



CS353 Spring 2020 Semester Project

Final Report

Group 14 - Online Scout

Özge Yaşayan 21704154

Rabia Nur Önal 21702641

Fatih Çakır 21601370

Celal Bayraktar 21501801

Table of Contents

1. Description of the Project	2
2. Final ER Diagram	3
3. Final List of Tables	4
3.1. User	4
3.2. Journalist	4
3.3. Agent	4
3.4. Agency	4
3.5. Club	5
3.6. Request	5
3.6.1. Request Positions	5
3.7. Scout	5
3.7.1. Scout Position Experience	5
3.7.2. Scout League Experience	6
3.8. Footballer	6
3.8.1. Footballer Positions	6
3.8.2. Footballer Trophies	6
3.9. Notification	6
3.10. Report	7
3.11. Subscribes	7
3.12. Watches	7
3.13. Assigns	7
3.14. Requests	8
3.15. Recommends	8
3.16. Reports	8
3.17. Notifies	8
3.18. Offers	9
4. Implementation Details	9
5. Work Allocation for Functionalities	10
6. Advanced Database Components	11
7. User's Manual	13
7.1. Club	14
7.2. Agency	20
7.3. Agent	23
7.4. Scout	26
7.5. Journalist	28
8. Website and GitHub Repository	30
9. References	30

1. Description of the Project

This project is a web-based application for mainly five different user types; football clubs, scout agencies, football players' agents, and journalists. Each user can use different functionalities of the system. Clubs can communicate with scout agencies to find a player with specifications, receive reports about their requests, as well as making transfer offers to other clubs regarding specific players. Namely, after scouts find appropriate players, clubs can make an offer using the interface.

Scout agencies can assign available scouts in their agencies to clubs. Scouts will join their scout agency page with activation key and after that they can see their assigned tasks through the website. Scouts can send their reports to clubs using the system.

Agents can recommend players they represent to a club. Clubs can make requests to agencies in order to find a player that fits their requirements.

Journalists will be notified if they subscribed to the teams they want to be notified about. Notifications will be about subscribed teams' interests. For example, if a team sends a request for a certain position to scout agency, journalists will be notified about that team is looking for a player for that position.

By using this website, the clubs and agents will save time, agencies will be managed easily and journalists can obtain information directly from clubs without putting in a lot of effort.

2. Final ER Diagram

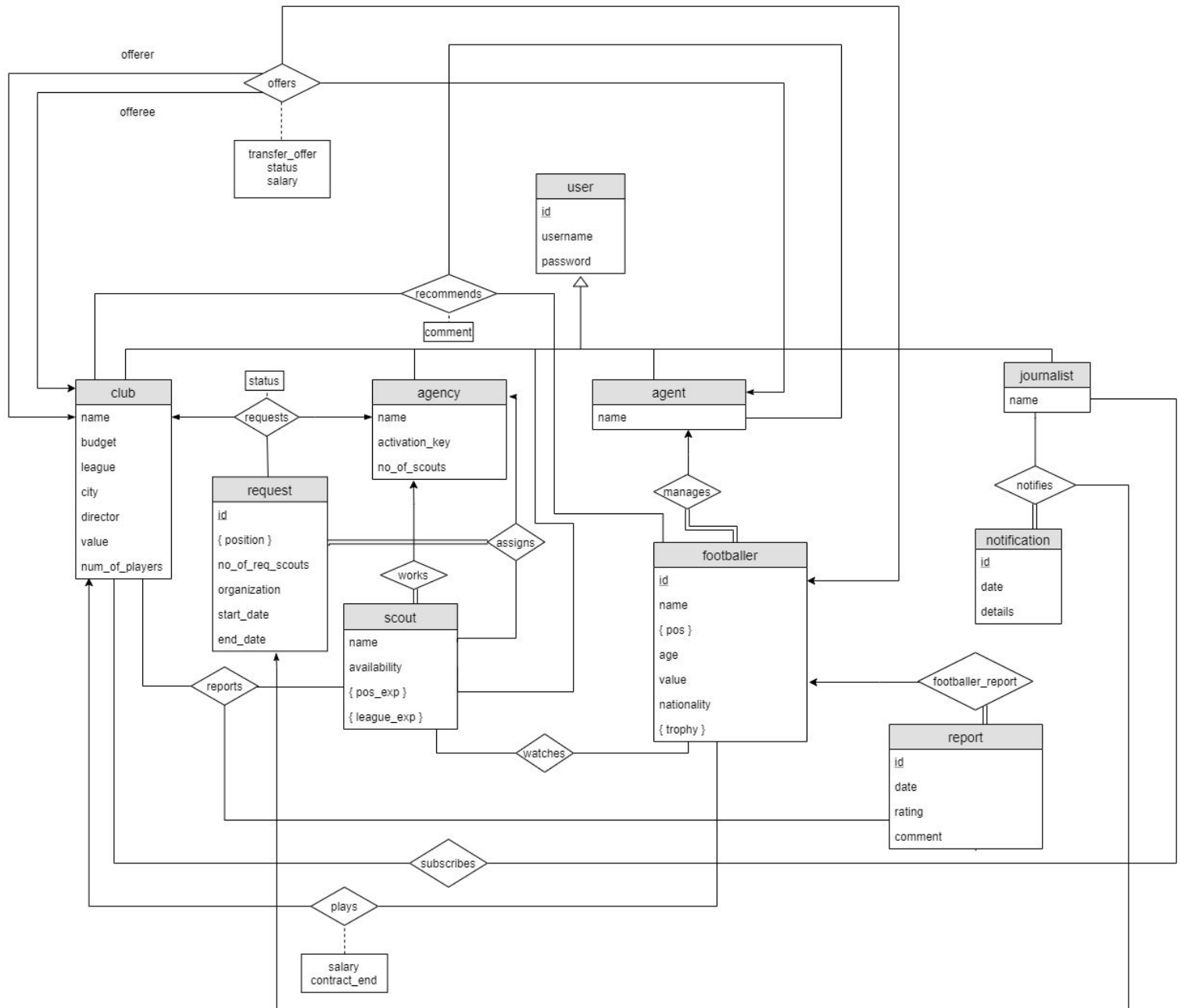


Figure 1: Final version of the ER Diagram

3. Final List of Tables

3.1. User

Relational Model: user (id, username, password)

Primary Key: {(id)}

3.2. Journalist

Relational Model: journalist (id, name)

Primary Key: {(id)}

Foreign Keys: (id) as id in user table

3.3. Agent

Relational Model: agent (id, name)

Primary Key: {(id)}

Foreign Key: (id) as id in user table

3.4. Agency

Relational Model: agency (id, name, activation_key, num_of_scouts)

Primary Key: {(id)}

Foreign Keys: (id) as id in user table

3.5. Club

Relational Model: club (id, name, budget, league, city, director, value, num_of_players)

Primary Key: {(id)}

Foreign Keys: (id) as id in user table

3.6. Request

Relational Model: request (id, no_of_req_scouts, organization, start_date, end_date)

Primary Key: {(id)}

3.6.1. Request Positions

Relational Model: request_positions (id, position)

Primary Key: {(id, position)}

Foreign Keys: (id) as id in request table

3.7. Scout

Relational Model: scout (id, name, availability, agency_id)

Primary Key: {(id)}

Foreign Keys: (id) as id in user table, (agency_id) as id in agency table

3.7.1. Scout Position Experience

Relational Model: scout_position_exp (id, position)

Primary Key: {(id, position)}

Foreign Keys: (id) as id in scout table

3.7.2. Scout League Experience

Relational Model: scout_league_exp (id, league)

Primary Key: {(id, league)}

Foreign Keys: (id) as id in scout table

3.8. Footballer

Relational Model: footballer (id, name, age, value, nationality, club_id, agent_id)

Primary Key: {(id)}

Foreign Keys: (club_id) as id in club table, (agent_id) as id in agent table

3.8.1. Footballer Positions

Relational Model: footballer_positions (id, position)

Primary Key: {(id, position)}

Foreign Keys: (id) as id in footballer table

3.8.2. Footballer Trophies

Relational Model: footballer_trophy (id, trophy)

Primary Key: {(id, trophy)}

Foreign Keys: (id) as id in footballer table

3.9. Notification

Relational Model: notification (id, date, details)

Primary Key: {(id)}

3.10. Report

Relational Model: report (id, date, rating, comment, footballer_id)

