Application name: SPORTS MANAGER
Team number: 1
Phase manager name: Shashank Shankaranand
Team Member name: SHASHANK SHANKARANAND, SAIRAM KANNAN, DHAYALINI NAGARAJ

INTRODUCTION:

Sports Manager is aimed at helping students register for the tournaments in the college, create teams and participate in the various sports. The administrator will maintain the limit on the number of teams participating and also on the number of players allowed to participate for a sport. There can be many administrator depending on the number of sports ideally at least one per each sport. Students have to sign up enter their details and can browse through various sports and join the teams. They will receive alerts according to their preferences for the start of the games. Once they sign up they get a confirmation mail and select users can be given admin status.

REQUIREMENT / FEATURES LIST:

1. **Login Authentication:**
   - Sports manager registration page has been designed and the users are registered successfully.
   - Users validation and authentication has been done successfully and they will be able to create / join a sports team.
   - The authentication details includes username, password, E-mail, gender, Date of Birth and phone-number of the users.

2. **Email:**
   - Users will get a registration mail, saying that users have been successfully registered after the Sign up activity.

3. **Facebook Authentication:**
   - Facebook Authentication has been done successfully. Users can Sign-up with their registered facebook accounts.

4. **Menu Layouts and Design:**
   - The menus (Slider navigation menu, Menu tabs)and layouts have been successfully designed for each and every activity.

5. **Profile**
   - The profile picture is successfully accessed from the gallery. Users can set their profile picture using camera or can select from the gallery.

6. **Maps**
   - Google maps has been successfully used to locate the venue for the events and to show the directions of the event

7. **Sports Creation**
   - Various Sports has been created, so that users can view them and register their team in their favourite sport. The sports creation part is completed.

8. **Team Creation**
   - Various teams can be created, so that user can register in a particular team. Sports and the team has to be linked together. The team creation part is completed.

9. **Schedule**
   - Once the team is created, a schedule will be prepared and is displayed in the schedule tab. The schedule activity is completed

10. **Notification**
    - Based on the schedule, the user has to be notified. Notification via Email/SMS is completed.

MODULES:

USER INTERFACE MODULE:

The logo and the background images for the Sports Manager application will be designed along with the necessary layout needed for each activity. The main purpose of this module is to make each activity look simple and clean, so that users will find a smooth transition between the activities. The design of the UI module is completed.

LOGIN MODULE:

The Login Module contains the business logic for logging in to the Sports Manager application. New users are directed to the registration page. Users can create their profile. Based on the type of users (Admin / Students), login authentication will be done and the users will be directed to the necessary activity (event page) accordingly. The design of the login authentication module is completed.

NOTIFICATION MODULE:

On successful registration of the user, they will receive a registration confirmation and match schedules via E-mail notification. The design of the notification module is completed
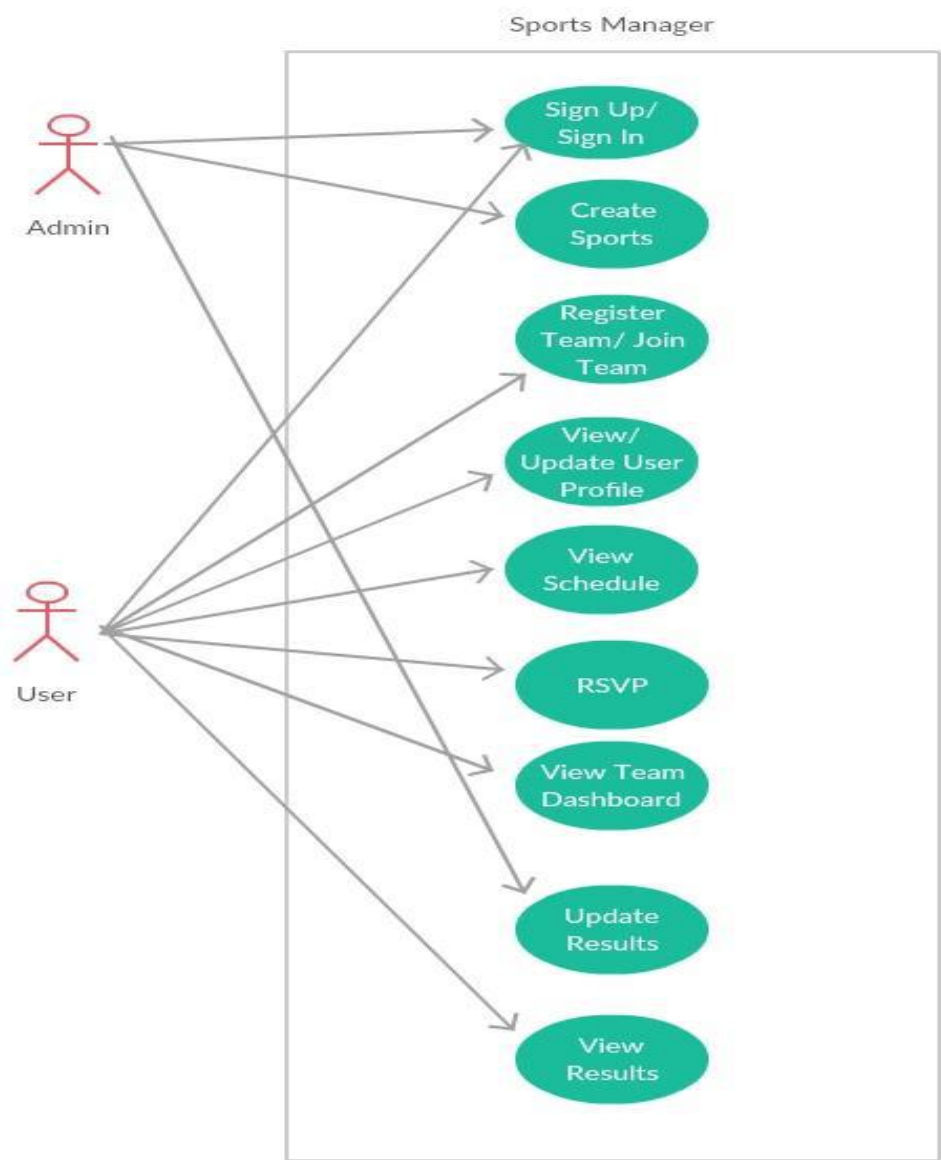
TEAM CREATION / JOIN / SCHEDULE MODULE:

Users can successfully create a team, join a team and view schedules of team. The design of the Team creation/Join/schedule part is completed.
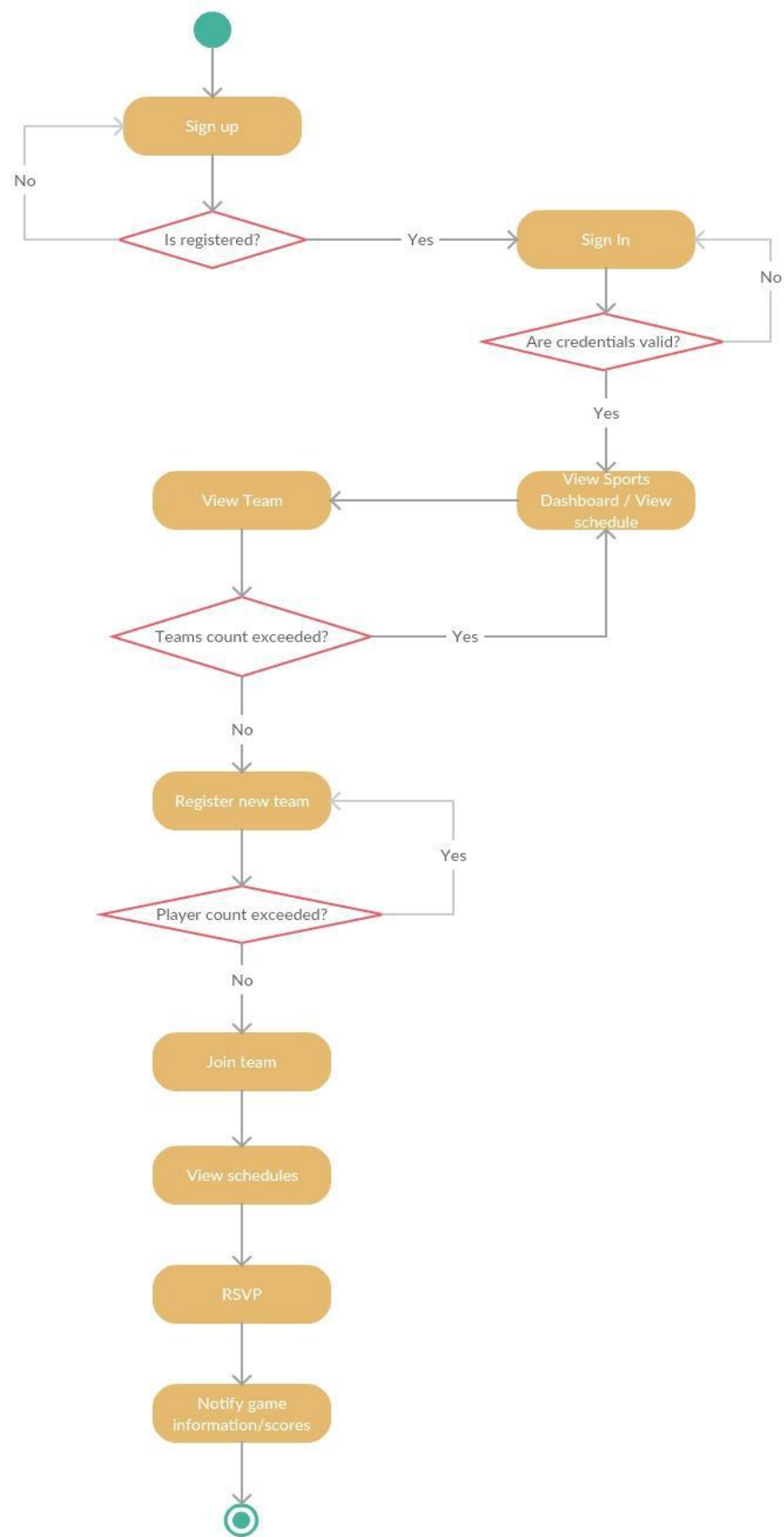
We have used Linear Layouts, Relative Layouts, Scrollview, Listview and Fragments in the design of this application.
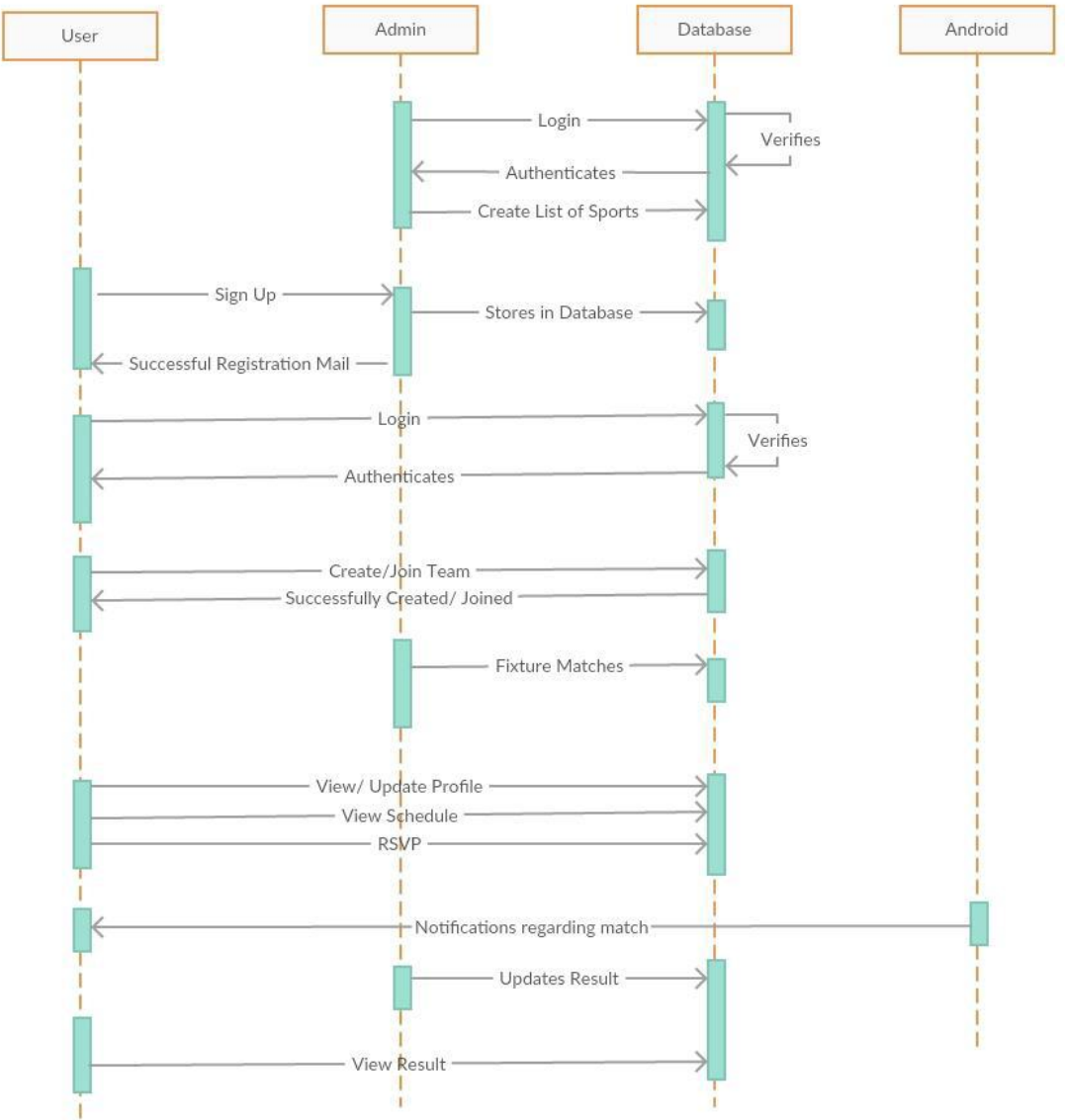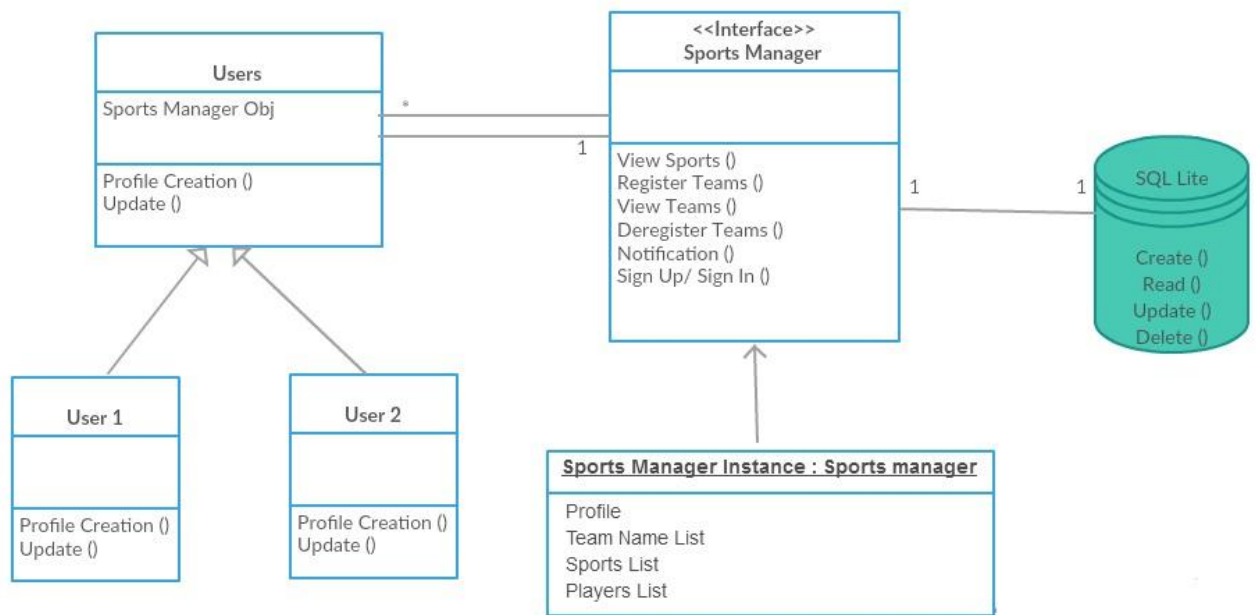
UML DIAGRAMS:

