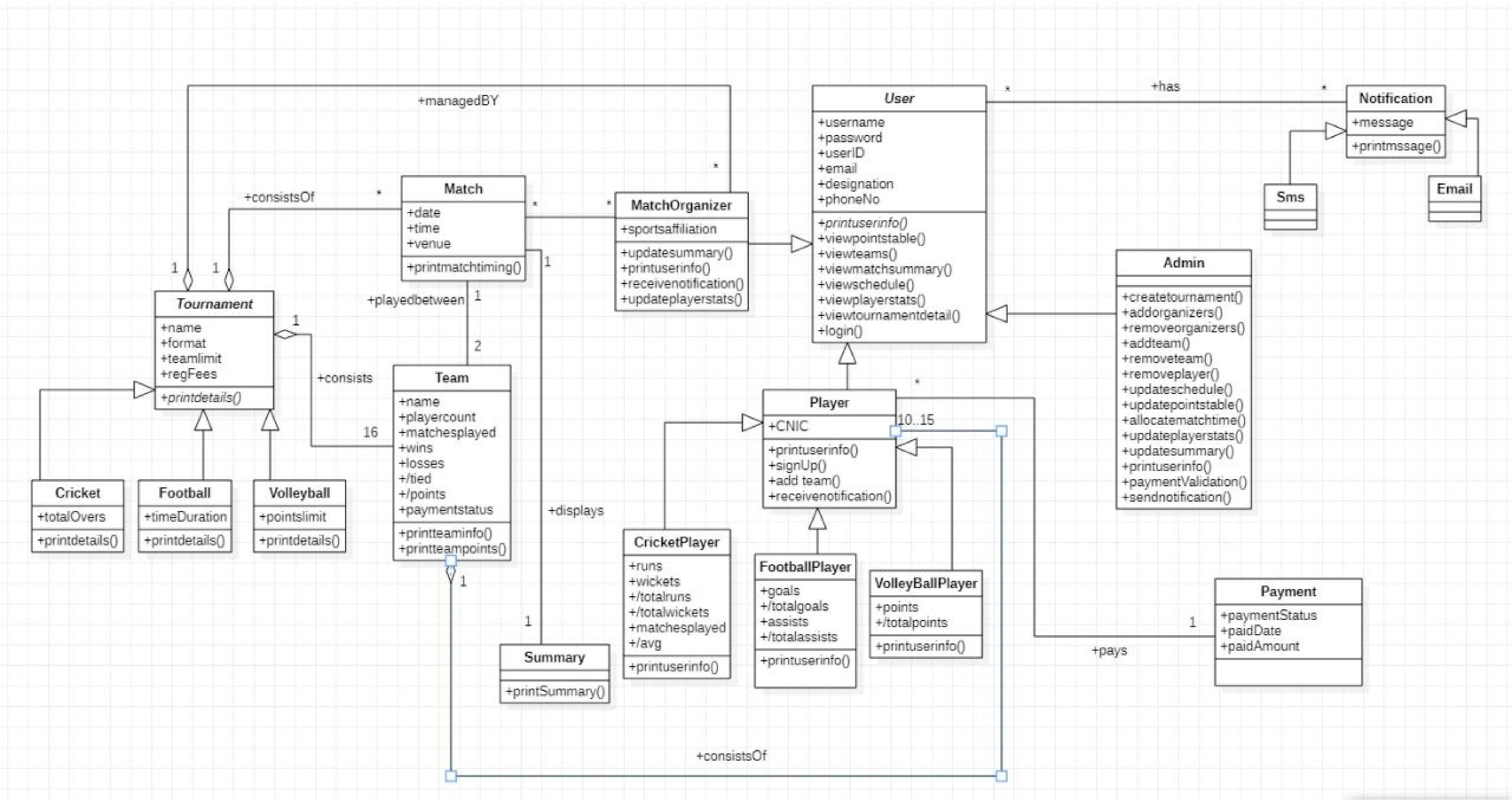
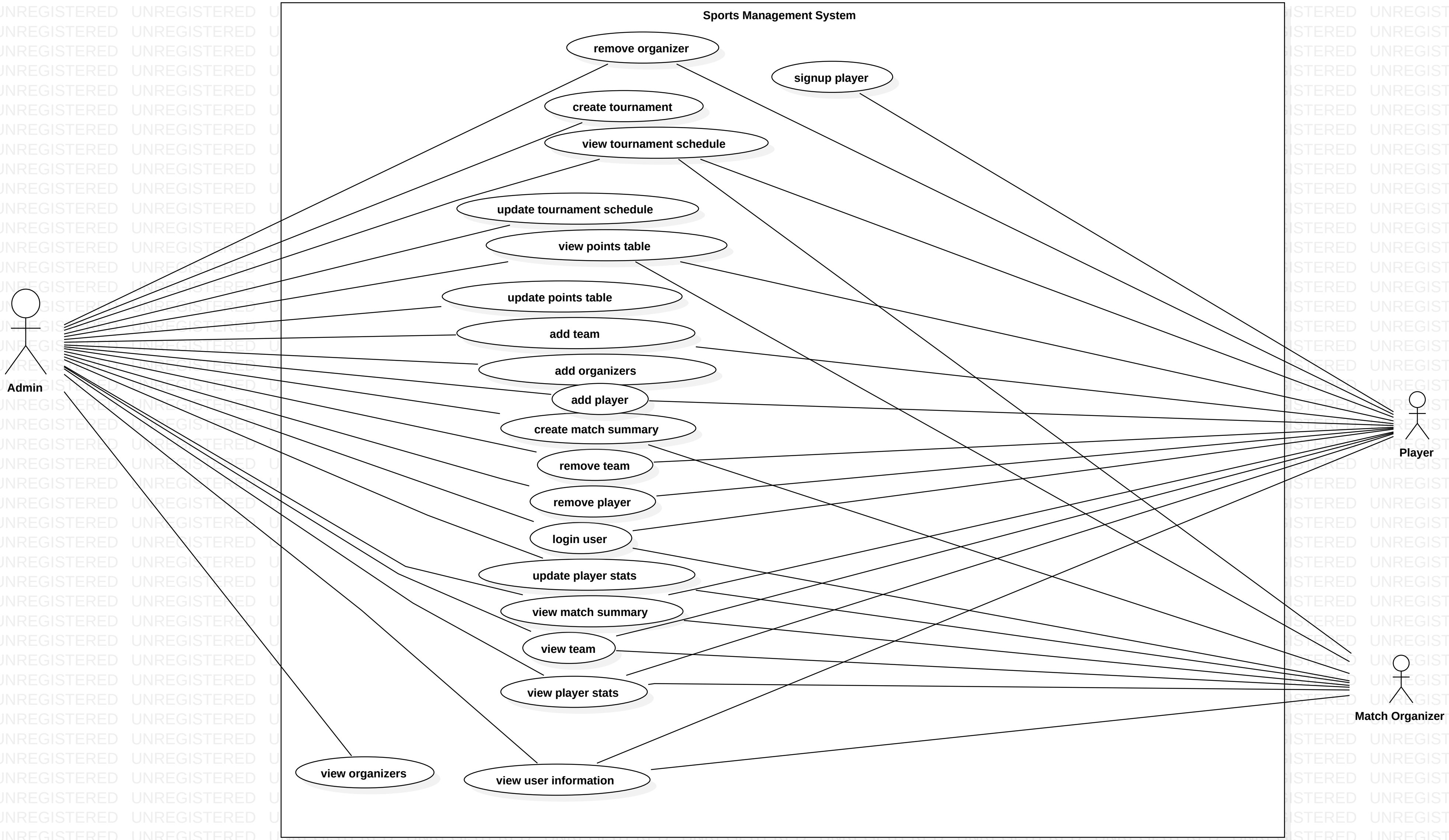
Analysis Class Diagram



Model::UseCaseDiagram1

Use Case Diagram



Identifier	UC-1	
Name	create tournament	
Summary	admin will create tournament of a specific sport after entering required data	
Priority	Medium	
Actors	Admin	
Pre-condition(s)	Admin is logged in the system	
Post-condition(s)	Tournament is added in the tournament list	
Typical Course of Action		
S#	**Actor Action**	**System Response**
1	Press create tournament button	
2		Prompts to enter required data
3	Enter tournament information	
4		Verify information
5		Create tournament instance
Alternate Course of Action(invalid information)		
S#	**Actor Action**	**System Response**
5		Display invalid information error
Go back to step 3		

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-2</td></tr>
<tr><td><b>Name</b></td><td colspan="2">view tournament schedule</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">view match schedules of a tournament</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">High</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin, Player, Match Organizer</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">A tournament exists in the system</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">User is on the tournament schedule page</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Press particular tournament button to view its schedule</td><td></td></tr>
<tr><td>2</td><td></td><td>Display match schedule</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
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<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td></td><td></td><td></td></tr>
</table>

Identifier	UC-3
Name	view point table
Summary	Display the points of all participating teams
Priority	High
Actors	Admin, Player, Match Organizer
Pre-condition(s)	Teams data exists in a particular tournament
Post-condition(s)	User is on the point table page

Typical Course of Action

S#	**Actor Action**	**System Response**
1	Press view point table button to spectate point table	
2		Display point table

Alternate Course of Action

S#	**Actor Action**	**System Response**

Identifier	UC-4
Name	view match summary
Summary	Displays the summary of a match
Priority	High
Actors	Admin, Player, Match Organizer
Pre-condition(s)	Particular Match has been played
Post-condition(s)	User is on the match summary page