Primary Key: {(id)}

Foreign Keys: (footballer_id) as id in footballer table

3.11. Subscribes

Relational Model: subscribes (journalist_id, club_id)

Primary Key: {(journalist_id, club_id)}

Foreign Keys: (journalist_id) as id in journalist table, (club_id) as id in club table

3.12. Watches

Relational Model: watches (scout_id, footballer_id)

Primary Key: {(scout_id, footballer_id)}

Foreign Keys: (scout_id) as id in scout table, (footballer_id) as id in footballer table

3.13. Assigns

Relational Model: assigns (agency_id, scout_id)

Primary Key: {(agency_id, scout_id)}

Foreign Keys: (agency_id) as id in agency, (scout_id) as id in scout

3.14. Requests

Relational Model: requests (request_id, club_id, agency_id, status)

Primary Key: {(request_id)}

Foreign Keys: (club_id) as id in club, (agency_id) as id in agency, (request_id) as id in request

3.15. Recommends

Relational Model: recommends (footballer_id, agent_id, club_id, comment)

Primary Key: {(footballer_id, agent_id, club_id)}

Foreign Keys: (footballer_id) as id in footballer, (agent_id) as id in agent, (club_id) as id in club

3.16. Reports

Relational Model: reports (club_id, scout_id, report_id)

Primary Key: {(club_id, scout_id, report_id)}

Foreign Keys: (club_id) as id in club, (scout_id) as id in scout, (report_id) as id in report

3.17. Notifies

Relational Model: notifies (journalist_id, notification_id, request_id)

Primary Key: {(journalist_id, notification_id, request_id)}

Foreign Keys: (journalist_id) as id in journalist, (notification_id) as id in notification, (request_id) as id in request

3.18. Offers

Relational Model: offers (offerer_id, offeree_id, footballer_id, transfer_offer, agent_id, status, salary)

Primary Key: {(offerer_id, offeree_id, footballer_id, transfer_offer)}

Foreign Keys: (offerer_id) as id in club, (offeree_id) as id in club, (footballer_id) as id in footballer, (agent_id) as id in agent

4. Implementation Details

We used MySQL as the relational database management system. In order to connect to the database and create the tables, we used Java's sql package [1]. To be able to use this, we needed the MySQL Connector for Java. This worked fine for localhost however we needed to change localhost to a private IP address so that we could host it on one of our computers. For this, one of us (the host) added an incoming rule to her firewall for port 3306 which we were going to use. However, even though this worked on her computer, it did not work for others, they were getting an error saying that the packages were being delivered but there was no response so a timeout was occurring. They could not reach the database on her computer via her private IP address.

Therefore, we looked for other platforms that would let us host a database remotely. We found Heroku [2]. Heroku is a cloud based application platform. We included the ClearDB add-on in order to be able to host a MySQL database from there [3]. Through this add-on, we were given access to a username and a password in order to be able to connect to the database remotely. After we had access to the database, we populated the tables and manipulated them through MySQL Workbench 8.0. Another problem we faced was that the remote database did not allow us to add any triggers or stored procedures and we could not solve this problem because we did not have the correct type of privilege to make that change to the database. Instead, after the button was clicked by a club to make a request to an agency, the same operations were performed on the frontend side.

For the frontend, we decided to use HTML, CSS, PHP and occasional JavaScript. Before we had access to a remote database, we used XAMPP [4] which came with phpmyadmin that let us experiment with PHP on our local computers. However, after we had the remote database

access, we didn't need it anymore. We coded the frontend in PHP, HTML and CSS on our preferred IDE's and used GitHub as a version control tool. JavaScript was needed for Bootstrap components, to have a more visually appealing website. In order to host the website, we used InfinityFree [5] which helped us host it. This service gave us the username, password and the hostname to be able to upload our files (PHP, HTML files etc.) to the website through FileZilla.

5. Work Allocation for Functionalities

Rabia Nur Önal:

- View requests as agency.
- Accept/reject a request.
- Assign scouts to a request.
- Subscribe to clubs as journalist.
- Profile pages.

Celal Bayraktar:

- Login/logout.
- Create report as scout.
- Send request to agency as club.
- Scout's watchlist.
- See notifications as journalist.

Fatih Çakır:

- Sign up for users (scout, journalist, agent and agency).
- Signup for pre registered users (footballer, club).
- See offers as agent, acceptance, rejection.
- See footballers as agent, releasing.
- See submitted offers, editing and canceling as club.
- Send offer to agent as club.

Özge Yaşayan:

- See tasks as scout.
- See reports as club.
- See recommendations as club.

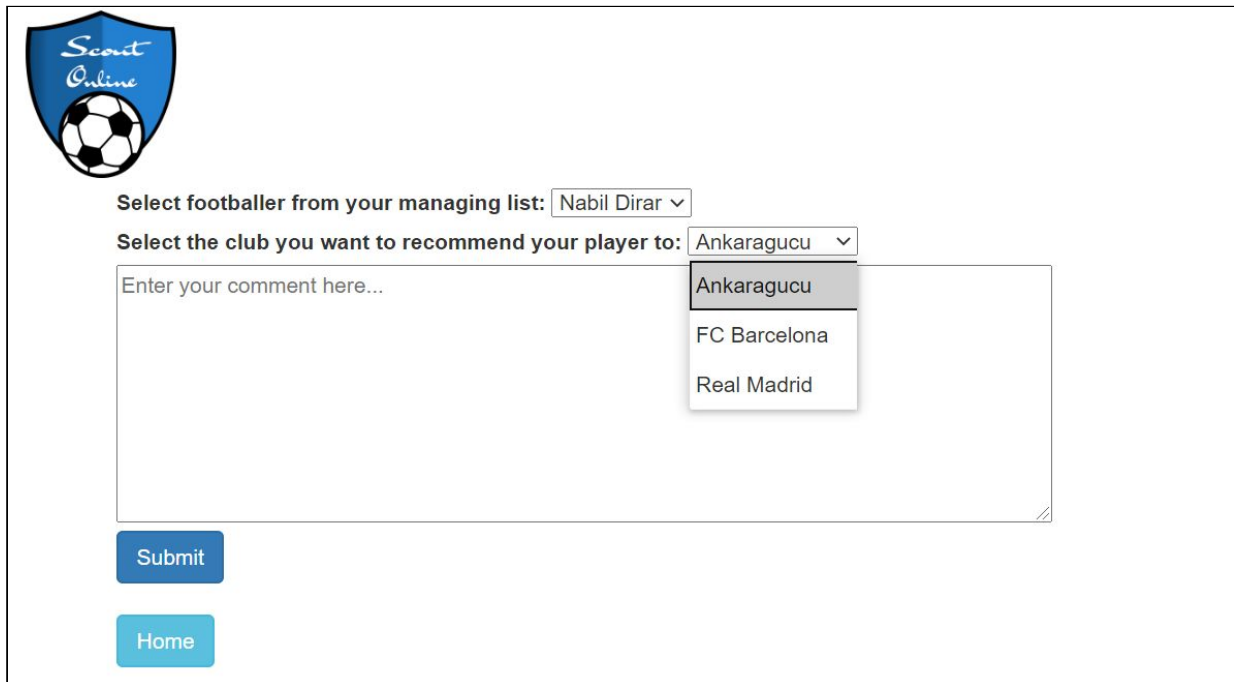
- Make a transfer offer as club.
- Recommend a player as agent.
- See requests as agency.

6. Advanced Database Components

- As a complex SQL query we used

```
SELECT distinct club.name FROM footballer, plays, club
where plays.club_id = club.id and plays.footballer_id = footballer.id
and club.id not in (select plays.club_id from footballer, manages, plays
                    where manages.footballer_id = footballer.id
                    and plays.footballer_id = footballer.id
                    and manages.agent_id = '$aid')
order by club.name;
```

Where \$aid refers to the agent's id that is signed in. This query finds the names of the clubs except the club that the agent's footballer plays for.



The screenshot shows the Scout Online web interface. At the top left is a logo with a soccer ball and the text "Scout Online". Below the logo, there are two dropdown menus. The first is labeled "Select footballer from your managing list:" and has "Nabil Dirar" selected. The second is labeled "Select the club you want to recommend your player to:" and has "Ankaragucu" selected. Below these is a text input field with the placeholder "Enter your comment here...". To the right of the input field, a dropdown menu is open, showing "Ankaragucu" as the selected option, with "FC Barcelona" and "Real Madrid" as other visible options. At the bottom left, there are two buttons: "Submit" (blue) and "Home" (light blue).