USE CASE DIAGRAM:

ACTIVITY DIAGRAM:

SEQUENCE DIAGRAM:

User	Admin	Database	Android
	Login →	Verifies	
	← Authenticates		
	Create List of Sports →		
Sign Up →	Stores in Database →		
← Successful Registration Mail			
Login →	Verifies		
← Authenticates			
Create/Join Team →			
← Successfully Created/ Joined			
	Fixture Matches →		
View/ Update Profile →			
View Schedule →			
RSVP →			
← Notifications regarding match			
	Updates Result →		
View Result →			

HIGH LEVEL CLASS DIAGRAM:

Users
Sports Manager Obj

Profile Creation ()
Update ()

**<<Interface>>
Sports Manager**

View Sports ()
Register Teams ()
View Teams ()
Deregister Teams ()
Notification ()
Sign Up/ Sign In ()

SQL Lite

Create ()
Read ()
Update ()
Delete ()

User 1

Profile Creation ()
Update ()

User 2

Profile Creation ()
Update ()

Sports Manager Instance : Sports manager

Profile
Team Name List
Sports List
Players List

High level class diagram shows the abstract (top-level) view of the classes needed in the application.

- Sports Manager class acts as an interface between the User class and the SQL Lite Database
- Various methods that needs to be implemented from the Sports Manager class are

  View Sports() - This method allows the users to view all the sports played at the university
  Register Teams() - This method allows the users to register their teams to a sport
  View Teams() - This method allows the users to view all the teams registered in the sports.
  Deregister Teams() - This method allows the user to de-register their team from the sports.
  Notification() - This method allows the users to get notification about the start of the match
  Sign Up/Sign In() - This method allows the user to register to the application and login to the
                application

- Sports Manager instance represents the instance of the Sports Manager class. It contains the User profiles, List of Sports, team-names and various players. It uses the methods from the Sports Manager class.
- Users class is used to create and update profile. It contains the object of Sports Manager class and uses its interface to interact with the database for registration and login operations. Multiple users can connect to the Sports Manager application
- All the users inherits the methods for profile creation and updation from the main Users class.
- Sql-lite database acts as a persistent data storage of the user information, sports and team information, various activities and match-schedules. All the information is stored as tables in a local database. Various operations such as Create, Read, Update and Delete information should be performed on the database. There will be various dependencies between tables which will be explained in the database-schema diagram.

LOW LEVEL CLASS DIAGRAM:

Low level class design gives the detailed description of the classes containing attributes and methods. We have identified that the core classes needed in the application are Player, Sports and Team.

- The Player class consist of the attributes of the user profiles and the necessary methods needed by the users to view the profile, activities and on-campus sports events. The various attributes that are used to identify a profile are Name (First and last name), Player_ID, E-mail, Password, Date-of-birth, Gender (Male/Female) and Phone number.
- Multiple players can view the sport. The Sports class contains attributes such as Sports_name, Sports_description, Sports_ID and Total_Teams. Each sports will have restrictions on the number of teams needed to participate. Players can view the different sports happening at the college through the viewSports method. The Sports class contains the aggregation of all the teams.
- The Team class contains attributes such as Team_name, Team_ID and Total_players. It contains the necessary methods needed to view the team, create the team and join the team. Each team will have restrictions on the number of players needed to participate. Sports consist of multiple teams.

The methods in these classes perform various database intensive operations needed to provide appropriate results.

Database Schema Diagram
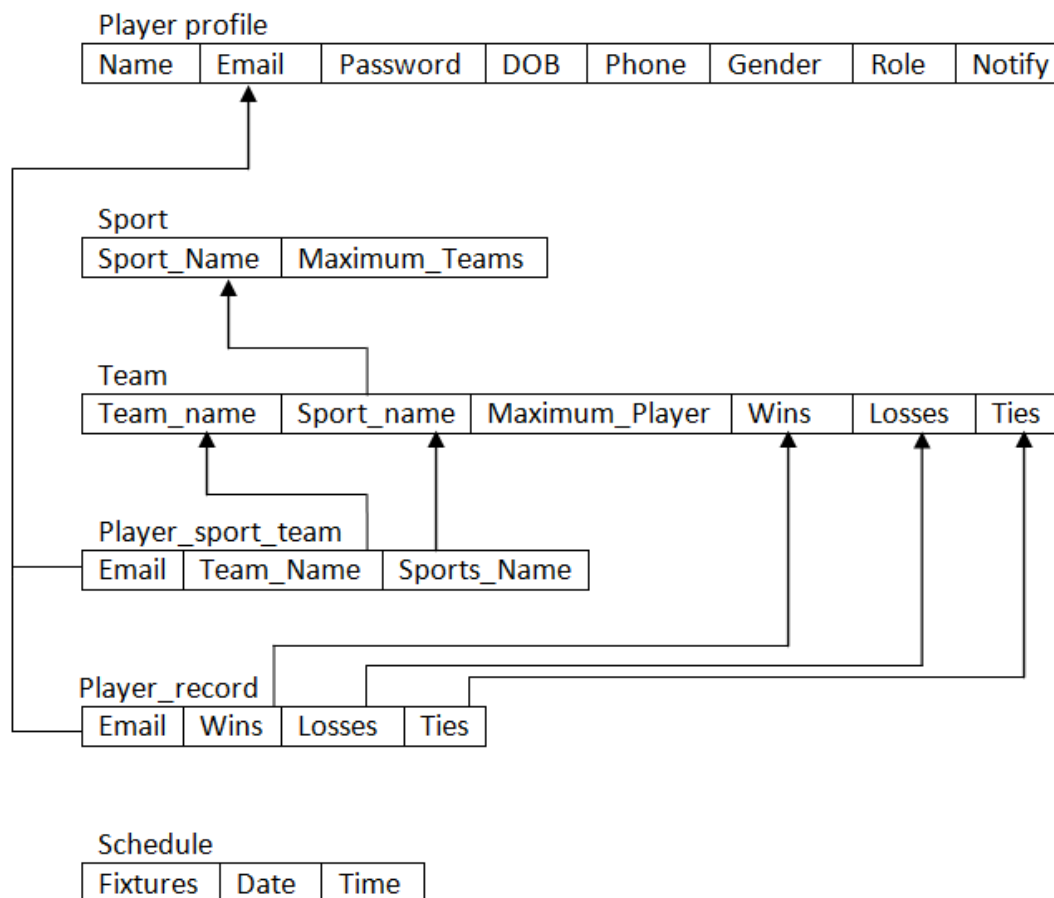
We have carefully analysed and identified tables that are needed to store all the information in the database and the dependencies between them.

- The Player_profile table consist of information about Player Name, Email, Password, DOB, Phone number, Gender, Role and Notify. The role indicates whether the user is a player or admin. The notify column indicates the number of days before the start of the match, the notification about the match needed to be sent to the players. Email column is the primary key, which is used to uniquely identify the record
- The Sport table consist of Sport_Name and Maximum_Teams. Sport_name act as primary key.
- The Team table consist of Team_name, Sport_name, Maximum_Players, Wins, Losses and Ties. For this table Sport_Name is a foreign key as it is referenced from the primary key of the Sport table. Team_name and Sport_Name together act as a composition to identify unique records in this table. Wins, Losses and Ties represent the Win/Loss/Tie records of each of the team.
- Player_sport_team table consist of Email, Sport_name and Team_name which is used to uniquely identify player belonging to a particular team and particular sport.
- Player_record table consist of Email, Wins, Losses and Ties, which gives information about the player records.
- The schedule table consist of fixtures, date and time, which gives information about the match schedules between different teams.

DESIGN:

This document covers the design aspects of our application. It includes the transition between the various activities / screen and guide the user from installing the application to using the application effectively, so that end users find it easy to use the application.

Steps to be followed by the end-users:

1. Install the apk file from the internal storage (Assume that file is stored in your internal storage)

An application like File Manager, lists all the files stored in your internal storage. Once the apk file is transferred to the internal storage, it will list in the file manager application. I have attached the screenshot of the apk file listed in the File Manager application. You can install the File Manager application from this link -> *https://play.google.com/store/apps/details?id=com.rhmsoft.fm.hd*
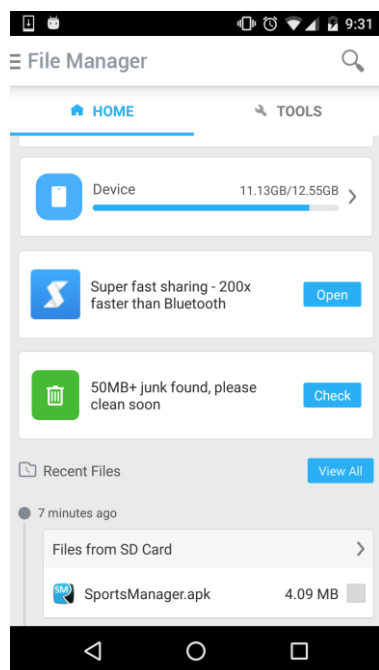
2. Before clicking on the SportsManager.apk file, make sure the following feature is turned on in your mobile. Every android phone has the feature to download android application from unknown sources.