	Typical Course of Action	
S#	**Actor Action**	**System Response**
1	Press particular match button to view match summary	
2		Display match summary
	Alternate Course of Action	
S#	**Actor Action**	**System Response**

Identifier	UC-5
Name	view organizers
Summary	Displays the list of all organizers
Priority	low
Actors	Admin
Pre-condition(s)	Admin is logged in the system organizers information exists in the system
Post-condition(s)	The admin is on the organizers information page

Typical Course of Action

S#	Actor Action	System Response
1	Press view organizers button in the admin page	
2		Display list of all organizers

Alternate Course of Action

S#	Actor Action	System Response

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-6</td></tr>
<tr><td><b>Name</b></td><td colspan="2">view User information</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">Displays the information of a particular user</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">low</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin, Player, Match Organizer</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">The user is logged in the system(as a player/admin/organizer)</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">The user is on the user information page</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Press player button to view information of a user</td><td></td></tr>
<tr><td>2</td><td></td><td>Display user information</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
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<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td></td><td></td><td></td></tr>
</table>

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-7</td></tr>
<tr><td><b>Name</b></td><td colspan="2">add Official</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">Assigns an official to a match</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">medium</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">The admin is logged in the system</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">Official is added in the official’s list of a tournament
Admin is on the organizers data page</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Press match to assign official to</td><td></td></tr>
<tr><td>2</td><td>Press organizer to assign as official</td><td></td></tr>
<tr><td>3</td><td></td><td>Verify information added</td></tr>
<tr><td>4</td><td></td><td>Add official to a match</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action()</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>4</td><td></td><td>Display error message ”Organizer already assigned”</td></tr>
<tr><td colspan="3">Go back to step 2</td></tr>
</table>

Identifier	UC-8
Name	log in
Summary	Logs in a player/match organizer/admin
Priority	High
Actors	Admin, Player, Match Organizer
Pre-condition(s)	User is not logged in the system
Post-condition(s)	User is logged in the system User is on the home page

Typical Course of Action

S#	Actor Action	System Response
1	Enter log in button	
2		Display log in page
3		Prompt for username, password
4	Enter username	
5	Enter password	
6		Verify information
7		Logs in

Alternate Course of Action

S#	Actor Action	System Response
7		Displays error message “Invalid username”

Go back to step 2

Alternate Course of Action

S#	Actor Action	System Response
7		Displays error message “Incorrect password”

Go back to step 2

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-9</td></tr>
<tr><td><b>Name</b></td><td colspan="2">update tournament schedule</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">Updates the schedule of the tournament</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">Medium</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">Admin is logged in the system</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">Tournament schedule data is updated</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Press update schedule button</td><td></td></tr>
<tr><td>2</td><td></td><td>Prompts for specific match</td></tr>
<tr><td>3</td><td>Enter particular match button</td><td></td></tr>
<tr><td>4</td><td></td><td>Prompts for time/date</td></tr>
<tr><td>5</td><td>Enter time/date/</td><td></td></tr>
<tr><td>6</td><td></td><td>verify updated information</td></tr>
<tr><td>7</td><td></td><td>Update schedule</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action(Invalid time/date)</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>7</td><td></td><td>Display error message ”Invalid time or date entered”</td></tr>
<tr><td colspan="3">Go back to step 5</td></tr>
</table>

Identifier	UC-10
Name	update point table
Summary	Updates the points table of a specific tournament
Priority	High
Actors	Admin
Pre-condition(s)	Admin is logged in the system
Post-condition(s)	Points data is updated in the point table

Typical Course of Action

S#	**Actor Action**	**System Response**
1	Select team to update points of	
2		Verify information
3		Calculate updated points
4		Update point table

Alternate Course of Action

S#	**Actor Action**	**System Response**
3		Display error message ”Team hasn’t played yet”
Go Back to step 1		

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-11</td></tr>
<tr><td><b>Name</b></td><td colspan="2">create match summary</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">It will create the summary of a match</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">High</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin, Match Organizer</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">Admin or match organizer is logged in the system</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">Match summary is created and match data is updated</td></tr>
<tr><th colspan="3">Typical Course of Action</th></tr>
<tr><th>S#</th><th>Actor Action</th><th>System Response</th></tr>
<tr><td>1</td><td>Press specific match button to create a match summary</td><td></td></tr>
<tr><td>2</td><td></td><td>Display scorecard to update</td></tr>
<tr><td>3</td><td></td><td>Prompt for update data(score/wickets)</td></tr>
<tr><td>4</td><td>Enter data</td><td></td></tr>
<tr><td>5</td><td></td><td>Verify data</td></tr>
<tr><td>6</td><td></td><td>Update data</td></tr>
<tr><td>7</td><td></td><td>Create summary</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><th colspan="3">Alternate Course of Action(match yet to happen)</th></tr>
<tr><th>S#</th><th>Actor Action</th><th>System Response</th></tr>
<tr><td>2</td><td></td><td>Display error message ”match hasn’t happened yet”</td></tr>
<tr><td colspan="3">Go back to step 1</td></tr>
<tr><th colspan="3">Alternate Course of Action(wrong data entered)</th></tr>
<tr><th>S#</th><th>Actor Action</th><th>System Response</th></tr>
<tr><td>6</td><td></td><td>Display error message “wrong data entered”</td></tr>
<tr><td colspan="3">Go back to step 4</td></tr>
</table>

<table>
<tr><td colspan="2"><b>Identifier</b></td><td>UC-12</td></tr>
<tr><td colspan="2"><b>Name</b></td><td>update player stats</td></tr>
<tr><td colspan="2"><b>Summary</b></td><td>Updates the stats of a player for a tournament</td></tr>
<tr><td colspan="2"><b>Priority</b></td><td>high</td></tr>
<tr><td colspan="2"><b>Actors</b></td><td>Admin, Match Organizer</td></tr>
<tr><td colspan="2"><b>Pre-condition(s)</b></td><td>Admin/match organizer is logged in the system</td></tr>
<tr><td colspan="2"><b>Post-condition(s)</b></td><td>Stats of a player are updated</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Select player from players list</td><td></td></tr>
<tr><td>2</td><td></td><td>Display player stats</td></tr>
<tr><td>3</td><td></td><td>Prompt user to add updated stats</td></tr>
<tr><td>4</td><td>Enter player stats</td><td></td></tr>
<tr><td>5</td><td></td><td>Verify updated stats</td></tr>
<tr><td>6</td><td></td><td>Update stats</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action(wrong data entered)</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>6</td><td></td><td>Display error message ”invalid data entered”</td></tr>
<tr><td colspan="3">Go back to step 4</td></tr>
</table>

Identifier	UC-13
Name	view player stats
Summary	View a players stats in a tournament
Priority	High
Actors	Admin, Player, Match Organizer
Pre-condition(s)	Player should exist in a tournament
Post-condition(s)	User is on the player stats page

Typical Course of Action

S#	**Actor Action**	**System Response**
1	Select player from player list	
2		Display player stats

Alternate Course of Action

S#	**Actor Action**	**System Response**

Identifier	UC-14
Name	sign up
Summary	Sign up a player willing to register a team
Priority	Medium
Actors	Player
Pre-condition(s)	User is not logged in already
Post-condition(s)	Player data is added to registered players list in the system

Typical Course of Action		
S#	**Actor Action**	**System Response**
1	Enter sign up option	
2		Prompt username, password and other mandatory details
3	Enter username	
4	Enter password	
5	Enter mandatory details	
6		Verify information
7		Sign up the player
Alternate Course of Action(Invalid username)		
S#	**Actor Action**	**System Response**
7		Display error message “invalid username”
Go back to step 3		
Alternate Course of Action(Invalid password)		
S#	**Actor Action**	**System Response**
7		Display error message “invalid password”
Go back to step 4		
Alternate Course of Action(Invalid details)		

<table>
<tr><th>S#</th><th>Actor Action</th><th>System Response</th></tr>
<tr><td>7</td><td></td><td>Display error message “invalid details entered”</td></tr>
<tr><td colspan="3">Go back to step 5</td></tr>
</table>

Identifier	UC-15
Name	remove player
Summary	Removes a player from a team
Priority	low
Actors	Admin, Player
Pre-condition(s)	The user(admin/player) is logged in the system
Post-condition(s)	The particular player is removed and no longer in the system

Typical Course of Action

S#	Actor Action	System Response
1	Press the remove player button to remove a player	
2		Shows list of players
3		Prompt for player to remove
4	Enter player	
5		Removes player

Alternate Course of Action

S#	Actor Action	System Response

Identifier	UC-16
Name	remove team
Summary	Removes a team from a particular tournament
Priority	low
Actors	Admin
Pre-condition(s)	Admin is logged in the system
Post-condition(s)	The particular team is removed and no longer in the tournament

Typical Course of Action

S#	Actor Action	System Response
1	Press the remove team button to remove a particular team	
2		Removes the team