Figure 2: Recommendation of a player

In Figure 2, you can see that the agent of Nabil Dirar, who is a player of Fenerbahçe SK, does not see Fenerbahçe SK as an option to recommend Nabil Dirar to. The query mentioned above is what made that possible.

- As a trigger for journalist table, we planned to use:

```
CREATE TRIGGER notify_journalist
AFTER INSERT
ON requests FOR EACH ROW
BEGIN
    insert into notification(date)
    values(curdate());

    insert into notifies(notification_id, journalist_id, request_id)
    select (select max(id) from notification), journalist.id, NEW.request_id
    from journalist, subscribes
    where subscribes.journalist_id = journalist.id
    and subscribes.club_id = NEW.club_id;
END
```

This basically sends a notification to a journalist if a new request is made by a club that the journalist is subscribed to. However, we used a free remote database that did not allow us to add triggers so we instead did the same operations when a certain button was clicked. You can see the notifications page in Figure 3.



Notification No.	Club	Positions	Organization	Date
1	Real Madrid	dm, cm, lm	Serie A	2020-05-22
2	Real Madrid	lb	La Liga	2020-05-22

[Home](#)

Figure 3: Notifications of a journalist

- We have used foreign key constraints for many of our tables which can be seen in Section 3.

7. User's Manual

Online Scout is a website that brings different people of the football community together for them to be able to communicate. It also contains information about clubs and footballers for public use. We have five types of users that have accounts on the webpage and footballers. All users can login to their accounts via their usernames and passwords they have chosen while signing up.

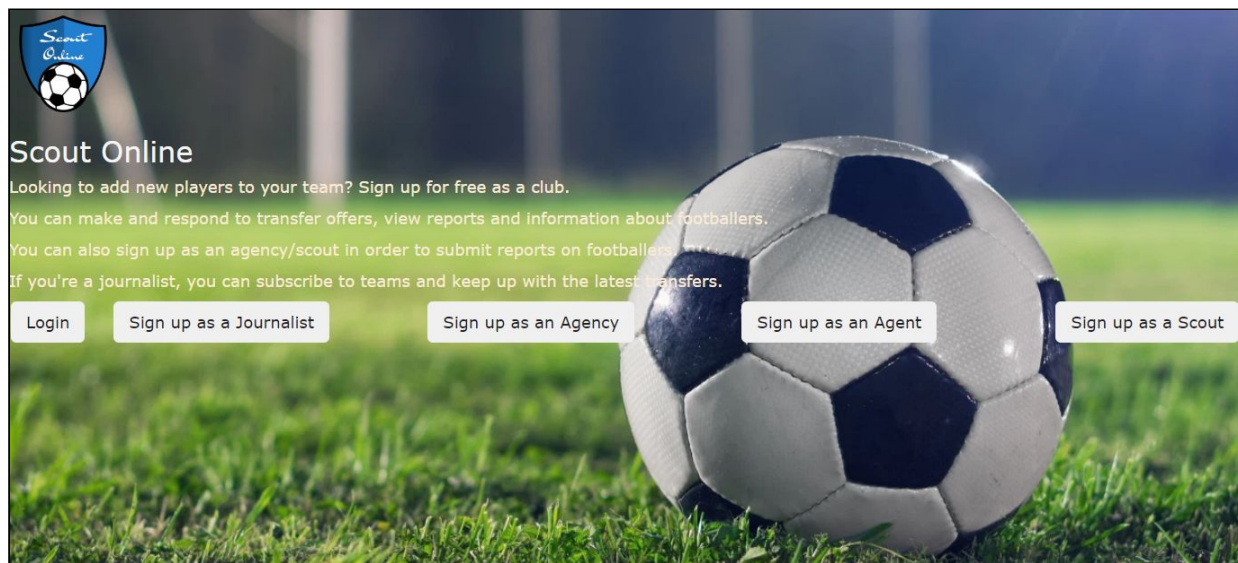


Figure 4: Welcoming page

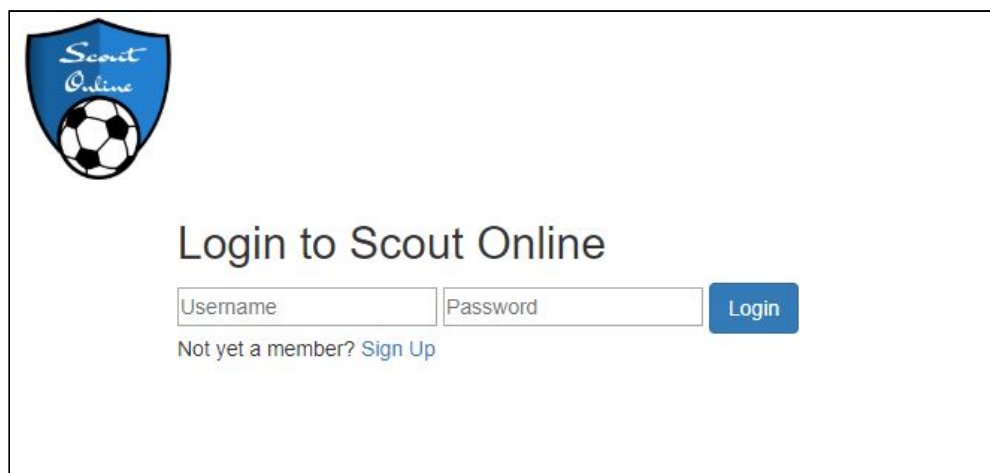
The image shows the Scout Online login page. At the top left is the Scout Online logo, which is a blue shield with a white soccer ball and the text "Scout Online". Below the logo, the text "Login to Scout Online" is displayed in a large, bold font. Underneath, there are two input fields: "Username" and "Password". To the right of the "Password" field is a blue button labeled "Login". Below the input fields, there is a link that says "Not yet a member? Sign Up".

Figure 5: Login

7.1. Club

Clubs do not sign up to the webpage. Since their information already exists on the system and database, appropriate accounts are created by the administration. If they wish to use the system, they can contact with Scout Online and receive their usernames and passwords.

After login clubs can see their options. They can log out or see their profiles.