I am using Nexus 5 mobile. The above feature can be turned by going into **Settings -> Security -> Unknown Sources** and turn on (**Allow installation of apps from sources other than the Play store**). I presume every android phone can turn on this feature by following the above step.
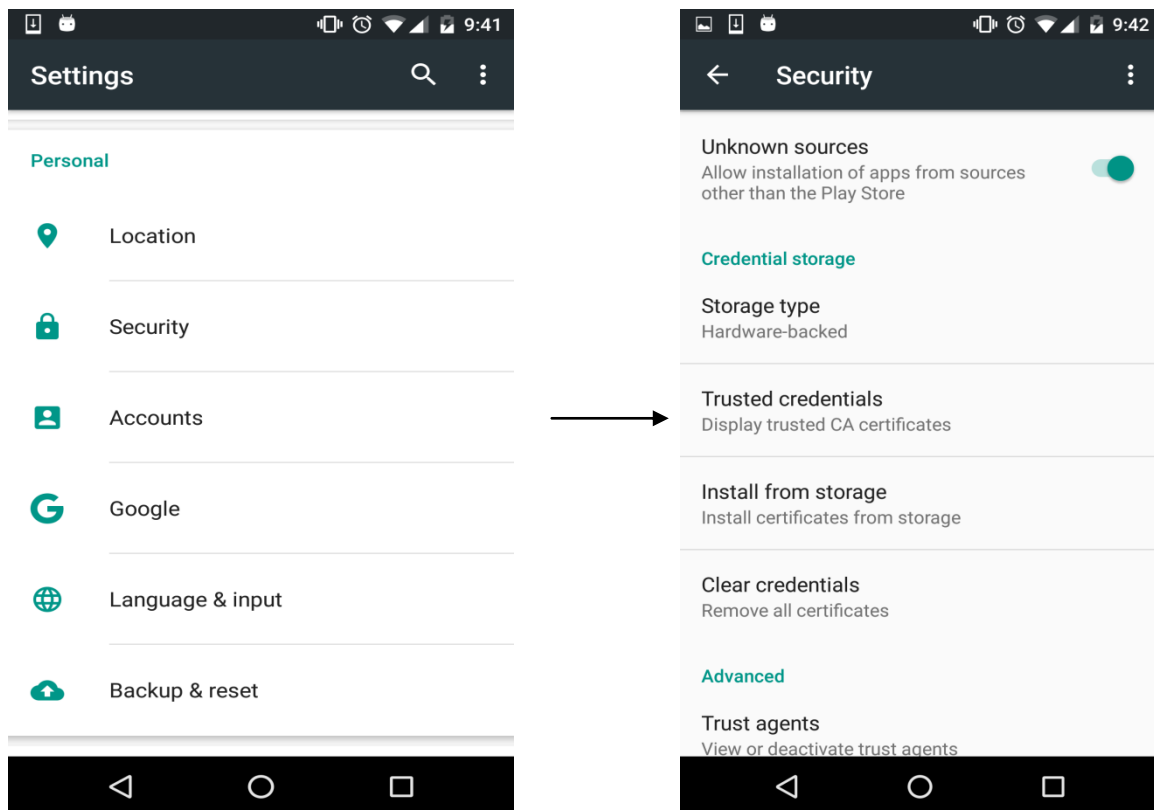
3) Once you turned on the feature mentioned in Step 2, You can go to Step 1 and install the application by clicking on the SportsManager.apk file. You will get the following screen, click on install button, to install the application. Once the application is installed click on Done button. You can also open the Application directly by clicking on the Open button.
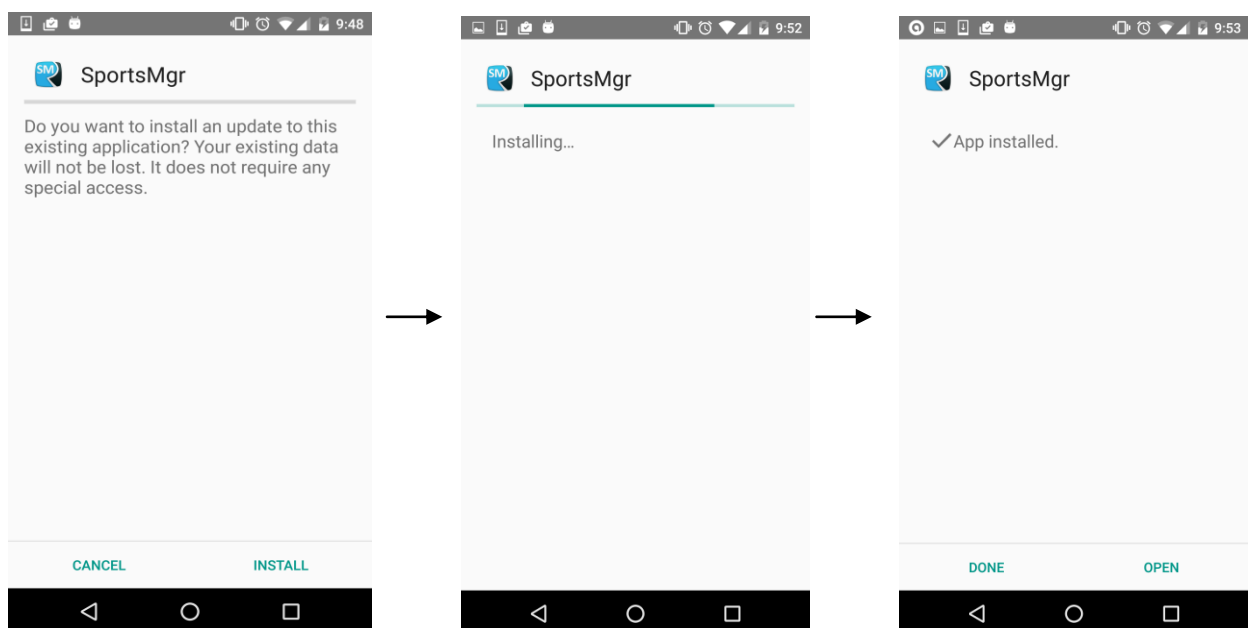
4) Once you click on the Done button mentioned in the previous step. You can find the Sports-Manager application in the list of applications installed in your phone. You can open the application by clicking on the SportsMgr icon mentioned in the below image. For easy access, you can drag and drop the SportsMgr icon in the home screen, by long-pressing the your application icon below and place it on the home screen, so that it will be easy to launch your application in the future. Now you are ready to launch the application by clicking on the SportsMgr icon.
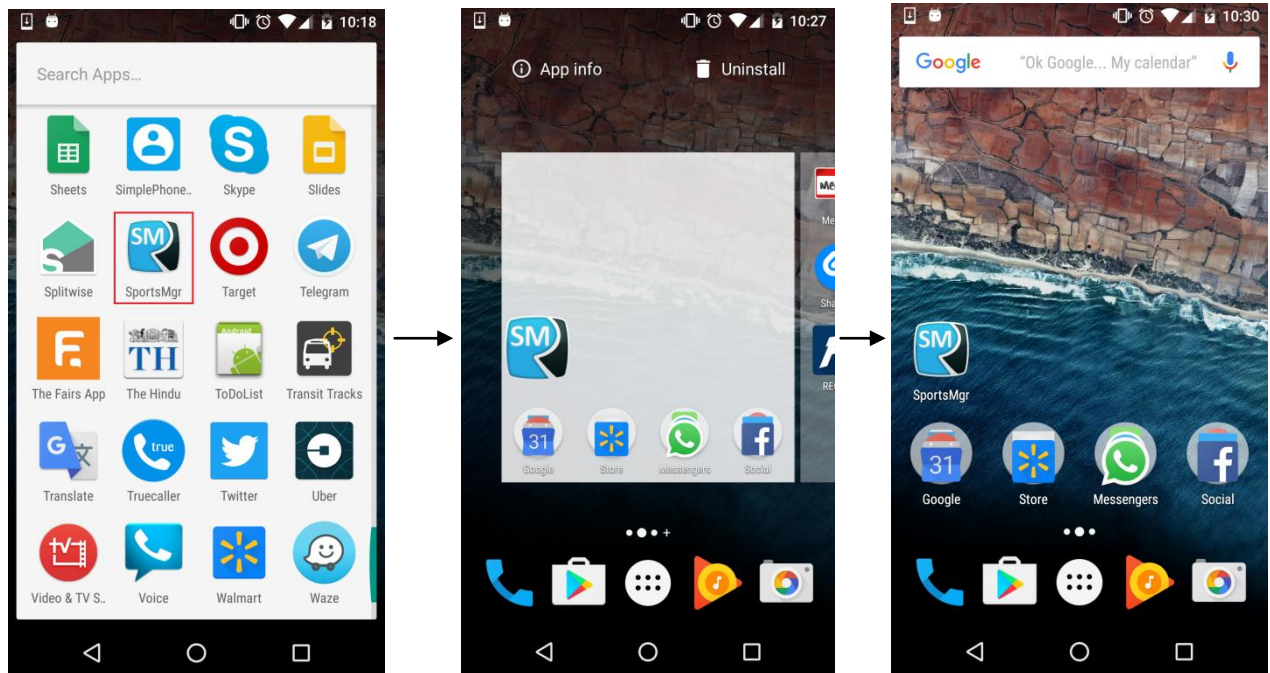
5) Once you click on the Sports Manager application icon in the home screen mentioned in the above step. You will get a Splash screen of the Sports Manager icon for 3 seconds and then your login page of the application will appear.
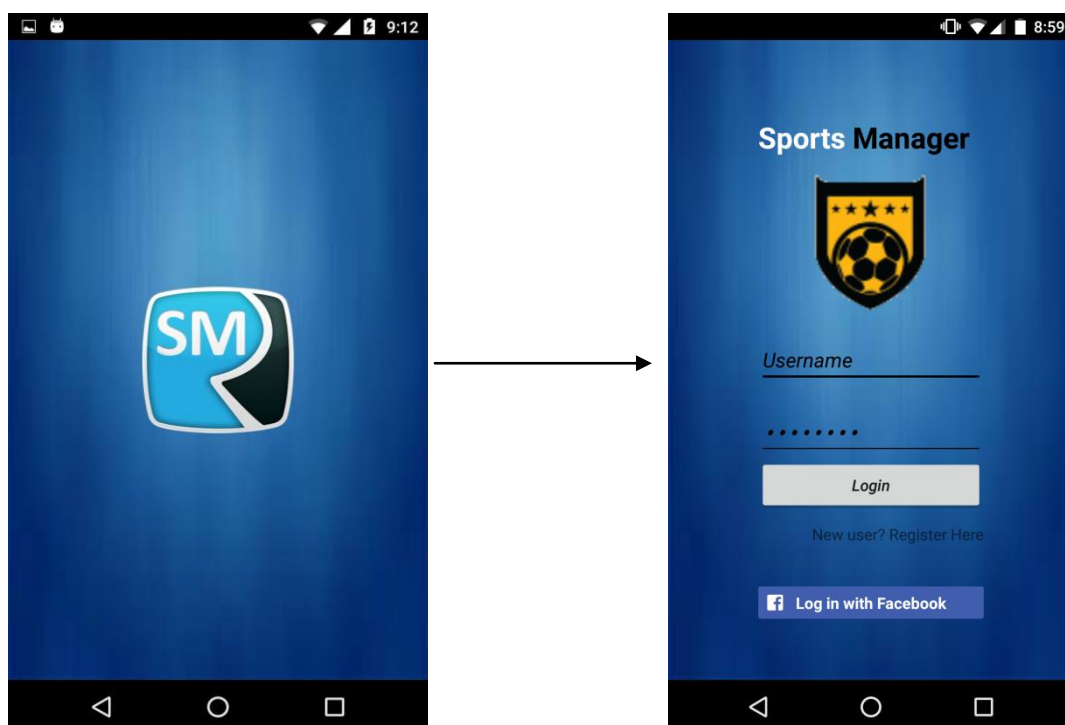
The Login page will contain, the background image mentioned in the above step. It contains Username and Password which act as editable text. It contains a Login button. It also contains link for registering to the application using the textview "New user? Register Here" which when clicked takes you to the Sign up activity. It also contains a Log in with Facebook button. For facebook login to work, User should have facebook application installed in his mobile and the credentials will be taken from the facebook application or should enter the user's facebook login and password when prompted to sign-in to the application directly. In our application only those with the developer and tester access can login with their facebook account.