Alternate Course of Action

S#	Actor Action	System Response

<table>
<tr><td colspan="2"><b>Identifier</b></td><td>UC-17</td></tr>
<tr><td colspan="2"><b>Name</b></td><td>remove organizer</td></tr>
<tr><td colspan="2"><b>Summary</b></td><td>Removes an organizer from a tournament</td></tr>
<tr><td colspan="2"><b>Priority</b></td><td>low</td></tr>
<tr><td colspan="2"><b>Actors</b></td><td>Admin</td></tr>
<tr><td colspan="2"><b>Pre-condition(s)</b></td><td>The admin is logged in the system</td></tr>
<tr><td colspan="2"><b>Post-condition(s)</b></td><td>The organizer is no longer in the tournament organizer list</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Press the remove organizer button to remove an organizer</td><td></td></tr>
<tr><td>2</td><td></td><td>Shows list of organizers</td></tr>
<tr><td>3</td><td></td><td>Prompt for organizer to remove</td></tr>
<tr><td>4</td><td>Enter organizer</td><td></td></tr>
<tr><td>5</td><td></td><td>Removes organizer</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td></td><td></td><td></td></tr>
</table>

<table>
<tr><td colspan="2"><b>Identifier</b></td><td colspan="2">UC-18</td></tr>
<tr><td colspan="2"><b>Name</b></td><td colspan="2">add player</td></tr>
<tr><td colspan="2"><b>Summary</b></td><td colspan="2">Adds a player to a team</td></tr>
<tr><td colspan="2"><b>Priority</b></td><td colspan="2">High</td></tr>
<tr><td colspan="2"><b>Actors</b></td><td colspan="2">Admin, Player(captain)</td></tr>
<tr><td colspan="2"><b>Pre-condition(s)</b></td><td colspan="2">Player/admin is logged in the system</td></tr>
<tr><td colspan="2"><b>Post-condition(s)</b></td><td colspan="2">Player is added to the particular team</td></tr>
<tr><td colspan="4"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td colspan="2"><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td colspan="2">Enter add player option</td><td></td></tr>
<tr><td>2</td><td colspan="2"></td><td>Displays page</td></tr>
<tr><td>3</td><td colspan="2"></td><td>Prompt user to add player information</td></tr>
<tr><td>4</td><td colspan="2">Enter player name</td><td></td></tr>
<tr><td>5</td><td colspan="2">Enter player CNIC</td><td></td></tr>
<tr><td>6</td><td colspan="2">Enter player email</td><td></td></tr>
<tr><td>7</td><td colspan="2">Enter player phone No</td><td></td></tr>
<tr><td>8</td><td colspan="2">Enter player designation</td><td></td></tr>
<tr><td>9</td><td colspan="2">Press add player button</td><td></td></tr>
<tr><td>10</td><td colspan="2"></td><td>Check validation</td></tr>
<tr><td>11</td><td colspan="2"></td><td>Add player to the team</td></tr>
<tr><td colspan="4"><b>Alternate Course of Action(inappropriate CNIC)</b></td></tr>
<tr><td><b>S#</b></td><td colspan="2"><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>11</td><td colspan="2"></td><td>Display message ”inappropriate CNIC format”</td></tr>
<tr><td colspan="4">Go back to step 5</td></tr>
<tr><td colspan="4"><b>Alternate Course of Action(invalid email)</b></td></tr>
<tr><td><b>S#</b></td><td colspan="2"><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>11</td><td colspan="2"></td><td>Display message “invalid email address”</td></tr>
<tr><td colspan="4">Go back to step 6</td></tr>
</table>

Alternate Course of Action(Invalid phone No)		
S#	**Actor Action**	**System Response**
11		Display message "Invalid Phone No"
Go back to step 7		
Alternate Course of Action(team already full)		
S#	**Actor Action**	**System Response**
11		display message "team players limit reached"

Identifier	UC-19
Name	add team
Summary	Adds a team to a tournament
Priority	High
Actors	Admin, Player(captain)
Pre-condition(s)	Admin/player is logged in the system
Post-condition(s)	The team is added in the tournament team list

Typical Course of Action

S#	**Actor Action**	**System Response**
1		Prompt user to add team information
2	Enter name	
3	Enter team player count	
4	Press add team	
5		validation
6		Add team to the tournament

Alternate Course of Action(duplicate name)

S#	**Actor Action**	**System Response**
6		Display message "team name already exists"
	Go back to step 2	

Alternate Course of Action

S#	**Actor Action**	**System Response**

<table>
<tr><td><b>Identifier</b></td><td colspan="2">UC-20</td></tr>
<tr><td><b>Name</b></td><td colspan="2">view team</td></tr>
<tr><td><b>Summary</b></td><td colspan="2">Views the teams participating in the tournament</td></tr>
<tr><td><b>Priority</b></td><td colspan="2">High</td></tr>
<tr><td><b>Actors</b></td><td colspan="2">Admin, Player(captain) ,Match Organizer</td></tr>
<tr><td><b>Pre-condition(s)</b></td><td colspan="2">User is logged in the system</td></tr>
<tr><td><b>Post-condition(s)</b></td><td colspan="2">User is on the view team page</td></tr>
<tr><td colspan="3"><b>Typical Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td>1</td><td>Enter the view teams option</td><td></td></tr>
<tr><td>2</td><td></td><td>Display list of teams</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
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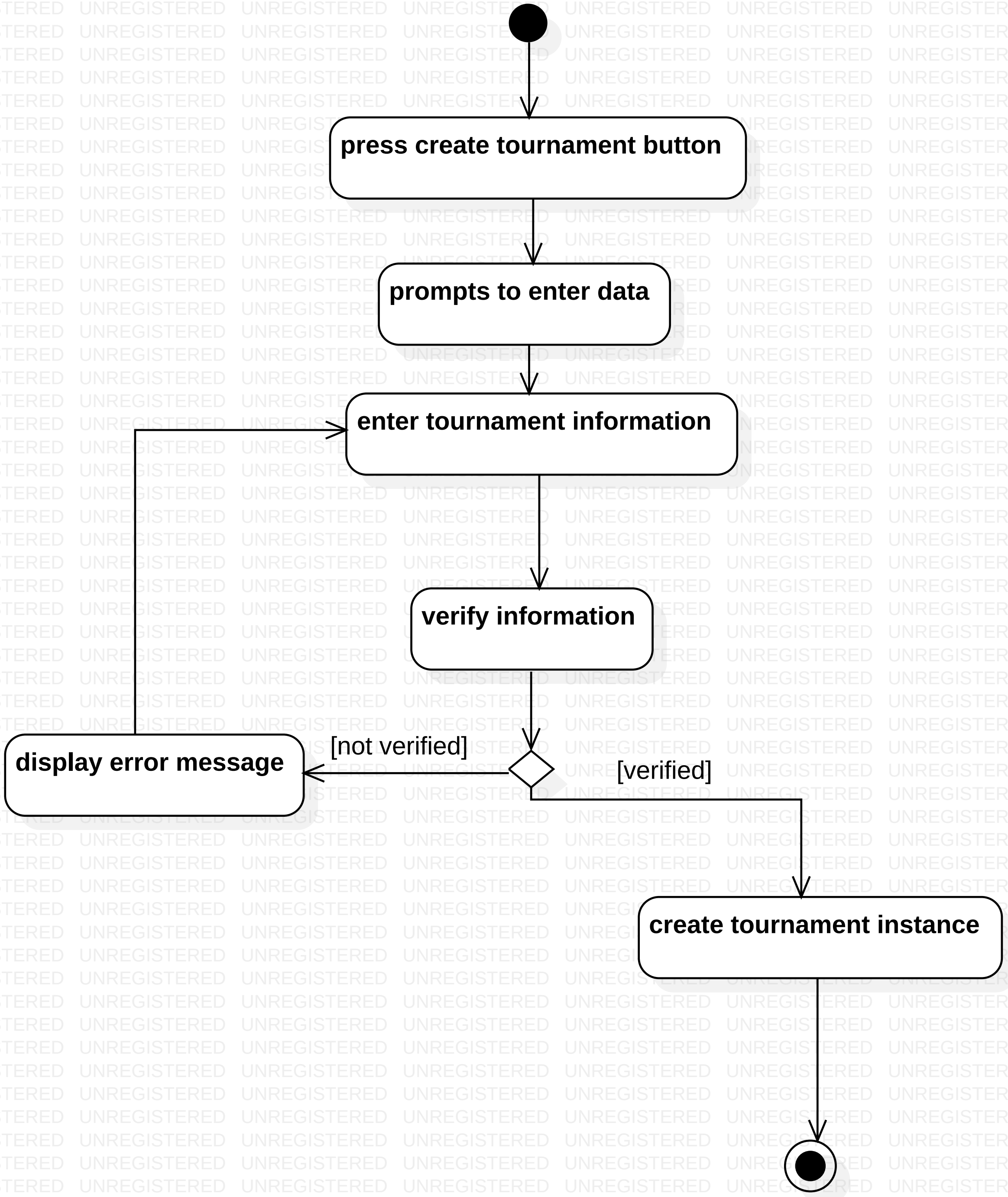
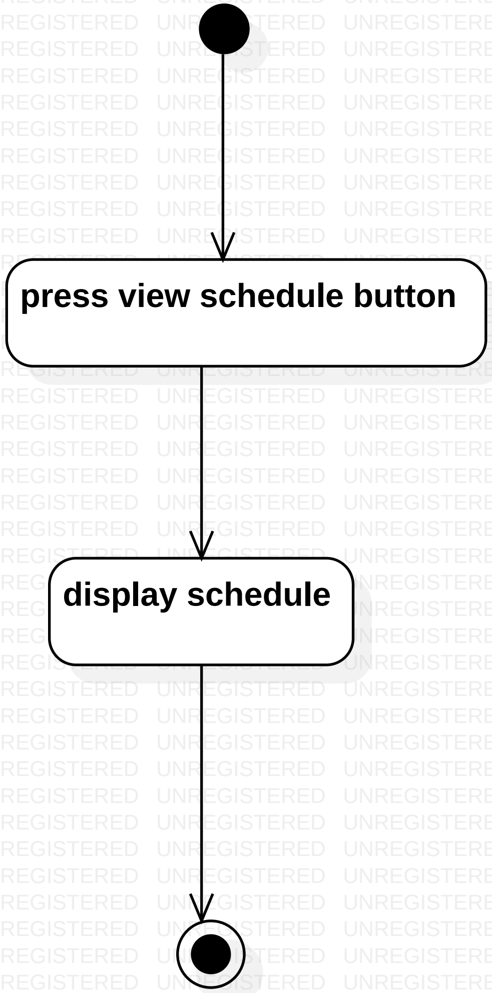
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td colspan="3"><b>Alternate Course of Action</b></td></tr>
<tr><td><b>S#</b></td><td><b>Actor Action</b></td><td><b>System Response</b></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
</table>