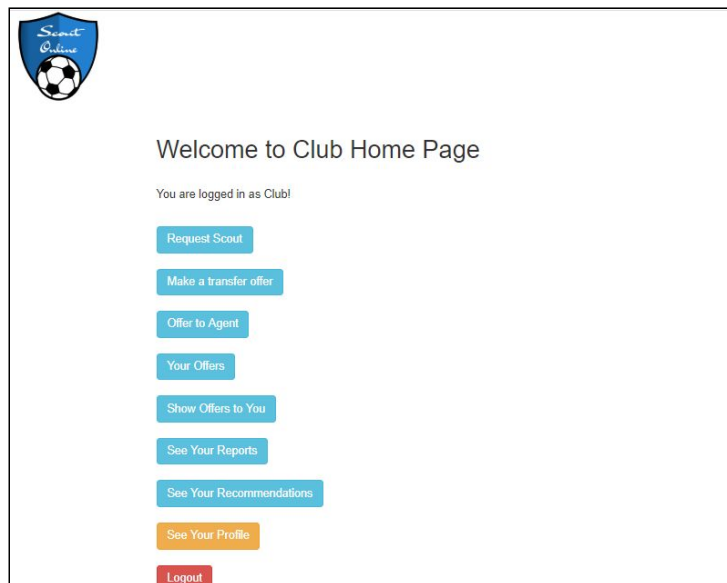


Figure 6: Club homepage

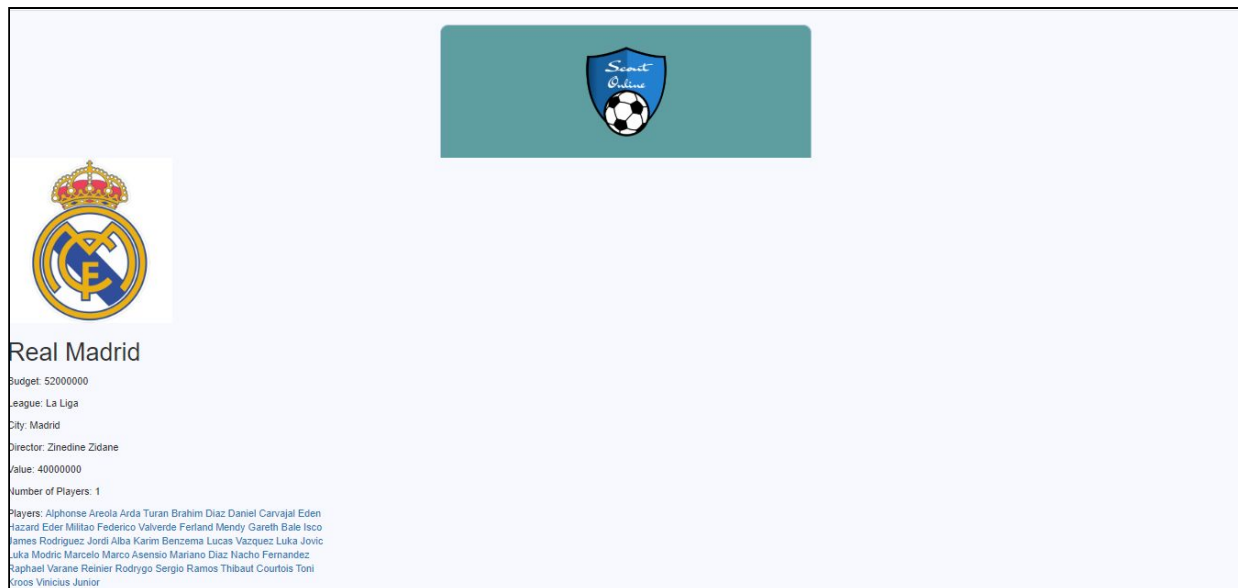
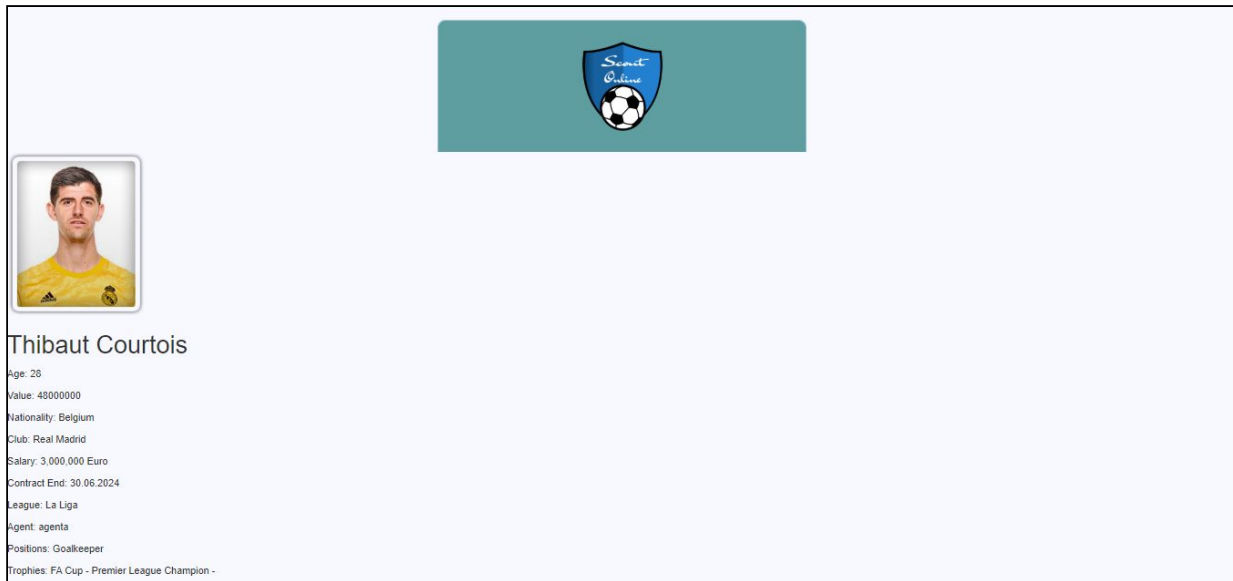


Figure 7: Club profile

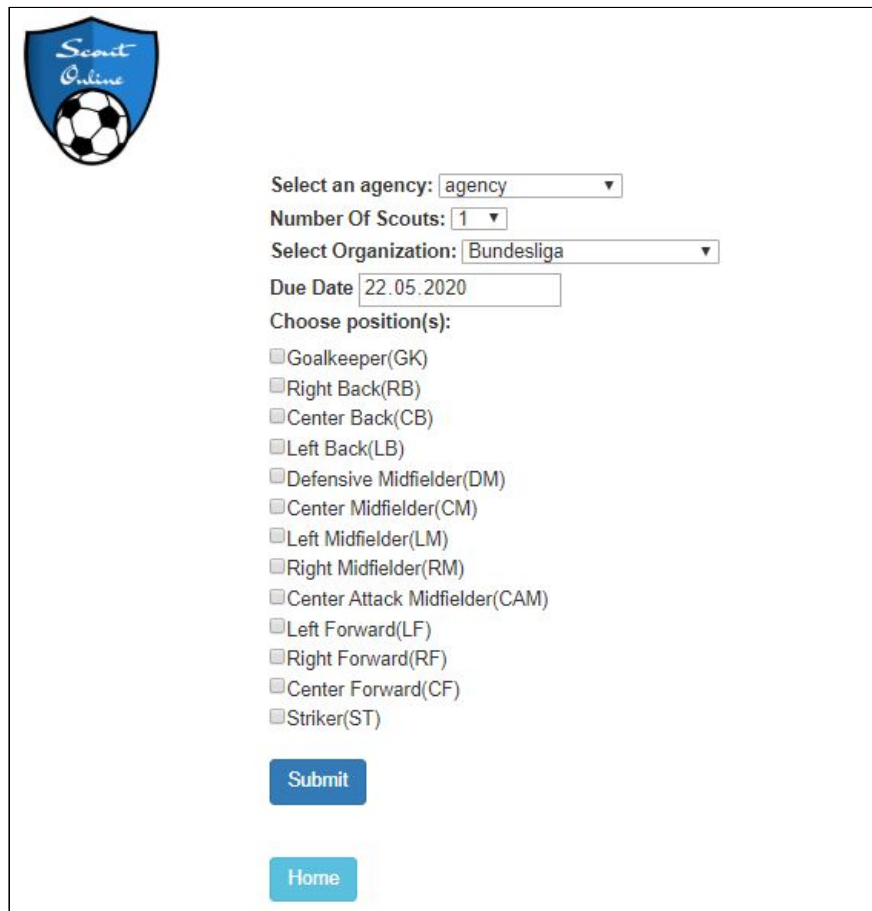
By clicking on the name of their footballers, they can also see the players' profiles.



The screenshot shows a player profile for Thibaut Courtois. At the top, there is a teal banner with the 'Scout Online' logo. Below the banner, on the left, is a small portrait of the player in a yellow Real Madrid jersey. To the right of the portrait, the player's name 'Thibaut Courtois' is displayed. Below the name, a list of statistics and details is provided: Age: 28, Value: 45000000, Nationality: Belgium, Club: Real Madrid, Salary: 3,000,000 Euro, Contract End: 30.06.2024, League: La Liga, Agent: agenta, Positions: Goalkeeper, and Trophies: FA Cup - Premier League Champion.

Figure 8: Footballer profile


From the home page, clubs can choose to request scouts from an agency. From the opened page, they can select an agency, required number of scouts, organization and positions by specifying a deadline for getting the reported information back.



The screenshot shows a form titled 'Making a request' with the 'Scout Online' logo at the top left. The form contains several input fields and a list of checkboxes. The fields are: 'Select an agency:' with a dropdown menu showing 'agency', 'Number Of Scouts:' with a dropdown menu showing '1', 'Select Organization:' with a dropdown menu showing 'Bundesliga', and 'Due Date' with a text input field showing '22.05.2020'. Below these fields is a section titled 'Choose position(s):' followed by a list of 15 positions, each with an unchecked checkbox: Goalkeeper(GK), Right Back(RB), Center Back(CB), Left Back(LB), Defensive Midfielder(DM), Center Midfielder(CM), Left Midfielder(LM), Right Midfielder(RM), Center Attack Midfielder(CAM), Left Forward(LF), Right Forward(RF), Center Forward(CF), and Striker(ST). At the bottom of the form, there are two buttons: a blue 'Submit' button and a light blue 'Home' button.

Figure 9: Making a request

They can make a transfer offer to another club by choosing the footballer and writing the offer price.



Select footballer:

Enter your offer:

Figure 10: Making a transfer offer


They can see the offers they previously made and edit the offered price by writing a new price or cancel it if they wish.