6) The Sign-up activity contains a background image. It contains editable text for entering Name, valid - Email ID, valid - Password, valid -Date of Birth, valid -Phone number, radio button widget for selecting gender (Male / Female) and a Sign-Up button. It also contains a "Already a member? Login" textview, which when clicked, goes to the Login Page mentioned in the previous step. Once you enter all the valid fields and click on the Sign-Up button, it goes to the login page, saying a toast message like User has successfully registered. Also you will get a automatic mail saying that user has successfully registered.
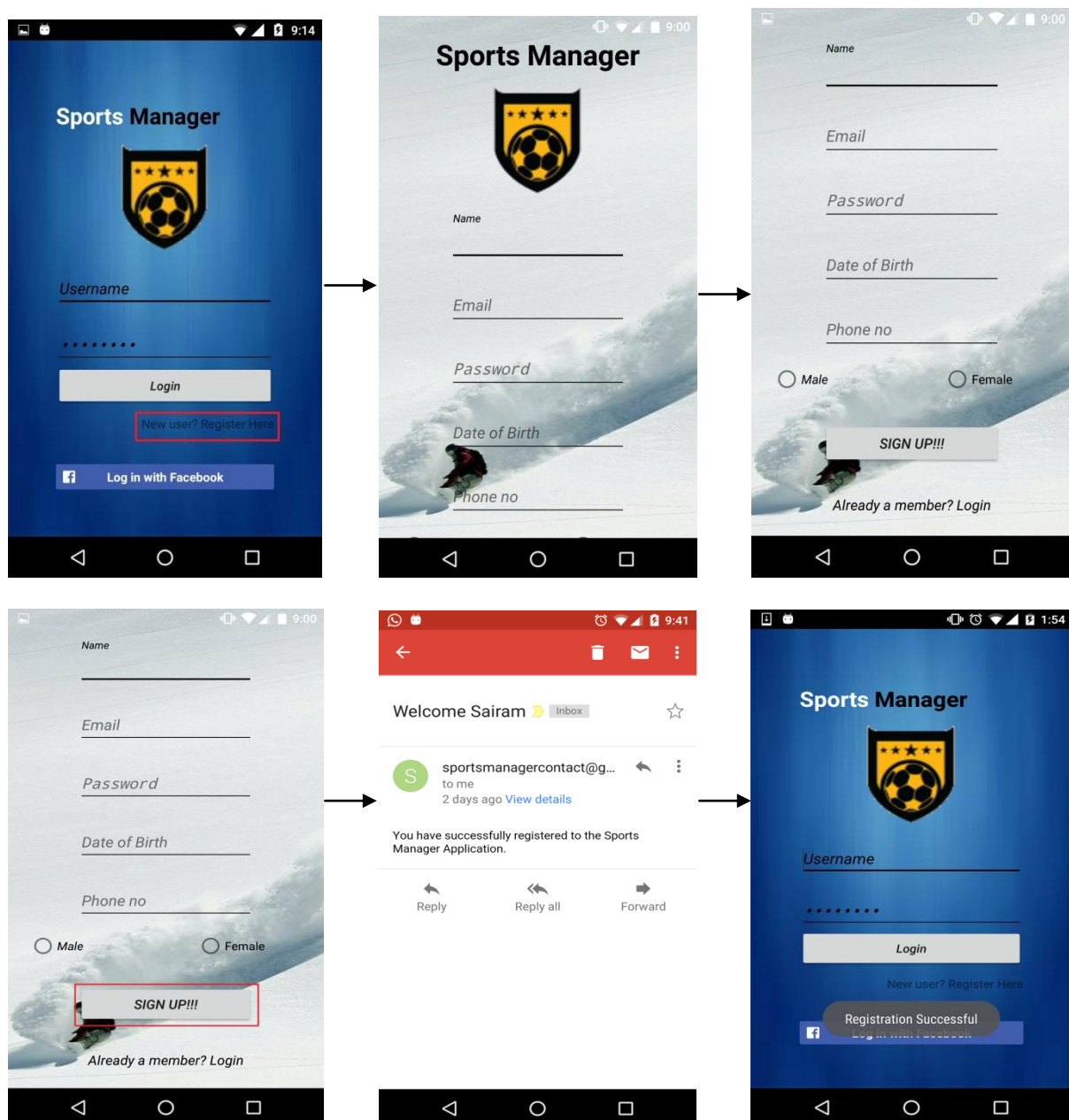
7) In the login page, enter your Email-Id and password (with which you registered) in the editable text. and click on the Login button. Alternatively if you have facebook access, you can click on Login with Facebook button. It will go to the Match schedule page. In this page, you can view the list of your match schedule / schedule of your events. Initially this page will have no schedule, as the users are not registered in any of the sport. You can click on On-campus tab, where you can find a list of recreational / fitness sports. Users can register on any of the sports in the On-campus section. The schedule page, activities page and on-campus page act as Fragments which represents a portion of user interface in an activity. Its main advantage is that, we can reuse the Fragment in multiple activities. The schedule tab, activities tab and on-campus tab will be shared across all the three fragments (Schedule page, Activities page and On campus page). The On-Campus page contains two additional two sub-tabs, One for recreational sports and the other for Fitness sports. Clicking on the Fitness sub-tab will go to sports listed under the fitness category.
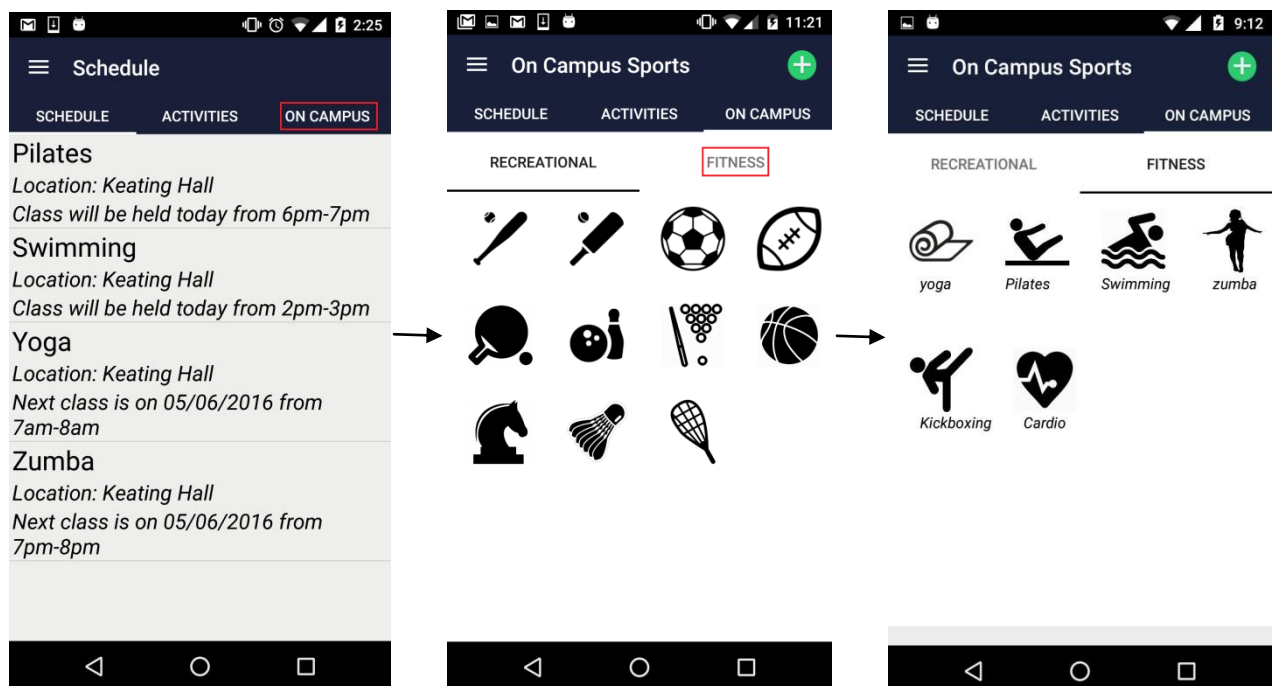
8) When you click on any sports icon, inside the Fitness sport, it will list the timings for the respective sport. There is a button for adding the sport to schedule. Users can click on Add to schedule button, to add the respective sport to their schedule. Once the User click on Add to schedule button, the button will be renamed as Remove from schedule. Clicking on the same button once again, will remove the fitness sport from your schedule. The state of the button is saved, so that user can easily check whether they registered in a particular fitness sport by looking at the Button's name. Also clicking on the Home Button at the Right top corner of the screen, will go back to the schedule page mentioned in the above step. You can now view the list of schedule for the registered fitness sport. Let us assume, you clicked on Swimming sport, you will get the following screen like below.
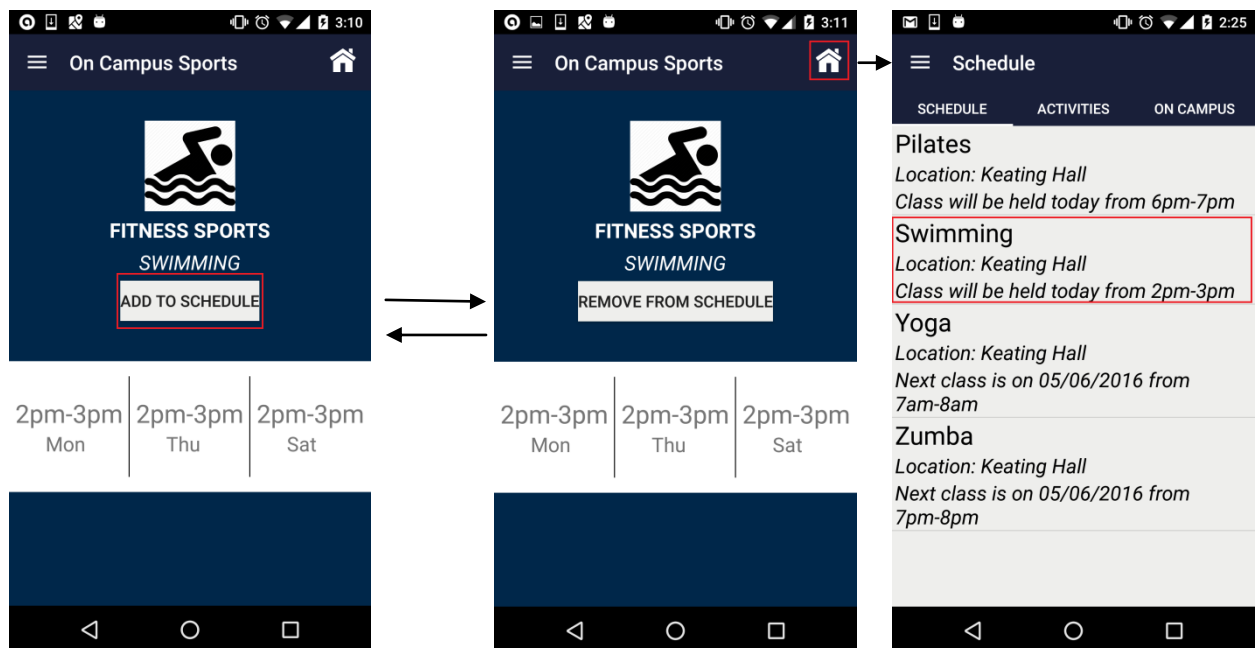
9) Clicking on any sports inside the recreational sport, will go to the team creation / view registered team page for that particular sport. There are two buttons Create teams and Teams. Once you click on Create teams, it will go to Create Teams page. In Create Teams, there is a editable text, where User can enter his team name. There are also two buttons, Enter and Cancel. If user clicks on enter, Team will be created. If User clicks on Cancel, it will go back to the previous page (team creation / view registered team page) for that particular sport. Let us take the example of Chess. Chess can be played with maximum one person per team. If the user clicks on view team, he can view the list of teams registered in the same sports. When clicking on each team, he can view the list of team members in that team.
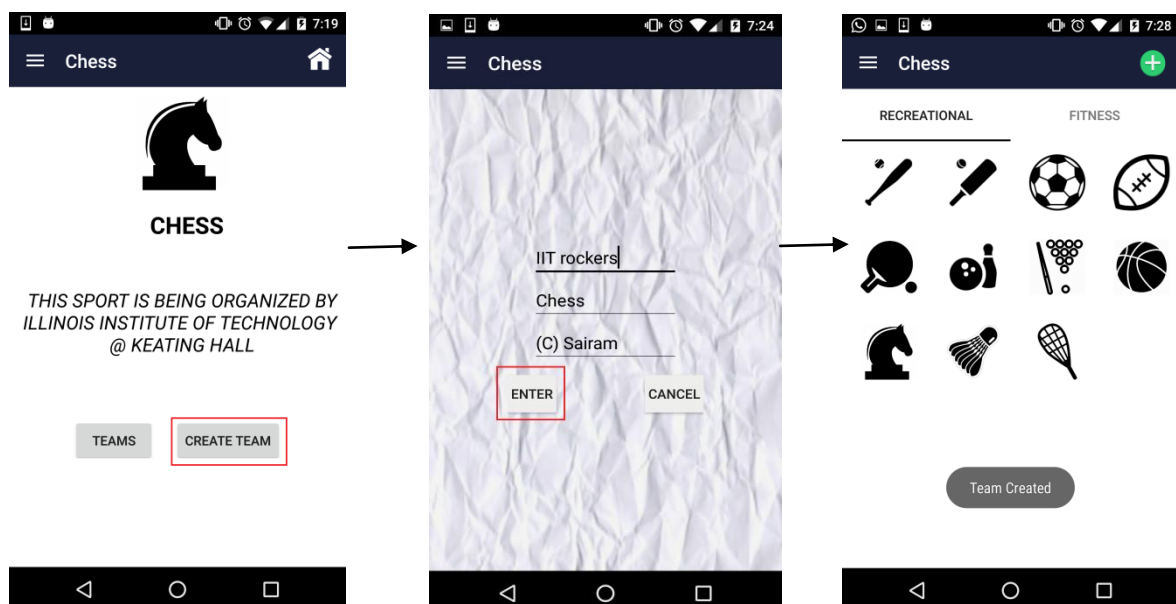
Chess