Model::Activity1::ActivityDiagram1

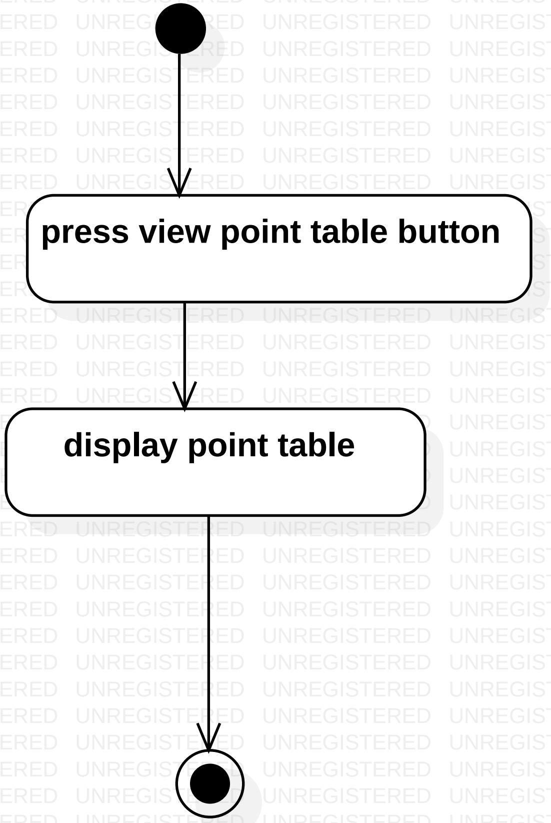
Activity Diagram UC #1


press create tournament button
prompts to enter data
enter tournament information
verify information
[not verified]
[verified]
display error message
create tournament instance