Your Transfer Offers

Team	Name	Position	Age	Value	Offer	
Ankaragucu	Alihan Kubalas	Centre-Back	28	200000	€2500000	<input type="button" value="Edit"/> <input type="button" value="Cancel"/>

Figure 11: View previously made offers



Edit the Offer

Offerer Team: Real Madrid
Footballer: Alihan Kubalas
Value: 200000
Position: Centre-Back
Age: 28
Nation: Turkey
Offered Transfer Fee: 2500000

Figure 12: Edit a previous offer

They can also see the offers made for their footballers and and accept or reject them.




Transfer Offers

Team	Name	Position	Age	Value	
Real Madrid	Lionel Messi	Right Winger	32	€112000000	Show more

[Home](#)

Figure 13: View transfer offers made for itself



Answer the Offer

Offerer Team: Real Madrid
Footballer: Lionel Messi
Value: 112000000
Position: Right Winger
Age: 32
Nation: Argentina
Offered Transfer Fee: 500000000

[Accept](#) [Reject](#)

Figure 14: Respond to an offer

They can see the offers that are accepted by the other clubs and, they can make an offer to the footballer's agent for the salary. If the agent accepts the salary offer, transfer is made and the club can see the footballer in the list on profile.




Offerable Players

Team	Name	Position	Age	Offer	
FC Barcelona	Lionel Messi	Right Winger	32	€500000000	Show More

[Home](#)

Figure 15: View transfer offers accepted by clubs




Edit the Offer

Offerer Team: Real Madrid
 Footballer: Lionel Messi
 Value: 112000000
 Position: Right Winger
 Age: 32
 Nation: Argentina
 Offered Transfer Fee: 500000000

Salary: [Send](#) [Cancel](#)

Figure 16: Make a salary offer for transfer offers accepted by club

Clubs can see the list of reports about footballers, written by the scouts according to their request, view them and go make a transfer offer to the clubs for the footballers on the reports.



Footballer	Scout	Rating	Comment	Date	
Sergio Ramos	ali	7.3	asdfgh jkqwe rtyuwx ...	25.05.2020	●
Luka Modric	Fatih Çakır	9.1	good player...	2020-05-22	●
Arda Turan	Fatih Çakır	6.7	eh iste...	2020-05-22	●
Jordi Alba	test sout	7.9	very good player...	2020-05-22	●
Altay Bayındır	scout5	7.1	ortalama bir kaleci,...	2020-05-21	●
Raphael Varane	ali	8.4	asdfgh jkqwe rtyuwx ...	20.05.2020	●

[View](#)

[Transfer Offer Page](#)

[Home](#)

Figure 17: View reports list

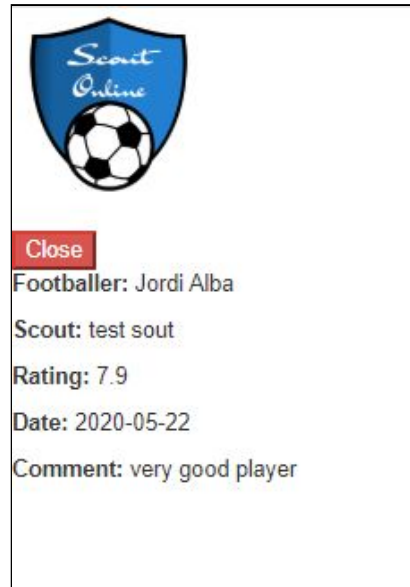


Figure 18: View a reports up close

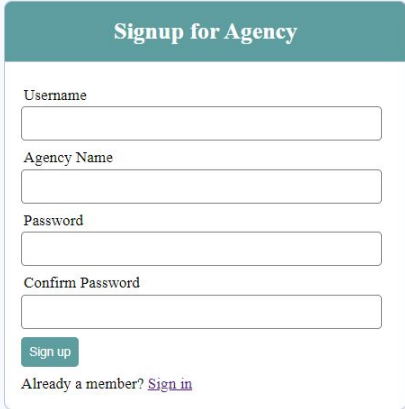
Clubs can view the recommendations made to them by agents.

		
Footballer	Comment	Agent
Arda Turan	good player	Rabia Onal
Atilla Turan	öneriyorum	Rabia Onal
Jordi Alba	recommendation comment	Test agent
Home		

Figure 19: View recommendations

7.2. Agency

To signup, agencies must enter their names and choose a username with a password.



The image shows a 'Signup for Agency' form. It has a teal header with the text 'Signup for Agency'. Below the header are four input fields: 'Username', 'Agency Name', 'Password', and 'Confirm Password'. At the bottom of the form is a teal 'Sign up' button and a link that says 'Already a member? [Sign in](#)'.

Figure 20: Agency signup

After login, agencies see their homepage that contains buttons for logout, see their scouts and see their requests.

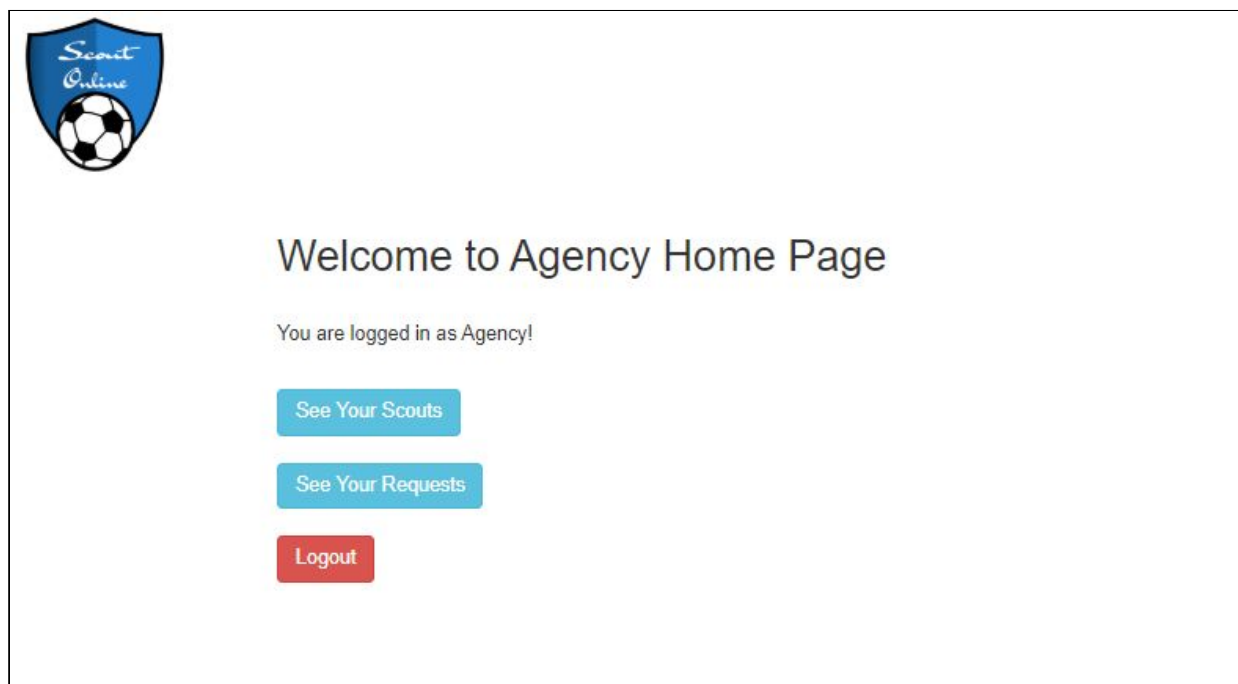



Figure 21: Agency homepage

They can view the scout that work for them along with their experiences and availability status.



Scouts of Agency

Name	Exp. Positions	Exp. Leagues	No of reports	Availability
ali	cm	turkey	2	Busy
veli	am cm F lw rw	champ italy turkey uefa	0	Busy
scout5	cb lb rb	turkey	1	Busy

[Home](#)

Figure 22: View scouts

They can also view the requests from clubs and choose to accept or reject them.