CHESS

THIS SPORT IS BEING ORGANIZED BY ILLINOIS INSTITUTE OF TECHNOLOGY @ KEATING HALL

TEAMS   CREATE TEAM

Chess

IIT rockers

UIC blazers

UIC blazers

dnagaraj@hawk.iit.edu(C)

JOIN TEAM

Chess

CHESS

THIS SPORT IS BEING ORGANIZED BY ILLINOIS INSTITUTE OF TECHNOLOGY @ KEATING HALL

TEAMS   CREATE TEAM

Schedule

SCHEDULE   ACTIVITIES   ON CAMPUS
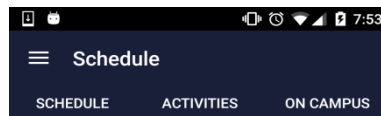
IIT rockers vs UIC blazers
*Location: Stuart Field*
Date&Time: 05/05/2016 @ 7:53 PM

10) When the user clicks on the side menu icon or drag from the left, we will get the Side menu icon have different menus. There are different menus. Clicking on Home will go to the Schedule page. Clicking on Profile page. Clicking on campus and gym info will go to the Directions Page, where the event is going to happen and its directions page. Clicking on Settings will go to the Settings Page. Clicking on Logout will logout from the application.
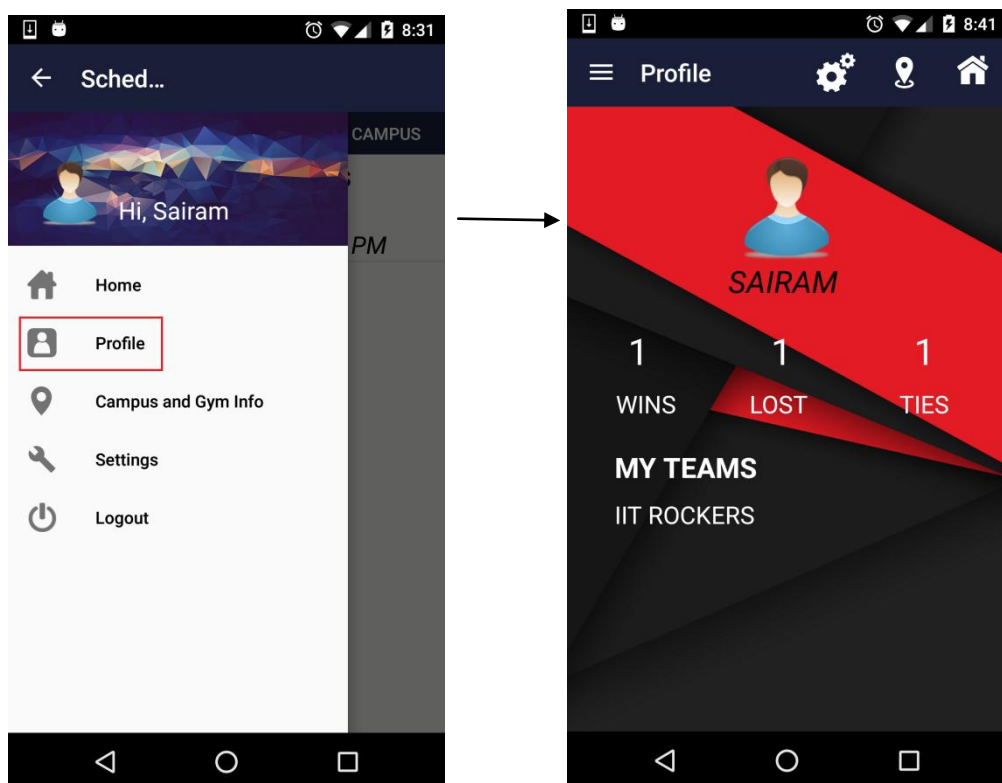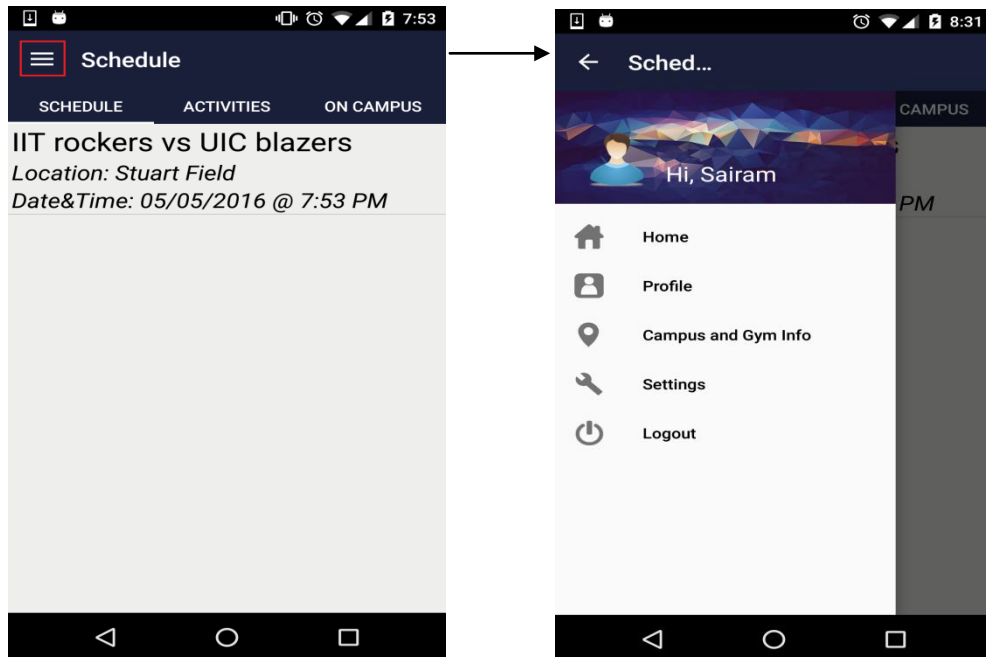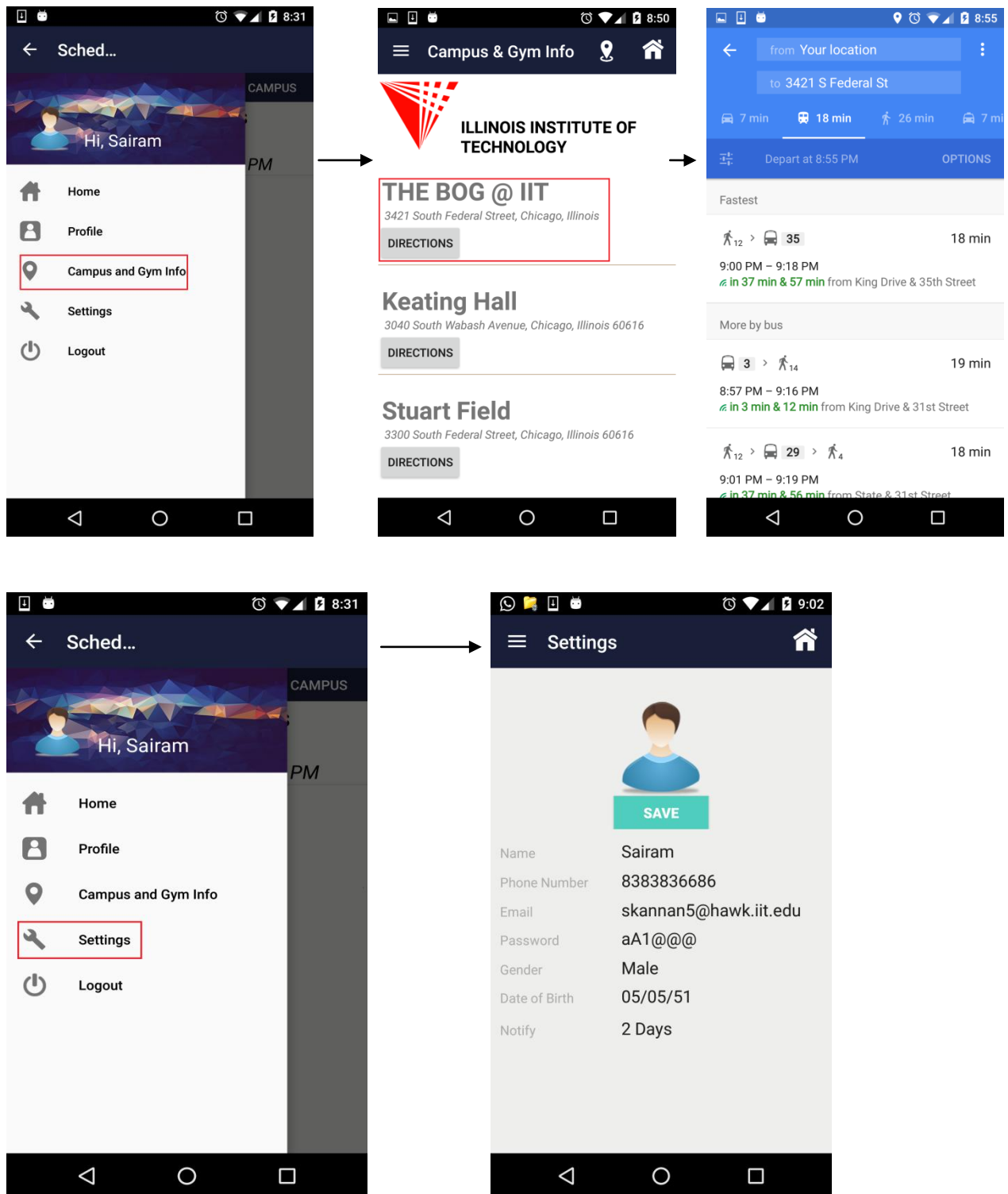
In the Settings Page, we can change the Phone number and Password, which act as editable text. It also contains a save button, which when clicked Save the Profile. In the Profile Page, you can set you your profile photo by clicking on the picture icon as mentioned below.
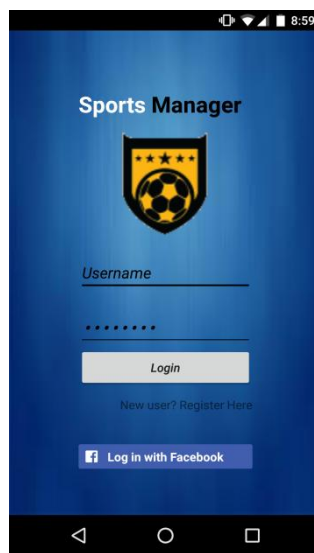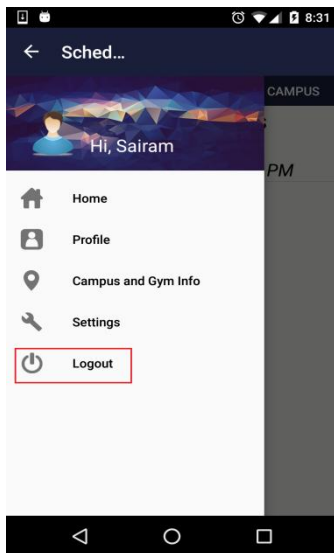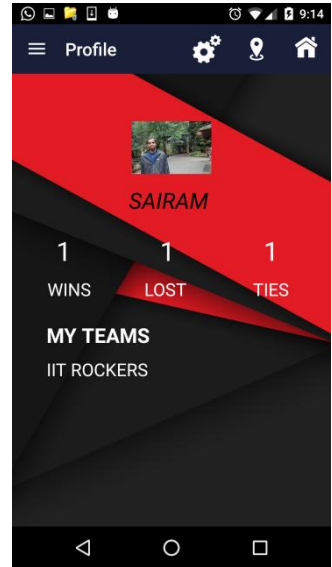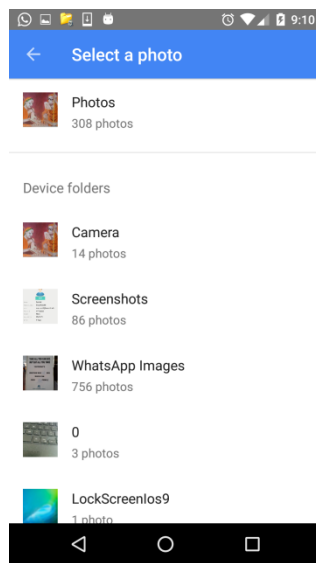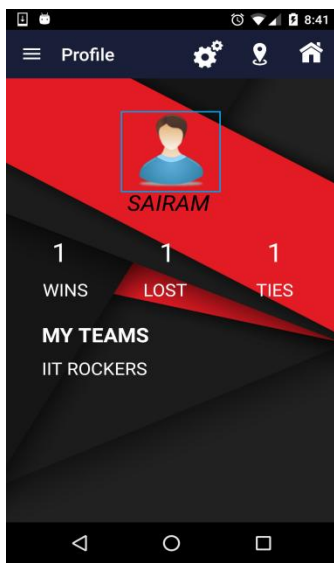
TEST CASE DESCRIPTION