Activity Diagram UC #2

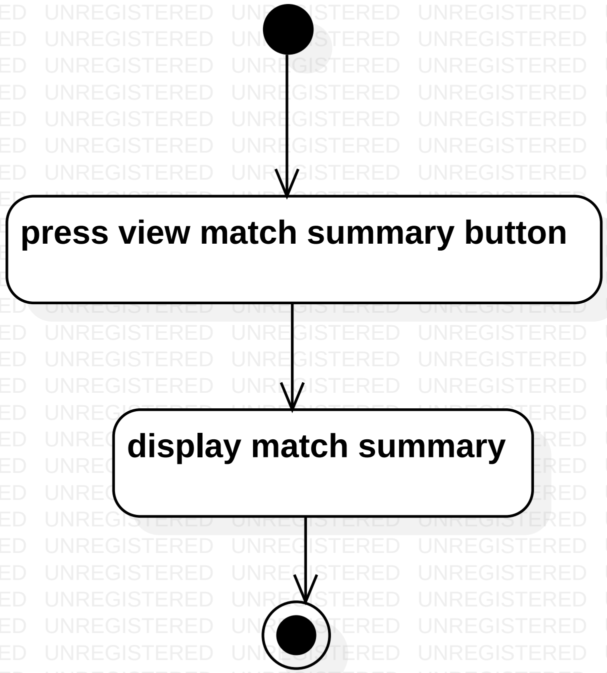


Activity Diagram UC #3



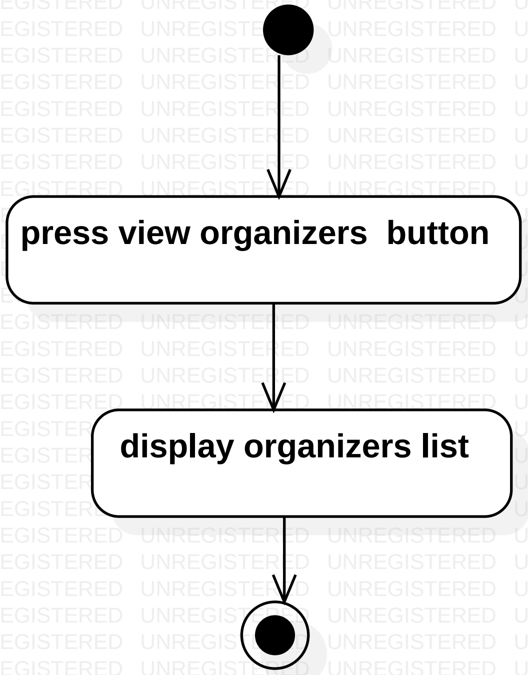
Activity1::ActivityDiagram1

Activity Diagram UC #4



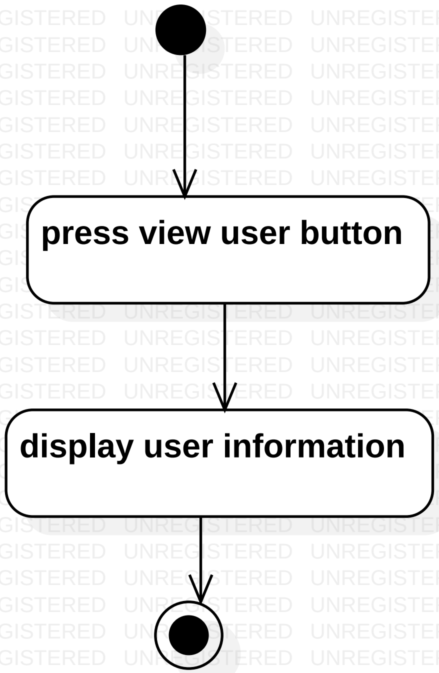
Activity1::ActivityDiagram1

Activity Diagram UC #5



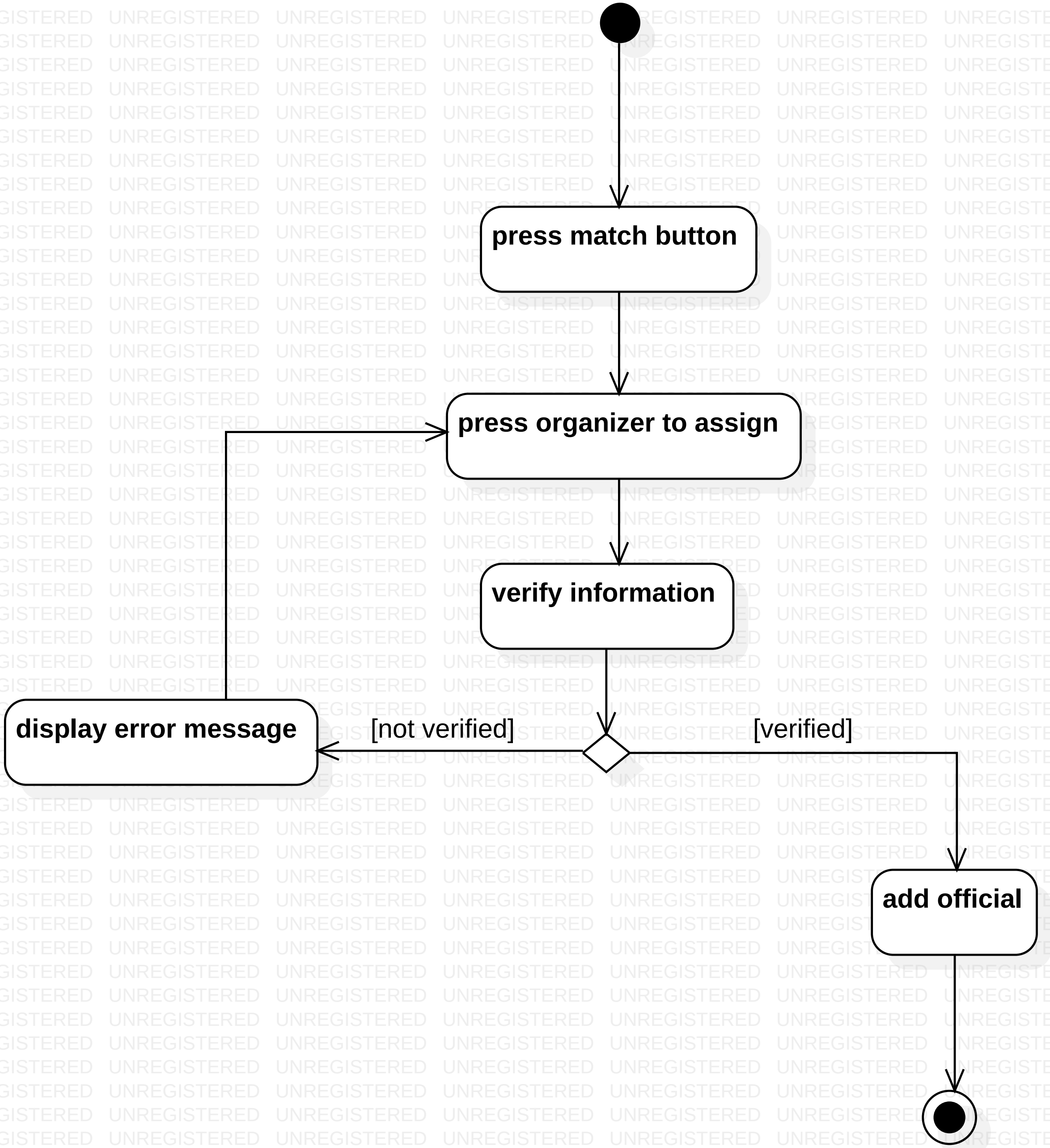
Activity1::ActivityDiagram1

Activity Diagram UC #6