Existing number of available scouts: 0

Club	Number of Scouts	Organization	Positions	Start Date	End Date	Respond
Real Madrid	3	avrupa kupasi	A,	2018-05-20	2019-05-20	<input type="radio"/>
Real Madrid	6	La Liga	cam, cb,	2020-05-20	2020-05-23	<input type="radio"/>
Real Madrid	1	Bundesliga	cam, cm, lb,	2020-05-20	2020-05-31	<input type="radio"/>
Real Madrid	1	PTT 1.Lig	cm, dm,	2020-05-20	2020-05-20	<input type="radio"/>
Real Madrid	1	Ligue 1	cam, dm, rf,	2020-05-20	2020-05-31	<input type="radio"/>
Real Madrid	3	Super Lig	cf, lf, rf, st,	2020-05-21	2020-06-18	<input type="radio"/>
Fenerbahce SK	1	Super Lig	cam, cm,	2020-05-21	2020-05-21	<input type="radio"/>
Real Madrid	1	La Liga	cb, lb,	2020-05-21	2020-05-02	<input type="radio"/>

[Accept](#) [Reject](#)

[Home](#)

Figure 23: View requests

If they choose to accept the offer they should assign some scouts. They have to assign as much as the number that is specified by the club, if they try to assign a different number of a scout or if there is not enough number of scouts available currently, system will alert the agency and not let the assignment to be made.



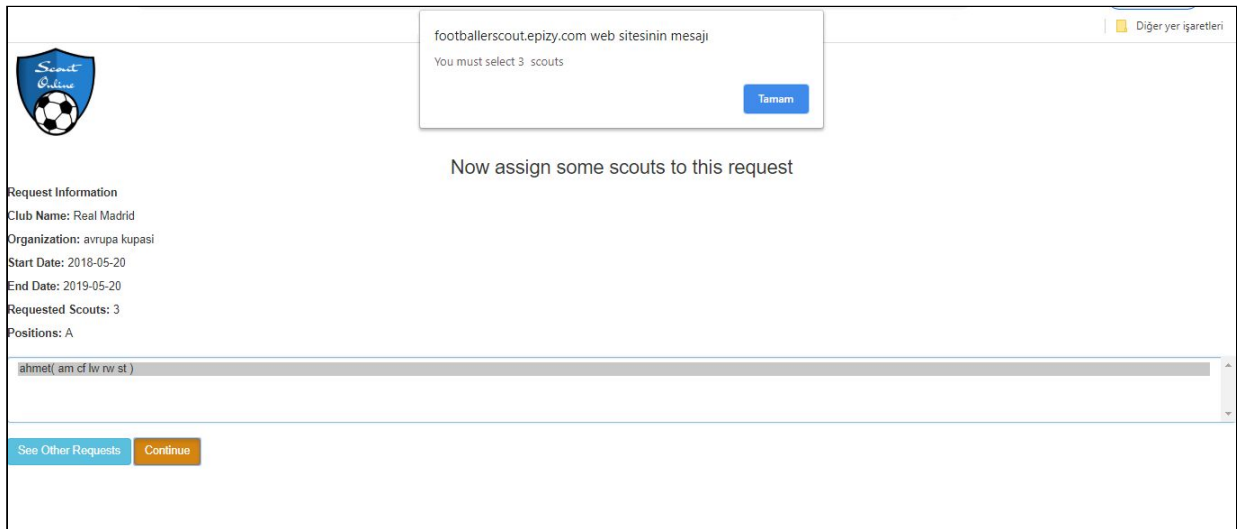
Now assign some scouts to this request

Request Information
Club Name: Real Madrid
Organization: La Liga
Start Date: 2020-05-21
End Date: 2020-05-02
Requested Scouts: 1
Positions: cb lb

Ibrahim(am cb cf cm lw rw)
ahmet(am cf lw rw st)

See Other Requests Continue

Figure 24: Assign scouts



footballerscout.epizy.com web sitesinin mesajı
You must select 3 scouts
Tamam

Now assign some scouts to this request

Request Information
Club Name: Real Madrid
Organization: avrupa kupasi
Start Date: 2018-05-20
End Date: 2019-05-20
Requested Scouts: 3
Positions: A

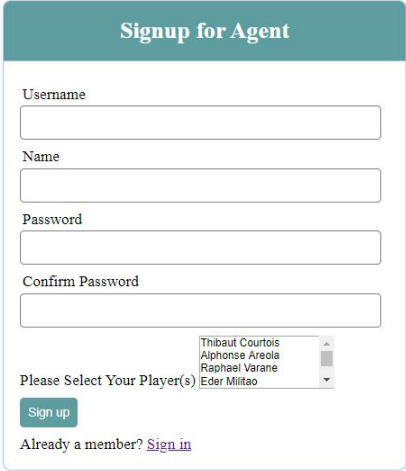
ahmet(am cf lw rw st)

See Other Requests Continue

Figure 25: Assign scout error message

7.3. Agent

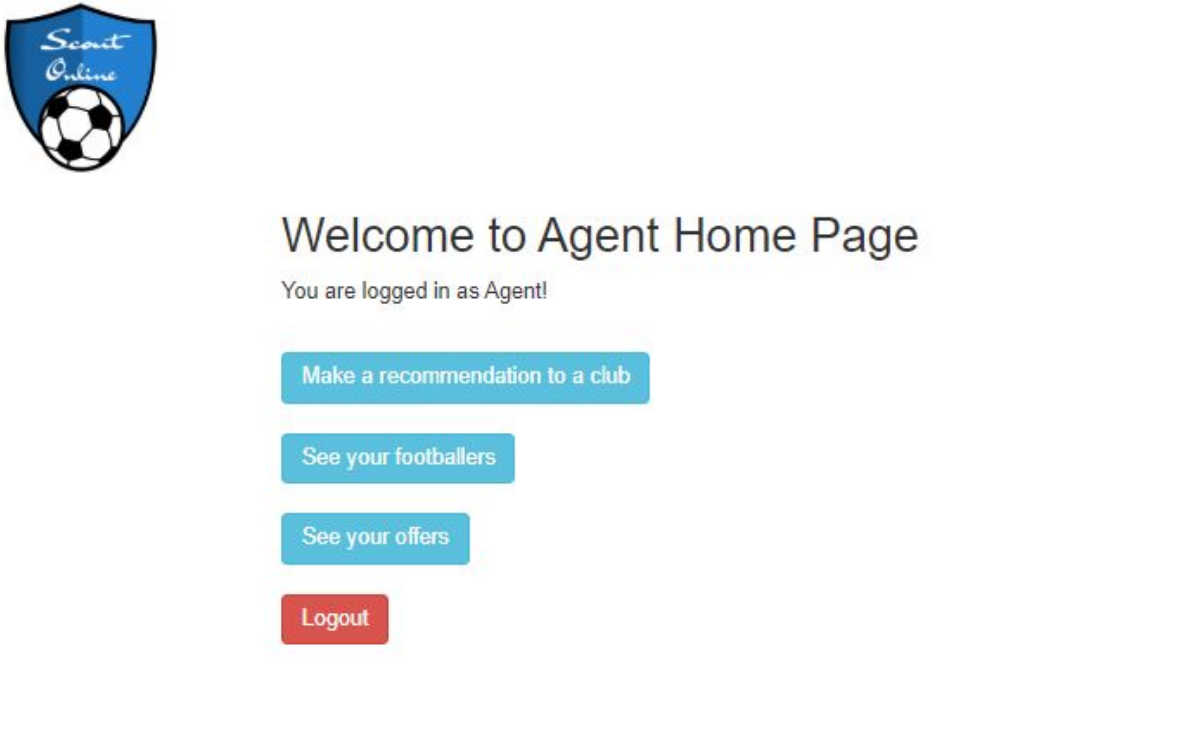
To sign up, agents should enter their name, select a username and a password, also they should choose the footballers they manage.



The image shows a 'Signup for Agent' form. It has a teal header with the title 'Signup for Agent'. Below the header are four input fields: 'Username', 'Name', 'Password', and 'Confirm Password'. Below these fields is a dropdown menu labeled 'Please Select Your Player(s)' with a list of players: Thibaut Courtois, Alphonse Areola, Raphael Varane, and Eder Militao. There is a 'Sign up' button and a link 'Already a member? Sign in'.

Figure 26: Agent signup


After login agents see their homepage with the options to logout, make a recommendation to a club, see the footballers they manage and see the offers made for their footballers.



The image shows the 'Agent Home Page'. It features a logo in the top left corner with the text 'Scout Online' and a soccer ball. The main heading is 'Welcome to Agent Home Page'. Below the heading is a message 'You are logged in as Agent!'. There are four buttons: 'Make a recommendation to a club', 'See your footballers', 'See your offers', and 'Logout'.