Test Case 1: Launch of an application:

The application should be launched successfully by opening the sign in page of the application.
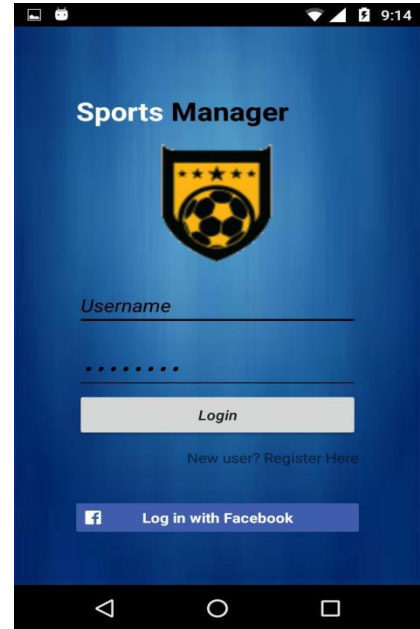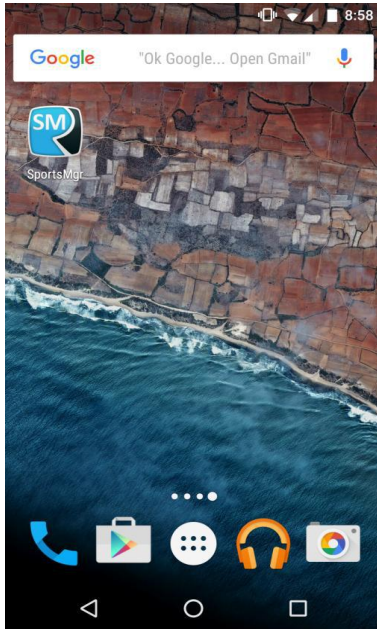
Test Case:2 Login without Registering to the Application

Click on the Login Button in the sign-up page without registering the application. Toast message will be displayed with message "Please Enter Username and Password"
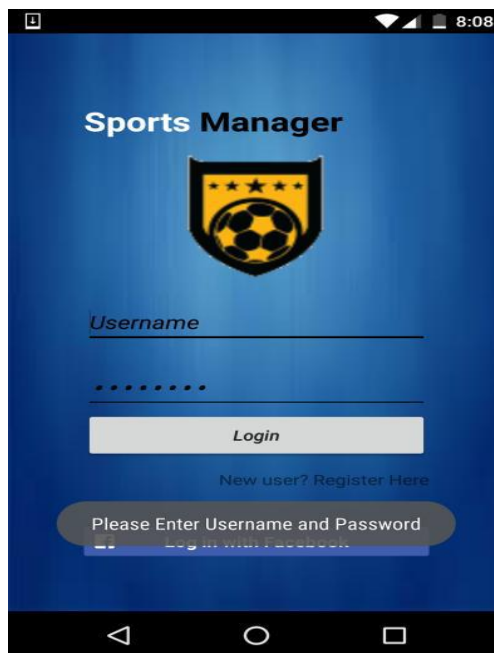
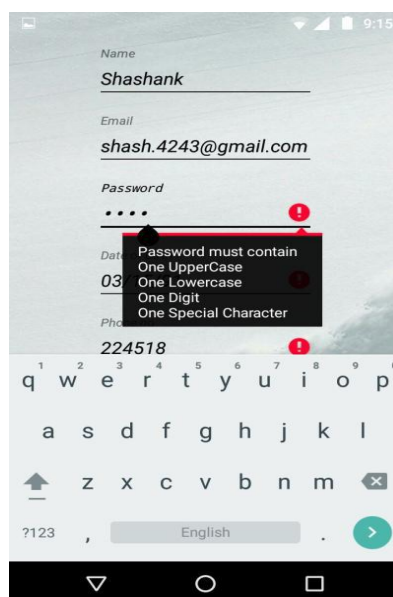**Testcase 3: Enter invalid Email address in the Registration Page**

Enter invalid Email (Without character, @symbol and . symbol) at the E-mail field in the registration page, the error message will be thrown with the error symbol like Invalid Email.

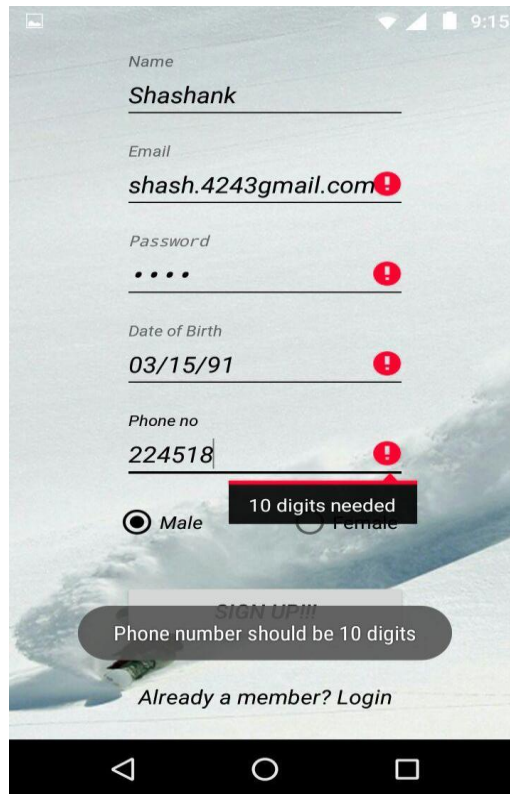**Testcase 4: Enter invalid password at the Registration Page**

Enter invalid password (Password with lowercase letter, capital letter, one digit and a special character) at the Password editText in the registration page, the error message will be thrown with the error symbol like Password should include at least one small letter, one capital letter, one digit and one special character.

Testcase 5: Enter invalid Phone number in the Registration page

Enter invalid Phone number (Phone number with length less than 10) at the Phone. no. field in the registration page, the error message will be thrown with the error symbol like 10 digits needed.

Testcase 6: Leave the field blank while registering in the Registration Page.

Leave the field blank while registering in the Registration Page after clicking on the Sign-up button.Toast message will be displayed like "Please enter all fields".

Testcase 7: Click on the Sign-up button on the Registration page after entering all fields with valid information.

Click on the Sign-up button on the Registration page after entering all fields with valid information. Toast message will be displayed like "Registration successful".

Testcase 8: Enter invalid Date of birth in the Registration page.

Select Date of birth field from the Calendar which is more than 18 years from the current year.
The toast message will be displayed with message like "Users should be atleast 18 years old".
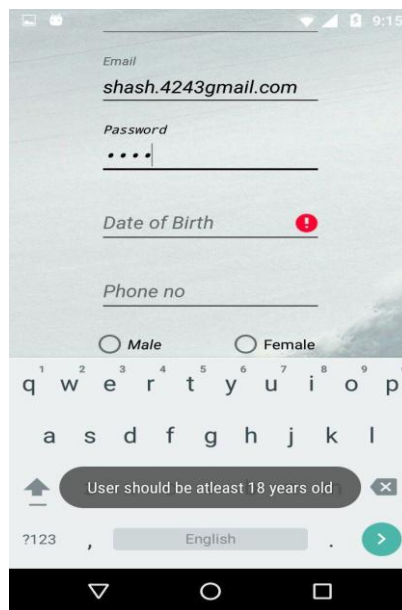
Testcase 9: On successful registration , An Email should be triggered to the User automatically.

When user clicks on Sign-up button in the registration page after entering valid details, An Email should be triggered to the registered User automatically
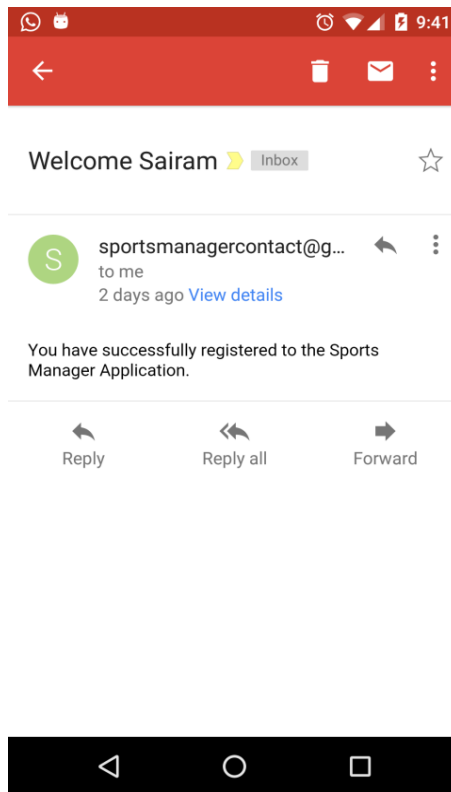
Testcase 10: Login to the application with the save Facebook account in the User's mobile

User should click on the Login in with Facebook button on the Sign-in page. User will be successfully logged in to the app using the facebook credentials and the home page will be displayed.

Testcase 11: Click on the On-campus tab.

Click on the On-campus tab after Signing in to the application. Sub menu tabs of Recreational and Fitness sports type will be displayed, listing all the sports related to Recreational sports type.

Testcase 12: Click on the Fitness sub-tabs

Click on the Fitness sub-tabs.All the sports related to Fitness sports type will be displayed.
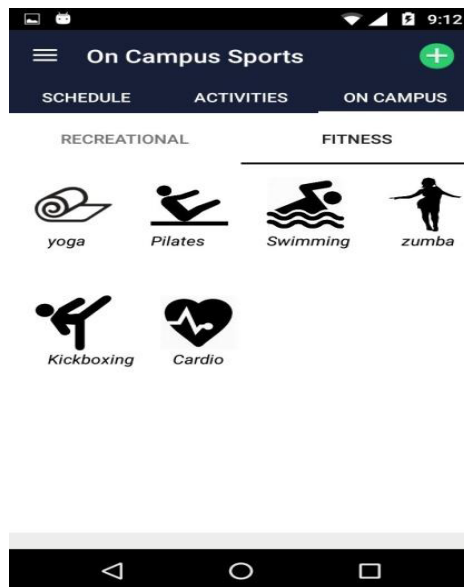
Testcase 13: Click on any sport-icon in the sports related to recreational sports type

Click on any sport-icon in the sports related to recreational sports type inside the recreational sub-tab, Options for Creating a team in that particular sport and view the Teams registered in that recreational sport will be displayed.
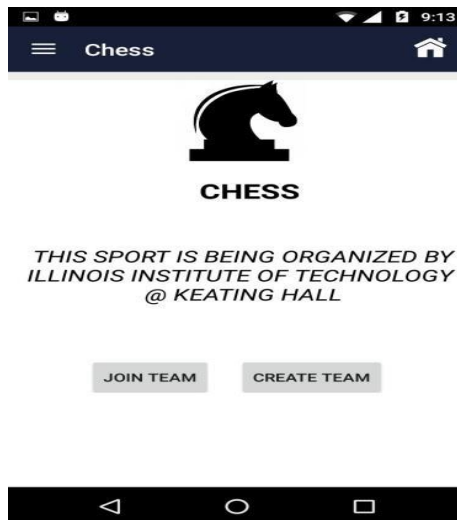
Testcase 14: Click on any sport-icon in the sports related to fitness sports type.

Click on any sport-icon in the sports related to recreational sports type inside the fitness sub-tab. Options for Creating a team in that particular sport and viewing the Teams registered in that fitness sport will be displayed.
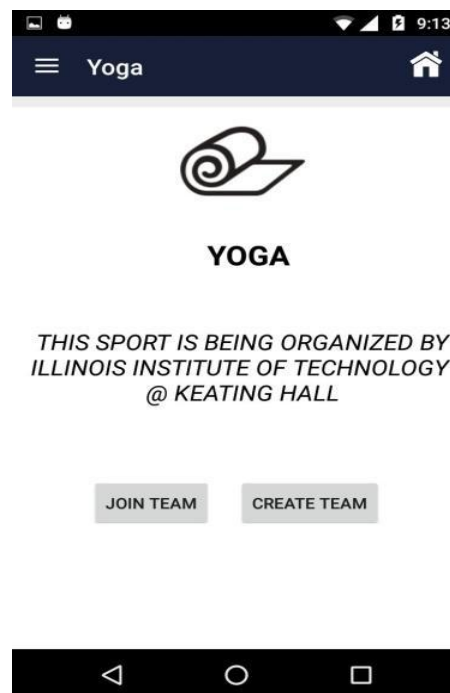
Testcase 15: Create a team in a Recreation sport.