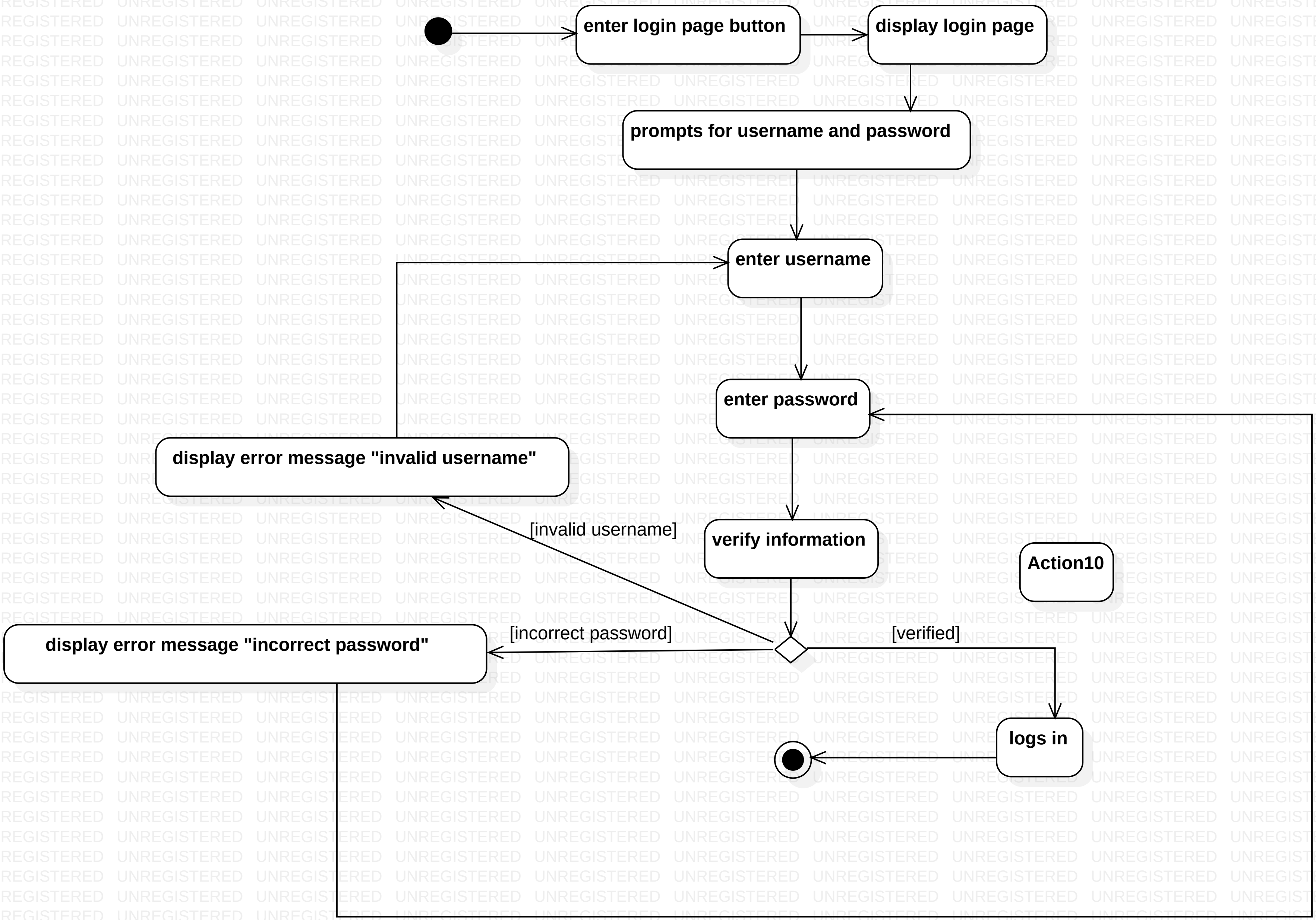
Model::Activity1::ActivityDiagram1

Activity Diagram UC #7



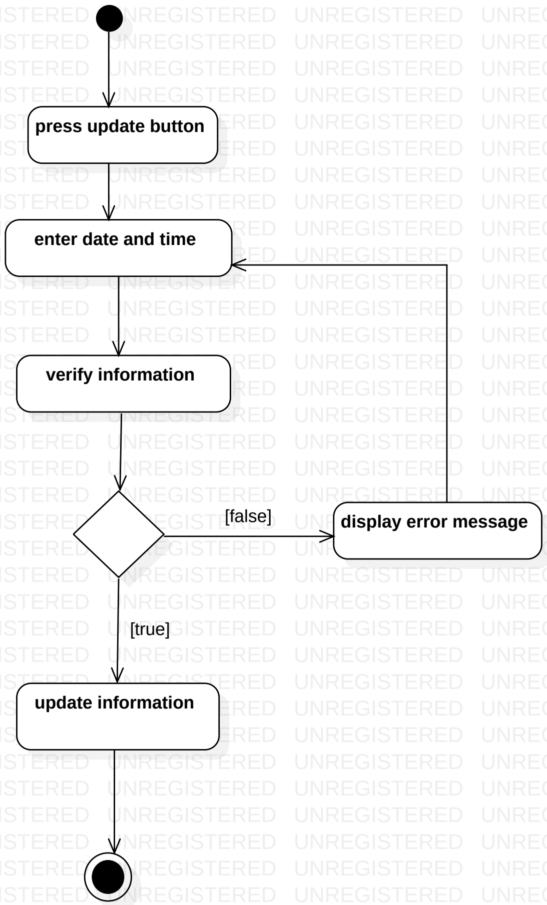
Model::Activity1::ActivityDiagram1

Activity Diagram UC #8



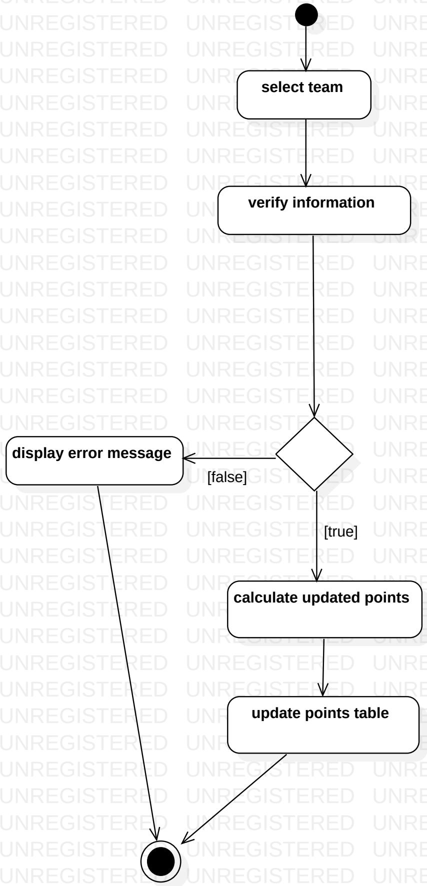
Activity1::ActivityDiagram1

Activity Diagram UC #9

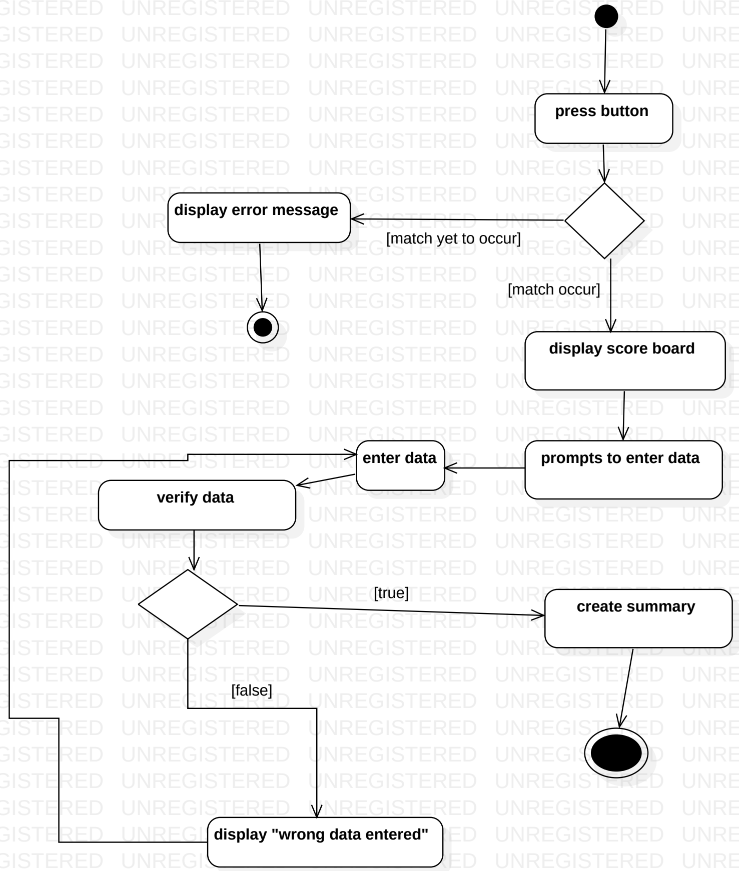


Activity1::ActivityDiagram1

Activity Diagram UC #10

