority
    i.) This is to determine which tactic type is more of priority
        (1) Values 1 to 5
        (2) Will only be in effect when two events have same timestamps
    ii.) Type range and press Enter
g.) Note
    i.) Anything the users want to note down
        (1) Can be null



4.) Make sure you have entered all fields of the input then press "PUSHTHESEINPUTS" button

5.) If you wish to make more datapoints, repeat step #3 and #4
6.) Once you are ready to create a custom json file, click on "MAKEJSONFILE" and a custom.json file will be created with your custom user inputs.

Text to speech is used in the beginning of the simulator to provide additional instructions. The simulator reads off the json files in real time. They are based on the timestamp and the built in function of ControlTimer();. Once the ControlTimer reaches the timestamp value in the json, the notification will be sent. Any data or event may be triggered by adding custom json values from the UI as described in the simulator instructions above. A specific .wav file is associated with a tactic type. A user will be notified with different distinctive audio files upon tactic changes. A user may add up to 90 data instructions for the custom user json. This is limited to 90 only because of the array size initialized and can easily be increased in the code. 90 is set assuming that is an adequate number as there are 90 minutes in a typical soccer game and a typical user will not exceed 30+ instruction sets. Within 90 minutes.