Click on the Create-team button for the sports belonging to recreational type. A page will be displayed for entering the team name.

Testcase 16: Enter the data for creating a Team in Recreation sport:

User should enter the team name, in the page mentioned in the previous case. If the team name is not empty and the user clicks on the enter button, Team will be created successfully and you will get a Toast message like Team created successfully. If the user clicks on the cancel button, it goes back to the previous page.

Testcase 17: View the teams registered in a Recreational sport.

Click on the Teams button for the sport belonging to recreational type. A page will be displayed for viewing all the teams registered for that particular sport.

Testcase 18: Click on the team registered in a particular Recreational sport

Click on the Team registered for that particular Recreations sport mentioned in the previous test case. Users should be able to see Other users / potential team members, who registered in that particular recreational sport in a new page. Also join team button will be displayed, for joining that team.

Testcase 19: Join a team

Click on the Join team button in the Result mention .Users should be able to join the team, by clicking on the Join team button and a toast message will be displayed like you have joined the team successfully.
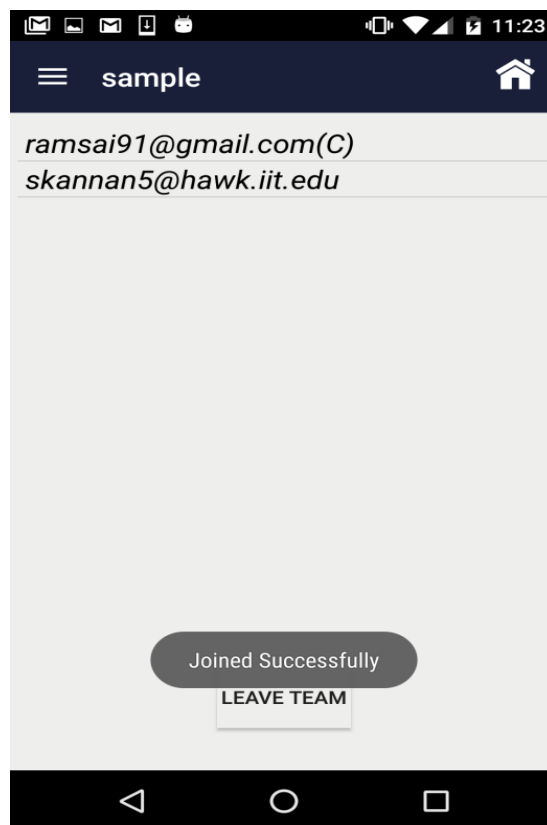
Testcase 20: Creat a new team for the same recreational sport for which the user already created a team.

User Click on the create team button (As mentioned in Testcase 15). A toast message should be displayed like "You have a already created a team in this sport" .

Testcase 21: Leave a team.

Click on the leave button in the page mentioned from Testcase 18 expected results. The user will be removed from the team respectively.

Testcase 22: View the fitness sports details

Users can view the fitness sport schedule, once the user click on the respective sports displayed fitness sub-tab belonging to fitness type . User can add the schedule by clicking on the Add to Schedule button. Once the schedule is added, User can remove the Schedule, by clicking on the Remove from Schedule button.

Home Screen

Test Case 23: On successful login the home screen should be displayed and the schedule should be displayed.

Click login button and the login should be successful. The home screen is displayed with the schedule.
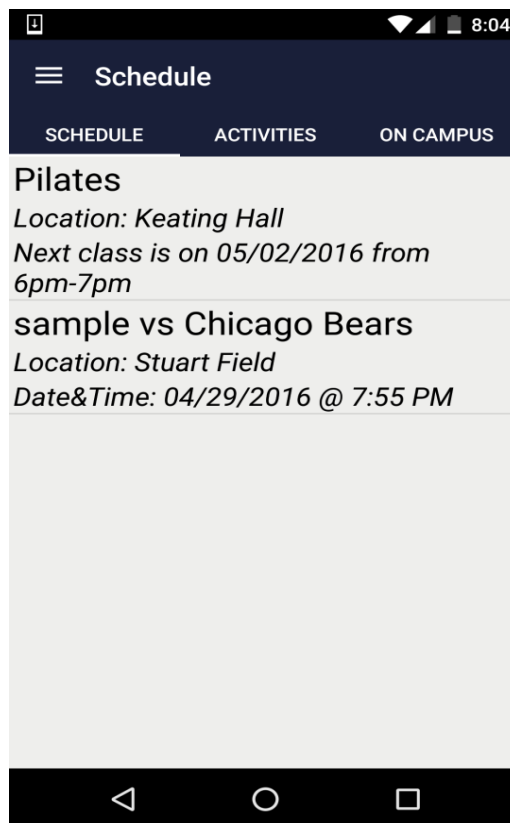
Navigation

Test Case 24: On click of Menu button the side menu should be opened.

Click on the menu button .The side menu will be displayed.
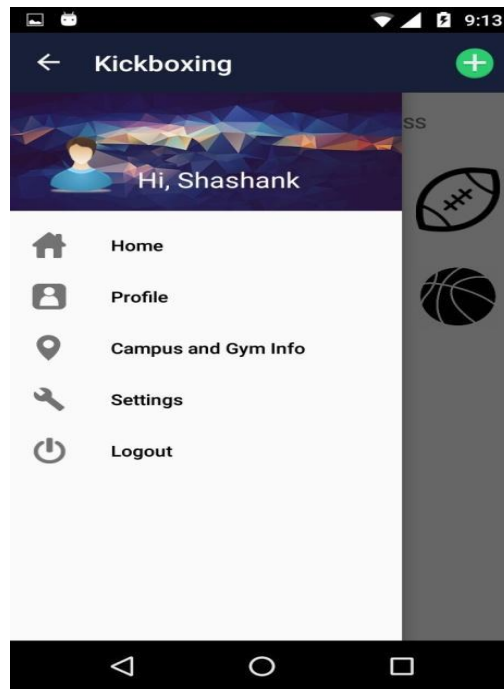
TestCase 25: On click of the Menu button, the opened side menu should close.

If the side menu is opened, click the menu button back arrow. The side menu will be closed.

TestCase 26: In the menu, on click of home menu item, home screen should be displayed

Click the home menu item in the side menu bar. Home screen is displayed.

TestCase 27: In the menu, on click of Profile menu item, the profile screen should be displayed.

Click the profile menu item in the menu bar. Profile screen is displayed.

TestCase 28: In the menu, on click of Campus and Gym Info menu item, the campus and gym info screen should be displayed.

Click the campus and gym info menu item. The campus and gym info screen will be displayed.

TestCase 29: In the menu, on click of Settings menu item, the settings screen to edit profile information should be displayed.

Click the settings menu item.The settings screen to edit profile information will be displayed.

Profile Screen

TestCase 30: The "My teams" list should display the recreational teams that the user has joined.

Join a team in recreational sport. The team will be displayed in the my teams list.
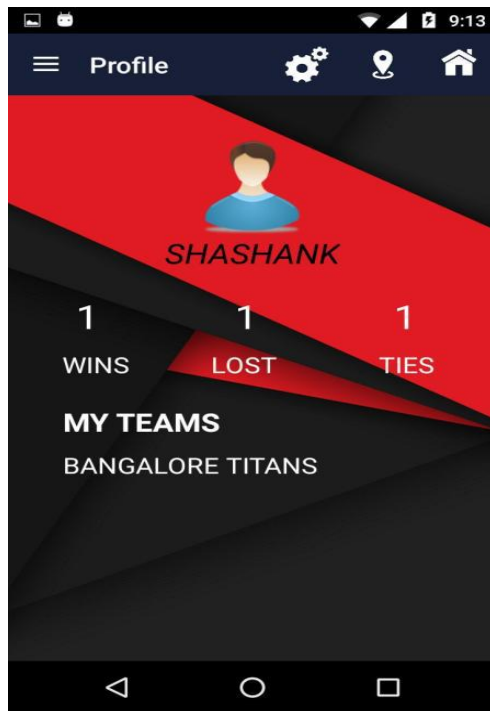
TestCase 31: On click of settings icon in the title bar, the settings screen should be displayed.

Click the settings icon in the title bar. The settings screen to edit the profile information will be displayed.

Test Case 32: Enter invalid password in Settings screen.

Enter invalid password (Password with lowercase letter, capital letter, one digit and a special character) at the Password editText in the settings page. Error message "Required" will be thrown with the error symbol.

Test Case 33: Enter invalid Phone number in the Settings screen

User entering invalid Phone number (Phone number with length less than 10) at the Phone. no. field in the settings page. Error message will be thrown with the error symbol.
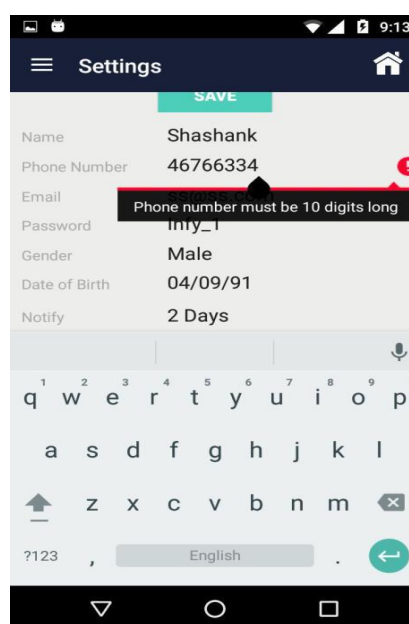
Test Case 34: Leave any field blank in the Settings page.

Leave any field blank while registering in the settings page after clicking the save button. Error message with the error symbol is displayed.

Test Case 35: On click of the save button, the edited information should be saved to the database.

Click on the save button. The edited information should be will be saved to the database..

Test Case 36: On click of default picture in Profile, gallery of the phone should be accessed.

Click the image in the profile screen. The gallery of the phone is accessed.
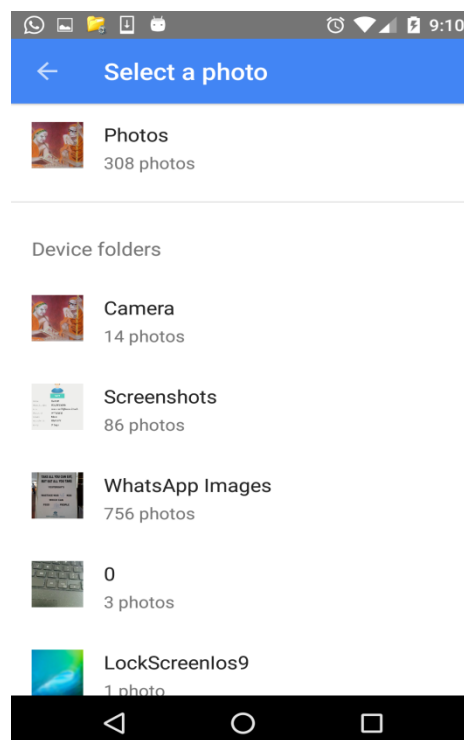
Test Case 37: Set the profile Image

When the gallery is accessed, the user should be able to select a picture and set it as profile picture.
Click the default picture in Profile and select an image from gallery.The selected picture will be set as the profile picture.
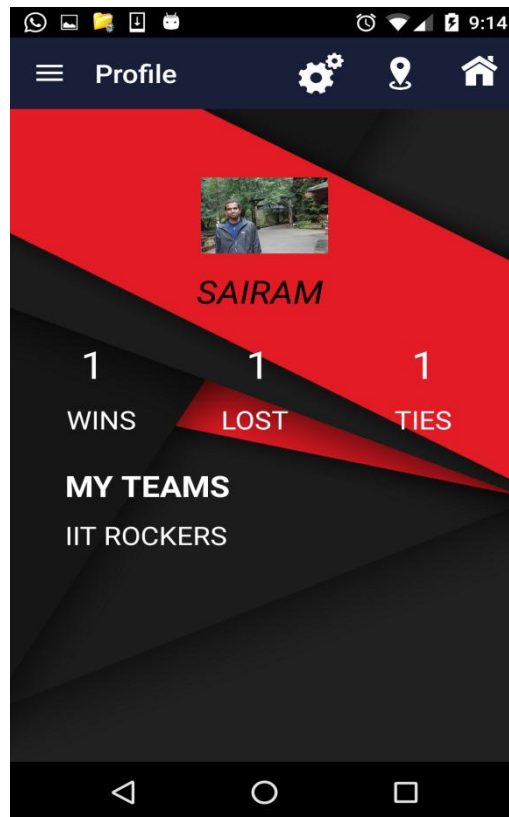
TestCase 38: The campus and gym info screen should be displayed when user clicks the location icon in the title bar.

Click the location icon in the title bar. The campus and gym info screen will be displayed

TestCase 39: The Schedule screen (home screen) should be displayed when user clicks the home icon in the title bar

Click the home icon in the title bar. The Schedule screen will be displayed.

Campus and Gym Info screen

Test Case 40: The Google Maps API should be accessed and the directions to the place where the events takes place should be displayed when the user clicks on direction button.