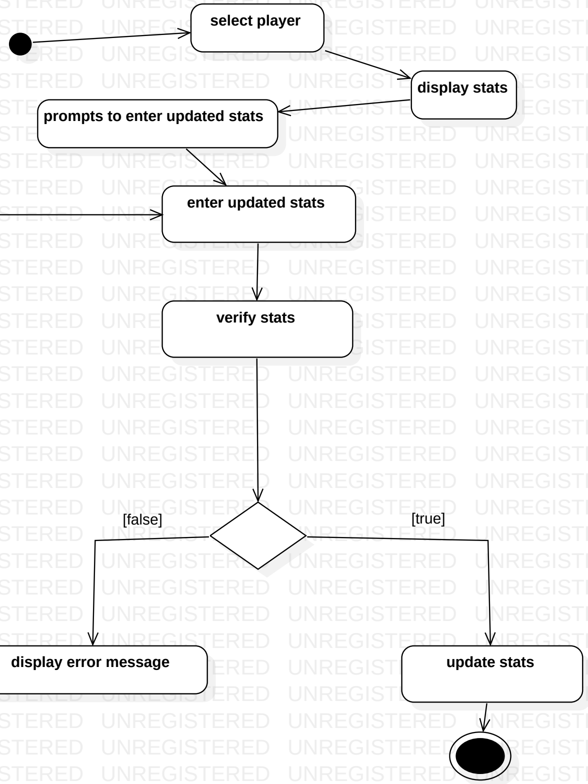


Activity Diagram UC #11

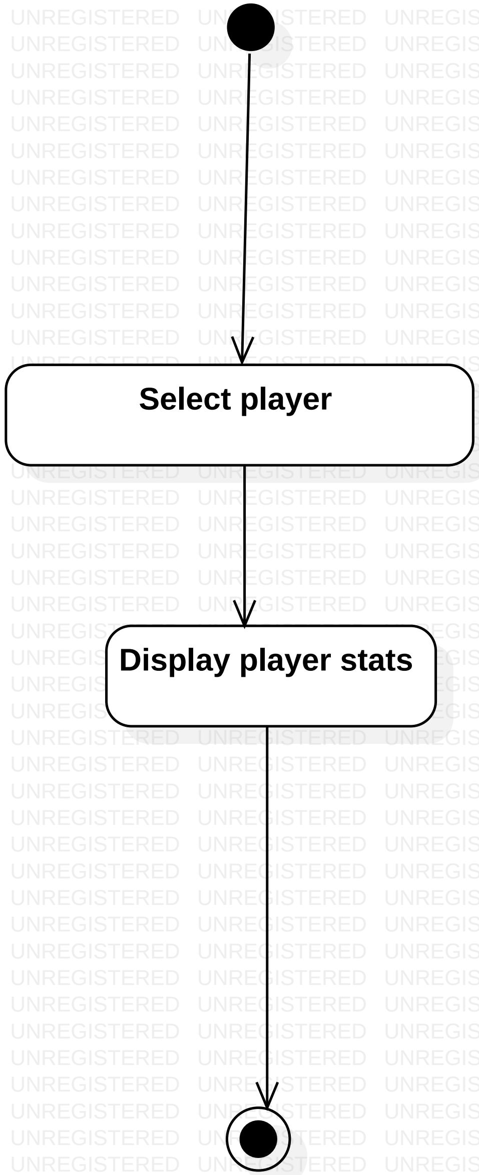


Activity1::ActivityDiagram1

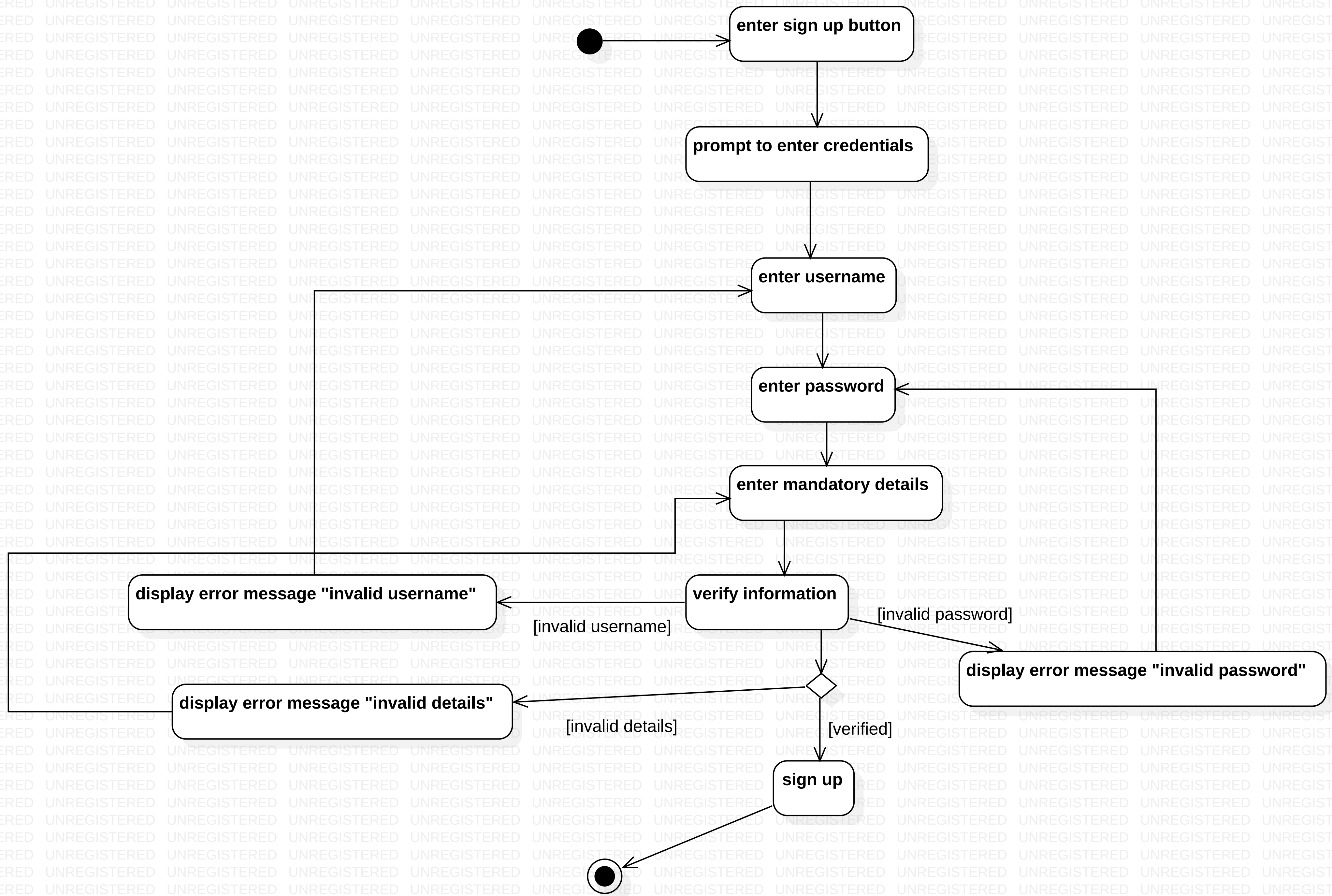
Activity Diagram UC #12



Activity Diagram UC #13

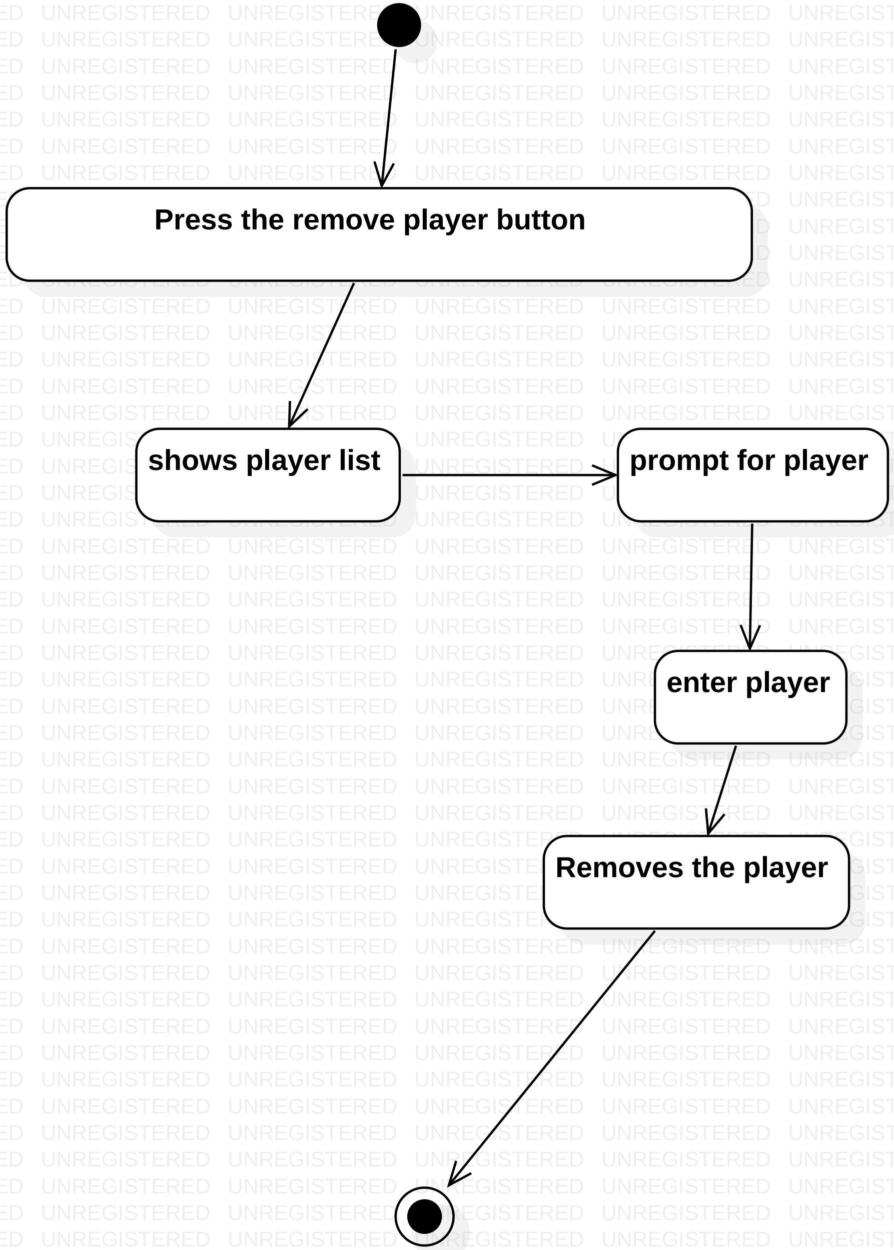


Activity Diagram UC #14

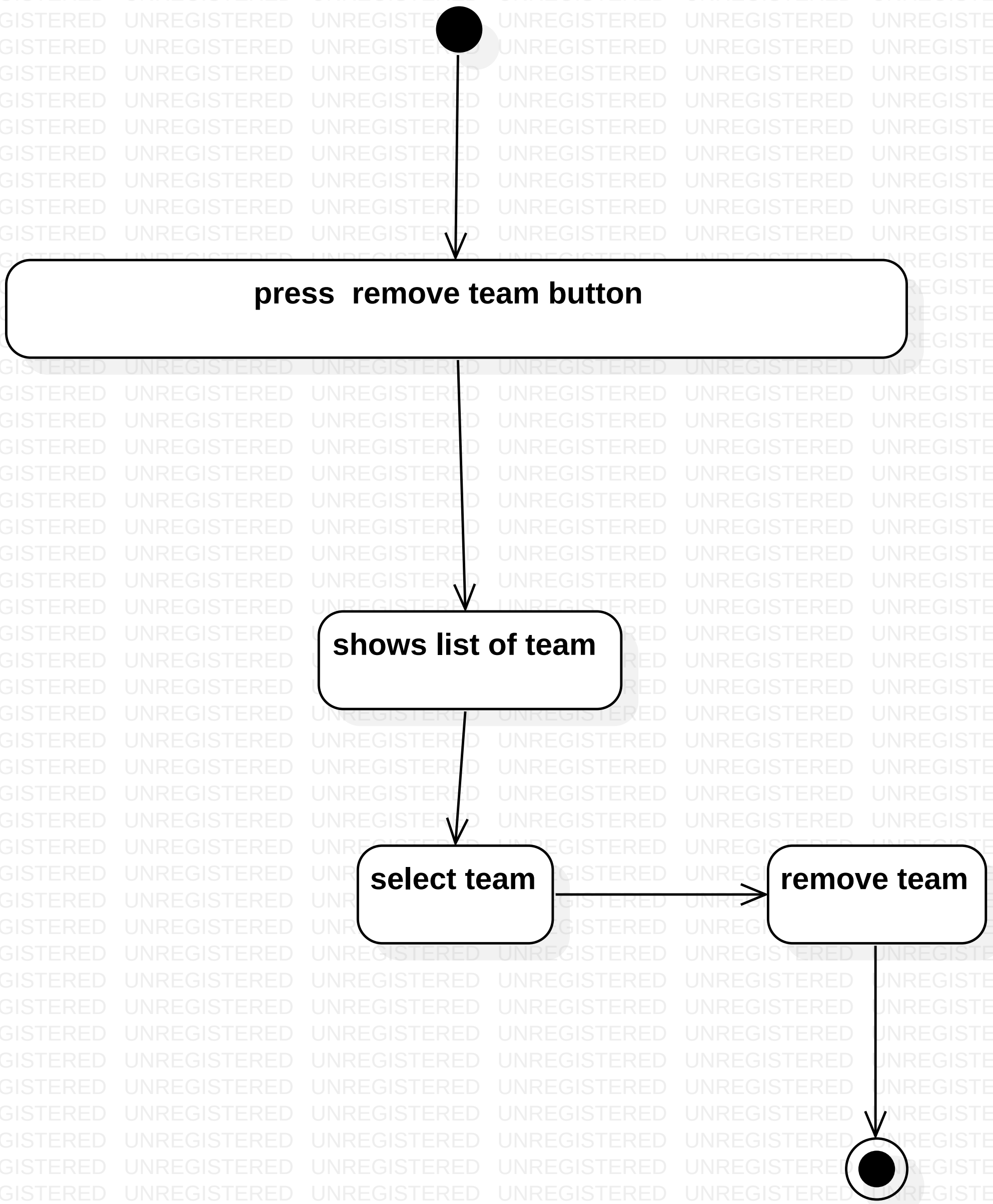


Model::Activity1::ActivityDiagram1

