**Sports Management application including iPhone App. Built with PHP Codeigniter, Datamapper, Titanium platform and Twitter Bootstrap.**

**by RENSCO**

***Instructions***

***Introduction:*** *This application was developed to reduce the setup time of a PHP sports / team management application that uses a Public site and secure members area. It handles Manager & player registration, game attendances, game finances and much more plus is complimented by an iPhone application.*

**Build Components**:

1. **Codeigniter**
2. **Templates**
3. **Authentication**
4. **Database**
5. **Sports Application details**
6. **Application files and setup**
7. **Support & custom work**
8. **Codeigniter**

Used CI version 2.1.0 with Datamapper to manage MYSQL queries. See [www.codeigniter.com](http://www.codeigniter.com) for more info on the CI framework. Datamapper info can be found here – [www.datamapper.org](http://www.datamapper.org)

The start url of the app is “YourDomain”/index.php/site

1. **Templates**

The app has been setup with two templates (i) default\_manager (Secure) and default\_public (Public) both which can be found in the public/templates folder. Additional templates can easily be added by adding a new template file in public/templates/.

1. **Authentication**

The app registers new managers and players via the accounts/register controller and authentication a user is done via the sessions library and within accounts/login controller.

1. **Database**

The app uses a MYSQL database Schema included in the folder called app\_db\_schema.

1. **Sports Management Application**

***Intro Web app:***

The Team manager application enables managers to manage players attendance and finances easily via an online web application and iPhone application.

A manager registers and selects “YES” to create his management account. Once logged in he can create new Game from the “Games I manage” tab on the side navigation. He will be presented with a registration form that where he can choose the game type 5, 6, 7 & 11 a side. He can then also choose the number of games in what is called a block such as currently set as 5 or 10 slots.

After completing the address for the game he will need to provide a cost for the pitch or venue. The app will then automatically suggest what he should charge for each attending player or he can just add whatever figure he wants.

Block players are players that commit for the entire block (E.g. 5 or 10 games). They generally get a better price per game. The pay as you go fee is generally higher.

Once the game is created it will load what is called the fixture view which displays all the details of that particular game. A manager should then click on each football (Soccer ball) and set a date and time for each game. He may at this point join himself for each game or entire block. The fixture view is also displayed to the player but with reduced features.

All players that opt into a game will automatically be listed in the “Player activity” box.

Lastly the manager could also invite more players via the “Invite more players” button.

On the **“Connected Players”** tab all players that have opted into a game will be listed here including what they owe in match fees. The manager can also click through to each players payments list from this page.

The **“Games I play”** tab will only load games you play

The **“All games”** tab will load all games on the app.

The **“Payments”** tab lists all player payments into a table format.

The **“My Profile”** tab list the player or managers individual profile.

The **“Dashboard”** tab lists your next game, confirmed games, connected players and if you are a manager also how much in player fees are owed to you.

***Intro iPhone app:***

The iPhone application simply authenticates against the API folder of the CI application. It then mimics the web application and loads the Dashboard, fixtures, games and players. The manager also has the ability to register manual payments on the pitch by flicking a switch next to pay as you play players names within the iPhone app.

1. **Application files & setup**

**Web App**

**Controllers:**

**Controllers/accounts.php –** handles login, profile, registration & payments.

**Controllers/dashboard.php** – handles dashboard

**Controllers/fixtures.php**  - handles managing, adding fixtures including inviting new players.

**Controllers/game\_blocks.php**  - handles setting dates, joining or leaving game blocks also returning payments etc.

**Controllers/manager.php**  - handles Connected players, Player payments and full payment list.

**Controllers/site.php**  - handles the public site.

**Controllers/teamsheet.php**  - handles a future team sheet feature.

**Controllers/API/Accounts**  - handles iPhone app authentication .

**Controllers/API/Dashboard**  - handles iPhone dashboard .

**Controllers/API/Fixtures**  - handles iPhone fixtures list .

**Controllers/API/Games**  - handles iPhone app game list.

**Views:**

All views are correctly described so self explanatory.

**iPhone App**

The Titanium iPhone app repo is located in the Resources folder of the Ti application code. The app.js file needs your server domain address added on line 18 called Ti.App.ApiAddress = “(YOUR DOMAIN)/index.php/API/”

The application core modules are located in the “iphonemdules” folder which is again broken sown into “Dasboard, Account, Games, Manager and Login” ect.

The Global folder contains the tab layout for the app and the media folder images etc.

1. **Support & custom work**

Support for this app is offered to all purchases - any custom work or additions to the app can be priced separately.

**Support contact**: Codecanyon