Figure 27: Agent homepage

To make a recommendation, they should choose a footballer from their management list, the club to recommend and enter some comments about the player.



Select footballer from your managing list: Jordi Alba ▾

Select the club you want to recommend your player to: Fenerbahce SK ▾

Enter your comment here...

Submit

Home

Figure 28: Make a recommendation

They can see the list of footballers they manage and they can disengage any of them at any time.



Footballers of Agent

Team	Name	Position	Age	Nationality	Value	
Real Madrid	Jordi Alba	Left-Back	31	Spain	40000000	<div>Release</div>

Home

Figure 29: View footballers being managed

Agents can see the salary offers made for their footballers and respond to them. If they accept the offer, the footballer will be transferred to offerer club.




Transfer Offers

Team	Name	Position	Age	Offered Salary	
FC Barcelona	Raphael Varane	Centre-Back	27	€550000	Show more

[Home](#)

Figure 30: View salary offers



Answer the Offer

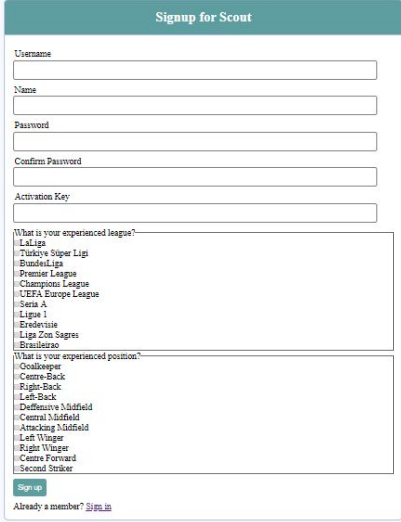
Offerer Team: FC Barcelona
Footballer: Raphael Varane
Value: 64000000
Position: Centre-Back
Age: 27
Nation: France
Offered Transfer Fee:500000000
Offered Salary:550000

[Accept](#) [Reject](#)

Figure 31: Respond to salary offer

7.4. Scout

To sign up, scouts should enter their names, username, password. They should also enter the activation key of the agency they will work for and specify which leagues and positions they are experienced in.



The image shows a web form titled "Signup for Scout". It contains the following fields and options:

- Username:
- Name:
- Password:
- Confirm Password:
- Activation Key:
- What is your experienced league?:
 - ☐ La Liga
 - ☐ Turkish Super Lig
 - ☐ Bundesliga
 - ☐ Premier League
 - ☐ Champions League
 - ☐ UEFA Europa League
 - ☐ Serie A
 - ☐ Ligue 1
 - ☐ Eredivisie
 - ☐ Liga Zon Sagres
 - ☐ Brasileirao
- What is your experienced position?:
 - ☐ Goalkeeper
 - ☐ Centre Back
 - ☐ Right Back
 - ☐ Left Back
 - ☐ Defensive Midfield
 - ☐ Central Midfield
 - ☐ Attacking Midfield
 - ☐ Left Winger
 - ☐ Right Winger
 - ☐ Centre Forward
 - ☐ Second Striker
- Sign up:
- Already a member? [Sign in](#)

Figure 32: Scout sign up

After login scouts see the options to logout, create report, add a player to his watchlist and see tasks on the homepage.

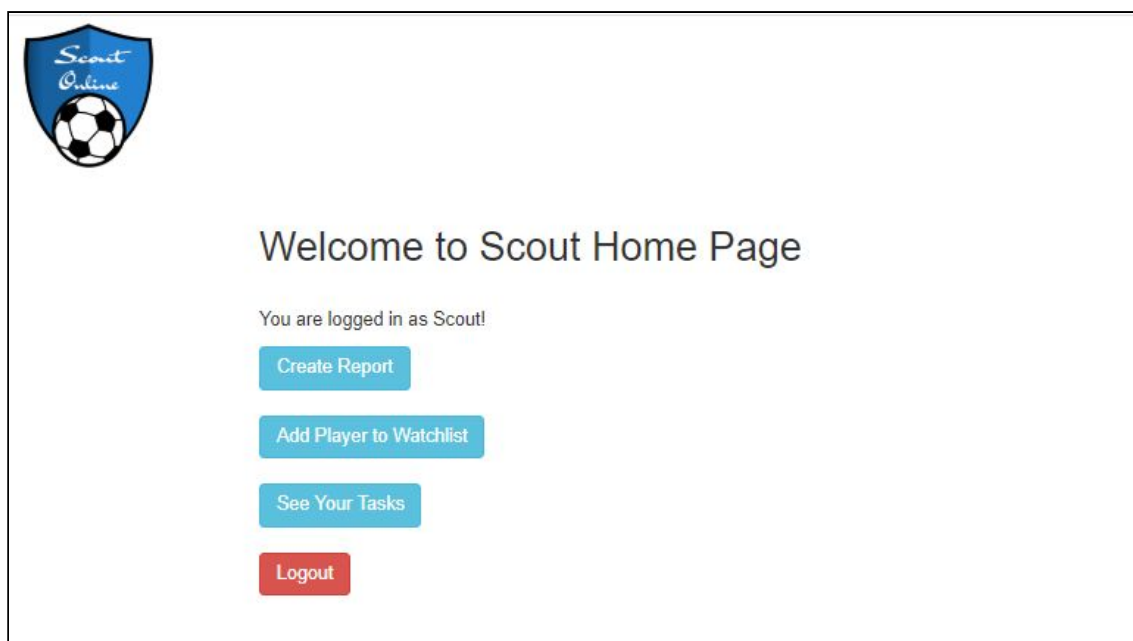



Figure 33: Scout homepage

When agencies assign scouts to club requests, scouts can see their task along with the deadline.




Position	Start Date	End Date
cf	2020-05-21	2020-05-22

[Home](#)

Figure 34: View tasks

Scouts can add footballers to their watchlists by selecting and submitting them one by one. When they are done they can click on the button “I am done” and return to their homepage.




Select footballer(s) for watchlist:

Alihan Kubalas
Alihan Kubalas
Allahyar Sayyadmanesh
Alper Potuk
Alphonse Areola
Altay Bayindir
Ansu Fati

Submit
I am done

Figure 35: Add footballer to watchlist

When scouts are done watching a footballer, they can submit a report about him by rating him out of 10 and adding some comments to the club that made the request.



Session Active

Rating = 7.6

Select a football player from watchlist: [Alper Potuk](#)

Comments about football player:

Enter your comment here...

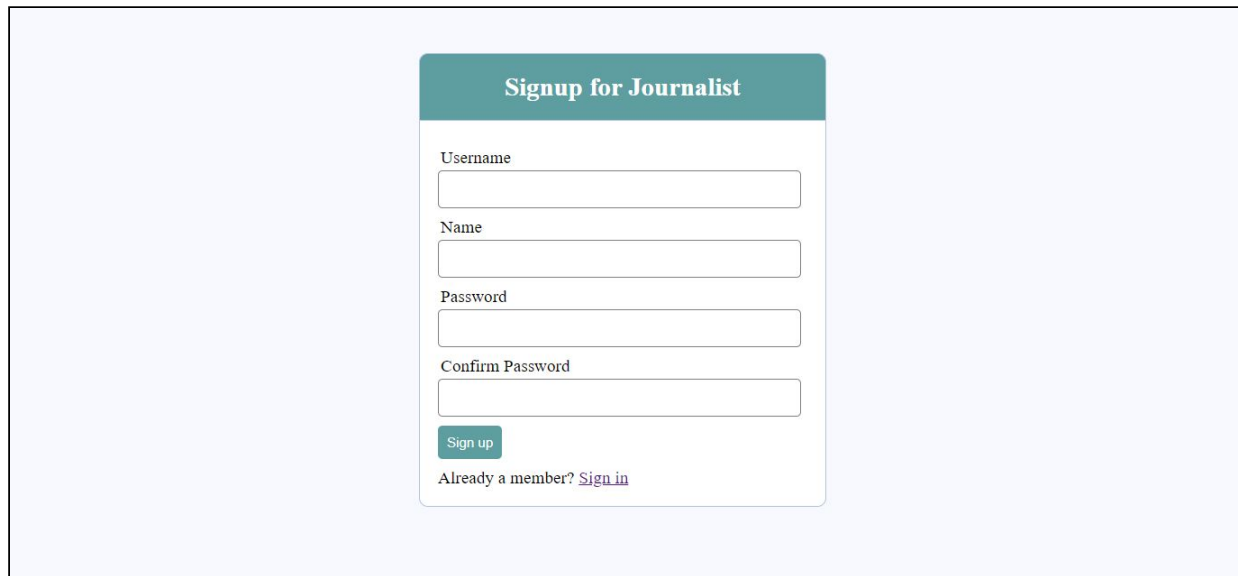
[Submit](#)

[Home](#)

Figure 36: Submit a report

7.5. Journalist

To sign up, journalists enter their name and select a username and a password.