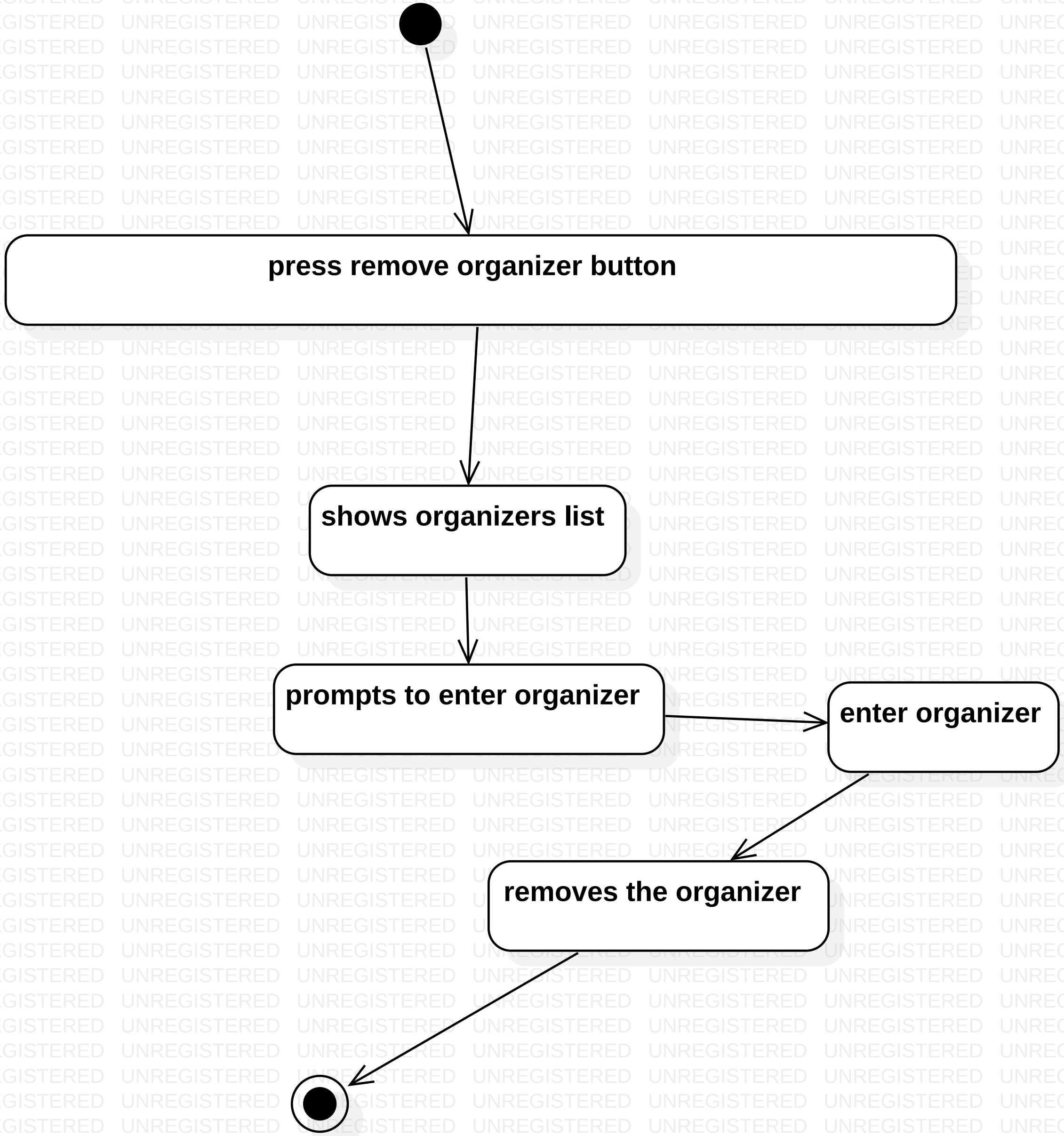
Activity Diagram UC #15



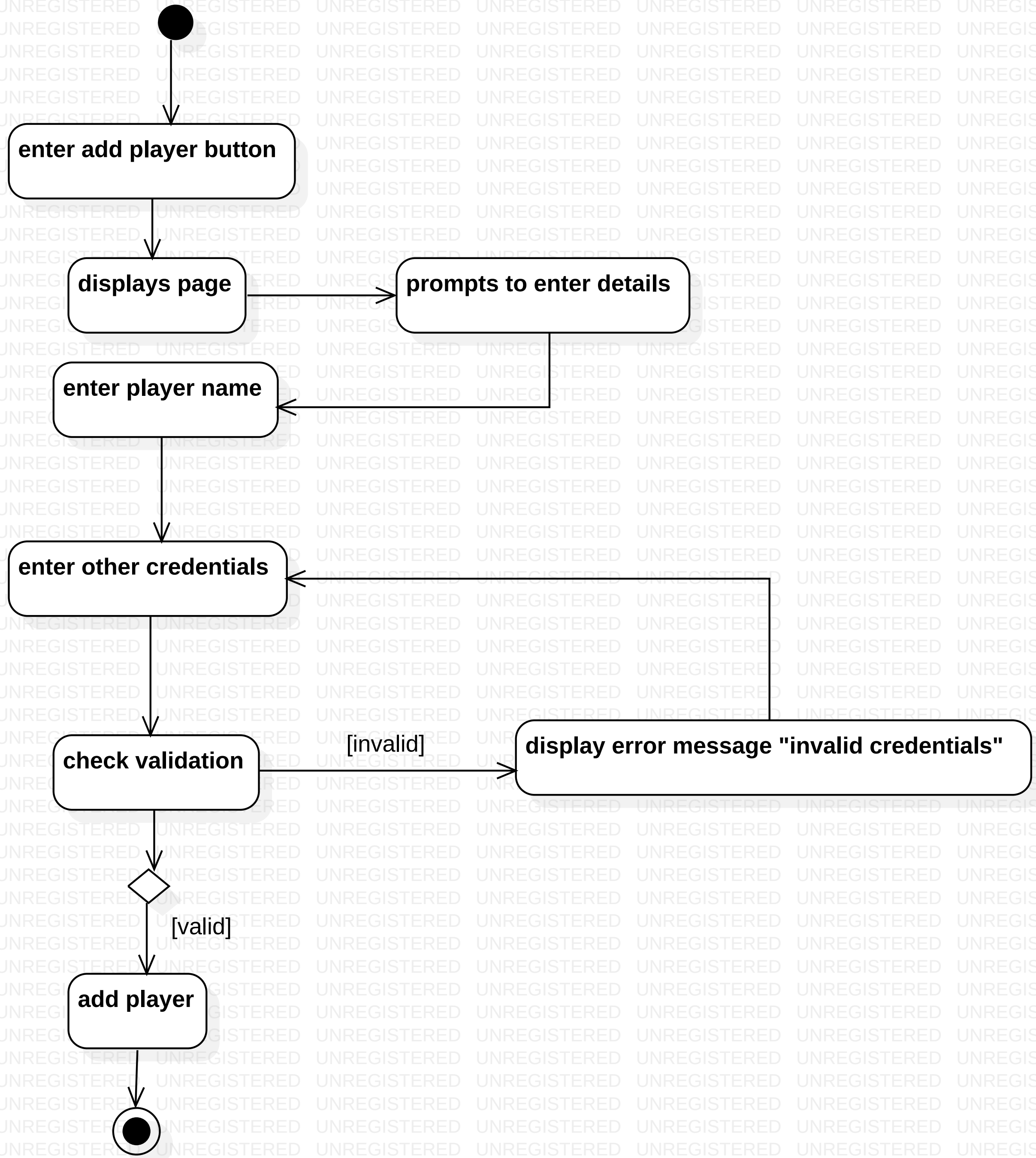
Activity Diagram UC #16



Activity Diagram UC #17

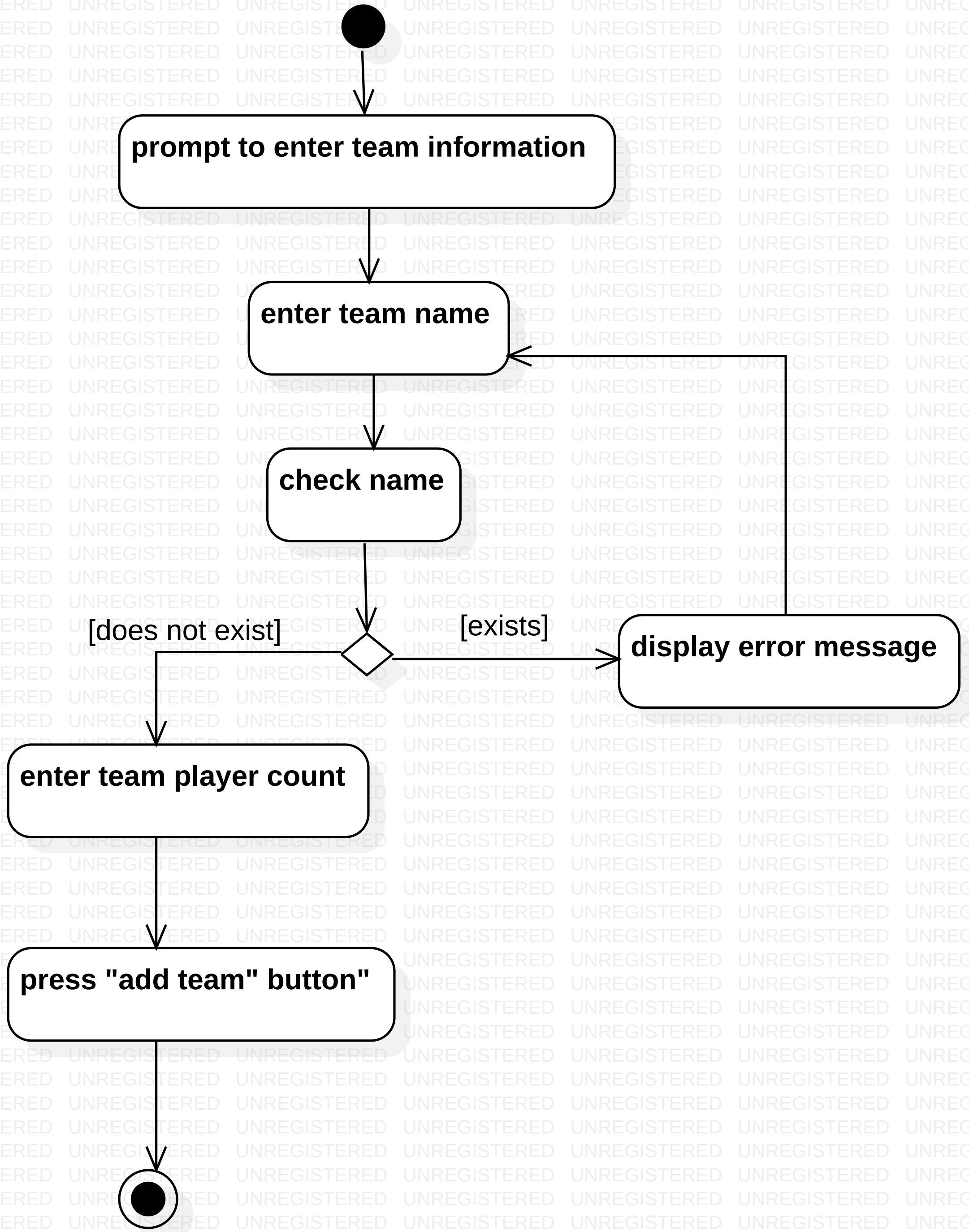


Activity Diagram UC #18

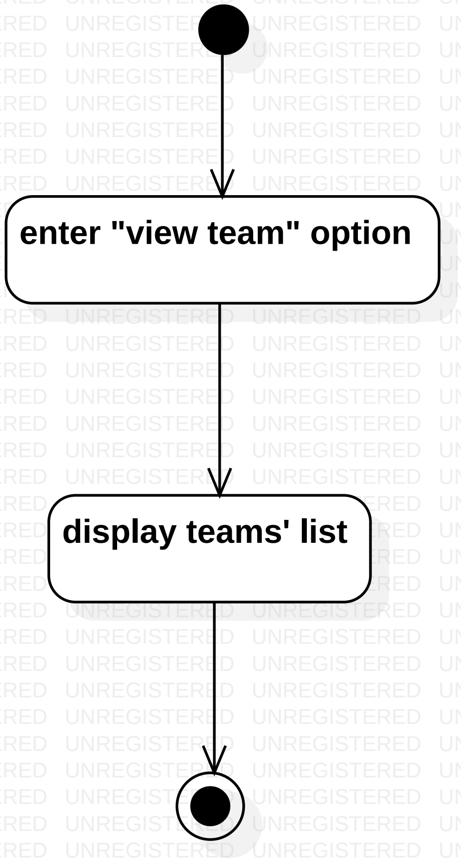


Model::Activity1::ActivityDiagram1

Activity Diagram UC #19



Activity Diagram UC #20


enter "view team" option
display teams' list