A screenshot of a web form titled "Signup for Journalist" in a teal header. The form is white and contains four input fields: "Username", "Name", "Password", and "Confirm Password". Below the "Confirm Password" field is a teal "Sign up" button. At the bottom of the form, it says "Already a member? [Sign in](#)". The entire form is centered on a light blue background.

Signup for Journalist

Username

Name

Password

Confirm Password

Sign up

Already a member? [Sign in](#)

Figure 37: Journalist sign up

After login, journalists see the options to logout, subscribe and see notifications options on their homepage.

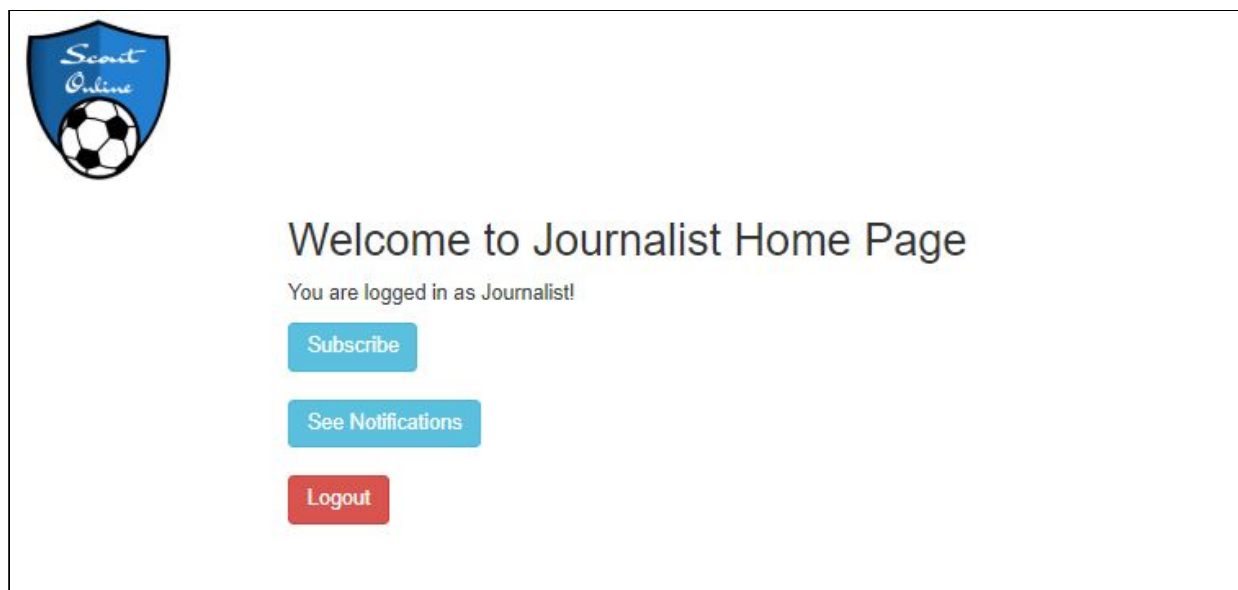


Figure 38: Journalist homepage

The can subscribe to a club by choosing one from the list and agreeing the terms and conditions. Leaving either space empty will alert the user and not perform subscription.

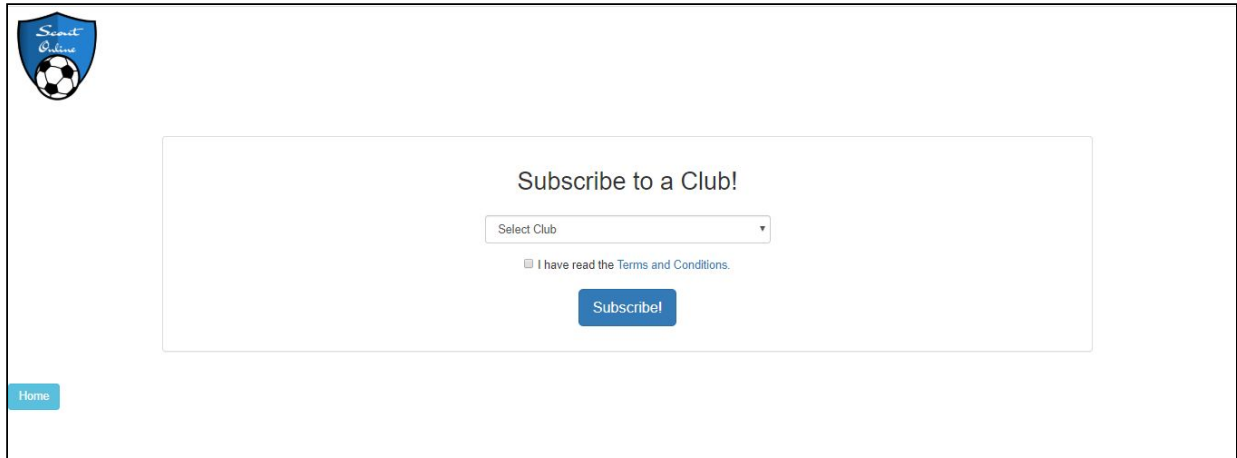


Figure 39: Subscribe to a club

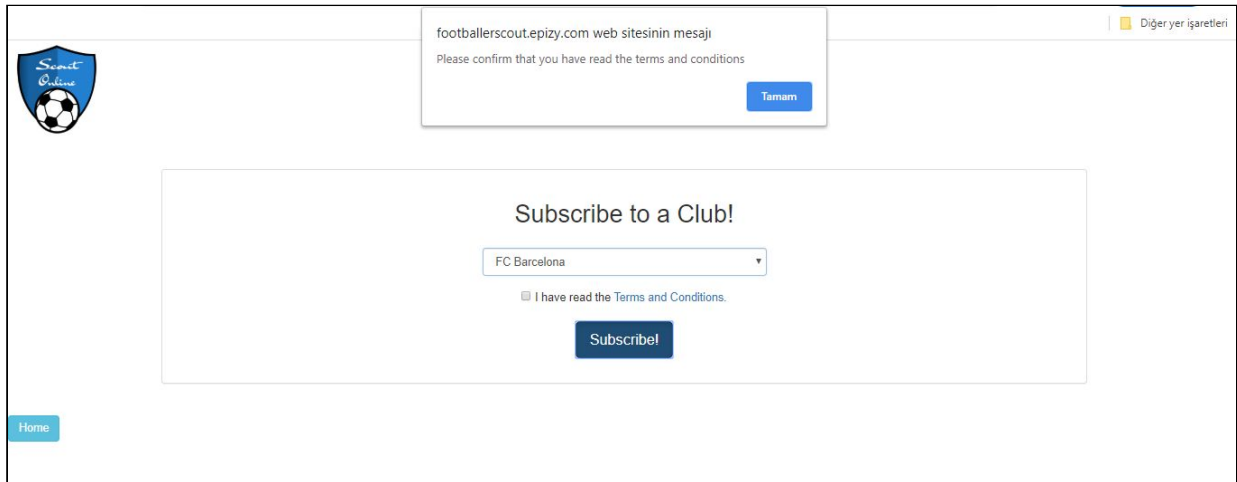


Figure 40: subscribe to a club error message

Journalists can see some notifications when the clubs they subscribed made a request.



Notification No.	Club	Positions	Organization	Date
1	Real Madrid	cb, lb	La Liga	2020-05-21
2	Real Madrid	dm, cm, lm	Serie A	2020-05-22
3	Real Madrid	lb	La Liga	2020-05-22
4	Real Madrid	dm, st	La Liga	2020-05-22

Figure 41: View notifications

8. Website and GitHub Repository

You can find our website on <http://footballerscout.epizy.com/> and our GitHub repository on <https://github.com/ozgey99/CS353> .

9. References

- [1] <https://docs.oracle.com/javase/8/docs/api/java/sql/package-summary.html>
- [2] <https://www.heroku.com>
- [3] <https://elements.heroku.com/addons/cleardb>
- [4] <https://www.apachefriends.org/index.html>
- [5] <https://app.infinityfree.net/>