Click on the directions button in the screen. The Google Maps API is accessed and the directions to the place where the events takes place is displayed.
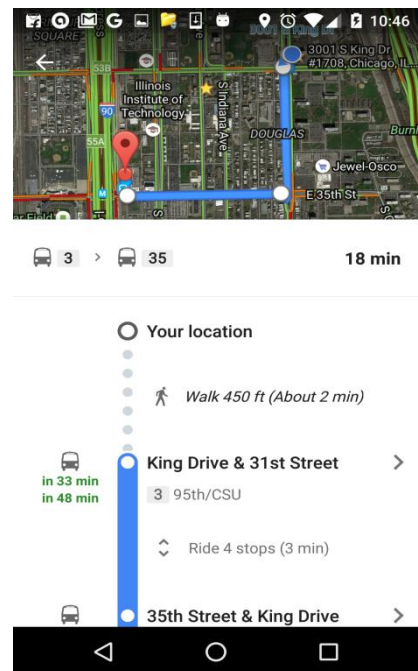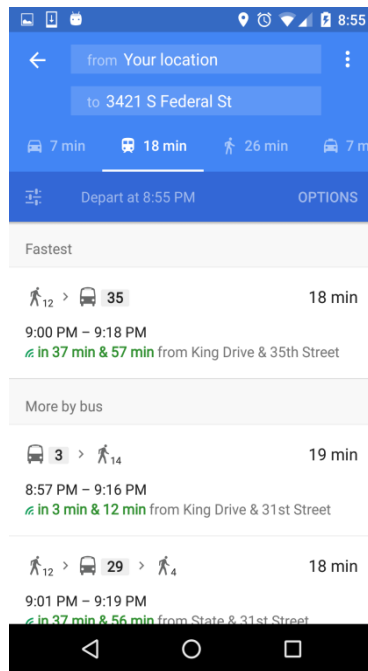
Test Case 41: Mobile Network is off .

When the mobile network is off, the directions should not be displayed and the message that the user is offline should be displayed.
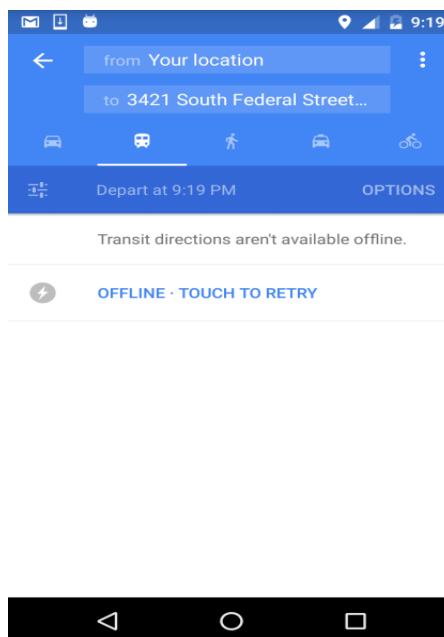
Test Case 42: When the GPS is off and the direction button is clicked the permission to use location should be prompted.

The location should be off and the directions button should be clicked. The user permission to access the location is displayed and if the permission is given direction is displayed.
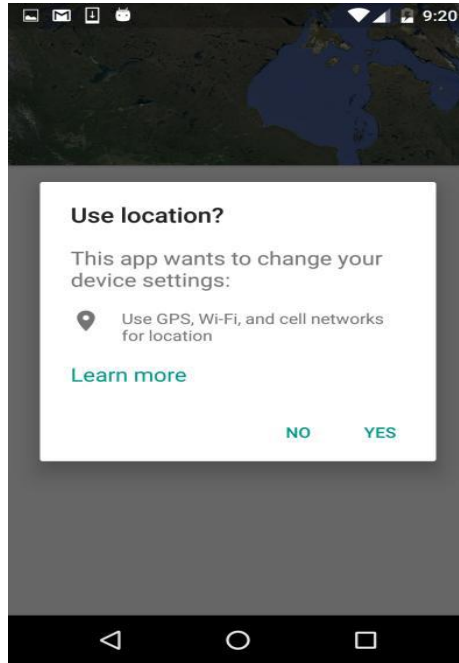
Schedule Screen:

Test Case 43: When the user clicks the Schedule tab, the Schedule Screen should be displayed with all the matches scheduled for that user.

Click the Schedule tab. The Schedule screen will be displayed with all the matches scheduled for that user in a list view.
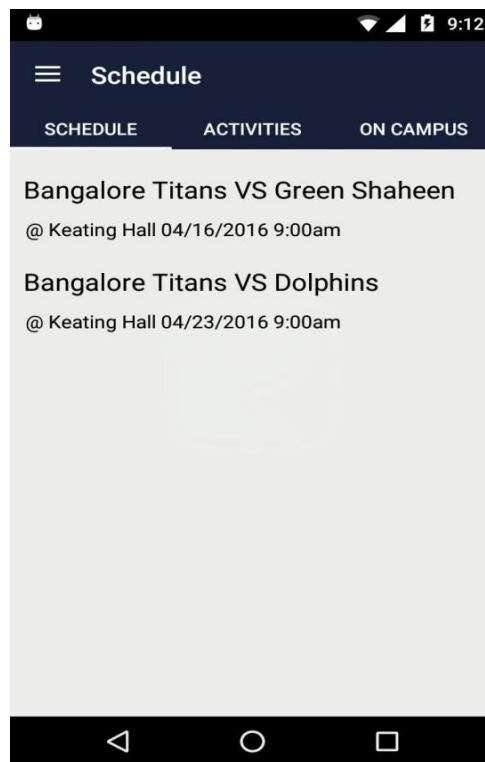
Activities Screen

Test Case 44: When the user clicks the Activities tab, the activities screen should be displayed and the list of teams, the type of sport and the sport name the user has registered should be displayed in list view.

Click the Activities tab. The Activities screen is displayed when the user clicks the Activities tab and the list with team name, sport type and sport name that the user has registered is displayed.

Application should maintain states

Test Case 45: Application should maintain data in all the states like OnStart, OnResume, OnDestroy.

Maintaining application in all the states. The state of the Application is maintained in all the states.

Screen Transition

Test Case 46 : Application should have a smooth transition from one category to another

Try switching to different screens. There is smooth transition of screens in the application.

Shared Preference

Test Case 47: The user data is fetched from the database based on login and the details are maintained in all the screens of the application.

The user login should be successful. The user data is fetched and the details are maintained in all the screens of the application.

Log out

Test case 48: When the user clicks the logout menu item, the user should be logged out of the application and the login screen should be displayed.

Click on the logout option in the side menu. The user is logged out and the login screen is displayed.

Test Case 49: Destroy application without logging out.

When the user is not logged out and the application is destroyed, when the application is opened again, the user should be logged in.

TEST REPORT

Test Case	Module/Screen	Test Description	Input	Result Obtained	Test Result(Pass/Fail)
TEST_SM_001	Application	Launch Application	Click the application icon	Application is launched	Pass
TEST_SM_002	Login	Login without Registering to the Application	Click login button without Registration	Toast message will be displayed with message "Please Enter Username and Password"	Pass
TEST_SM_003	Registration	Enter invalid Email address in the Registration Page	Enter invalid Email (Without character, @symbol and . symbol) at the E-mail field	The error message will be thrown with the error symbol like Invalid Email.	Pass
TEST_SM_004	Registration	Enter invalid password at the Registration Page	Enter invalid password (Password with lowercase letter, capital letter, one digit and a special character) at the Password editText in the registration page	The error message will be thrown with the error symbol like Password should include at least one small letter, one capital letter, one digit and one special	Pass

				character.	
TEST_SM_005	Registration	Enter invalid Phone number in the Registration page	Enter invalid Phone number (Phone number with length less than 10) at the Phone. no.	The error message will be thrown with the error symbol like 10 digits needed.	Pass
TEST_SM_006	Registration	Leave the field blank while registering in the Registration Page.	Leave the field blank while registering in the Registration Page and click on the Sign-up button	Toast message will be displayed like "Please enter all fields".	Pass
TEST_SM_007	Registration	Click on the Sign-up button on the Registration page after entering all fields with valid information.	Click on the Sign-up button on the Registration page after entering all fields with valid information.	Toast message will be displayed like "Registration successful".	Pass
TEST_SM_008	Registration	Enter invalid Date of birth in the Registration page.	Select Date of birth field from the Calendar which is more than 18 years from the current year.	The toast message will be displayed with message like "Users should be atleast 18 years old".	Pass
TEST_SM_009	Registration	On successful registration , An Email should be triggered to the User automatically.	User clicks on Sign-up button in the registration page	An Email should be triggered to the registered User automatically	Pass

TEST_SM_010	Login	Login to the application with the save Facebook account in the User's mobile	User should click on the Login in with Facebook button on the Sign-in page.	User will be successfully logged in to the app using the facebook credentials and the home page will be displayed.	Pass
TEST_SM_011	On Campus	Click on the On-campus tab.	Click on the On-campus tab after Signing in to the application.	Sub menu tabs of Recreational and Fitness sports type will be displayed, listing all the sports related to Recreational sports type.	Pass
TEST_SM_012	On Campus	Click on the Fitness sub-tabs	the Fitness sub-	All the sports related to Fitness sports type will be displayed.	Pass
TEST_SM_013	On Campus	Click on any sport-icon in the sports related to recreational sports type	Click on any sport-icon in the sports related to recreational sports type inside the recreational sub-tab	Options for Creating a team in that particular sport and view the Teams registered in that recreational sport will be displayed.	Pass
TEST_SM_014	On Campus	Click on any sport-icon in the sports related to fitness sports type.	Click on any sport-icon in the sports related to recreational sports type inside the fitness sub-tab.	Options for Creating a team in that particular sport and viewing the Teams registered in that fitness sport will be displayed.	Pass

TEST_SM_015	On Campus	Create a team in a Recreation sport.	Click on the Create-team button for the sports belonging to recreational type.	A page will be displayed for entering the team name.	Pass
TEST_SM_016	On Campus	Enter the data for creating a Team in Recreation sport:	User should enter the team name		Pass
TEST_SM_017	On Campus	View the teams registered in a Recreational sport.	Click on the Teams	A page will be displayed for viewing all the teams registered for that particular sport.	Pass
TEST_SM_018	On Campus	Click on the team registered in a particular Recreational sport	Click on the Team registered for that particular Recreations sport	Users should be able to see Other users / potential team members, who registered in that particular recreational sport in a new page.	Pass
TEST_SM_019	On Campus	Join a team	Click on the Join team	A toast message will be displayed like you have joined the team successfully.	Pass
TEST_SM_020	On Campus	Creat a new team for the same recreational sport for which the user already created a team.	Click on the create team button	A toast message should be displayed like "You have a already created a team in this sport" .	Pass
TEST_SM_021	On Campus	Leave a team.	Click on the leave button	The user will be removed from the team	Pass

				respectively.	
TEST_SM_022	On Campus	View the fitness sports details	User click on the respective sports displayed fitness sub-tab belonging to fitness type .	User can view the schedule of the respected fitness sport	Pass
TEST_SM_023	Schedule	On successful login the home screen should be displayed	Click login button and the login should be successful.	The home screen is displayed with the schedule.	Pass
TEST_SM_024	Navigation Menu	On click of Menu button the side menu should be opened.	Click on the menu button	The side menu will be displayed	Pass
TEST_SM_025	Navigation Menu	On click of the Menu button, the opened side menu should close	If the side menu is opened, click the menu button back arrow.	The side menu will be closed.	Pass
TEST_SM_026	Navigation Menu	In the menu, on click of home menu item, home screen should be displayed	Click the home menu item in the side menu bar	Home screen is displayed.	Pass
TEST_SM_027	Navigation Menu	In the menu, on click of Profile menu item, the profile screen should be displayed.	Click the profile menu item in the menu bar.	Profile screen is displayed.	Pass
TEST_SM_028	Navigation Menu	In the menu, on click of Campus and Gym Info menu item, the campus and gym info screen should be displayed.	Click the campus and gym info menu item.	The campus and gym info screen will be displayed	Pass
TEST_SM_029	Navigation Menu	In the menu, on click of Settings menu item, the settings screen to edit profile information should be displayed.	Click the settings menu item.	The settings screen to edit profile information will be displayed.	Pass

TEST_SM_030	Profile	The "My teams" list should display the recreational teams that the user has joined.	Join a team in recreational sport.	The team will be displayed in the my teams list.	Pass
TEST_SM_031	Profile	On click of settings icon in the title bar, the settings screen should be displayed	Click the settings icon in the title bar.	The settings screen to edit the profile information will be displayed.	Pass
TEST_SM_032	Profile	Enter invalid password in Settings screen.	User entering invalid password (Password with lowercase letter, capital letter, one digit and a special character) at the Password editText in the settings page.	Error message "Required" will be thrown with the error symbol.	Pass
TEST_SM_033	Profile	Enter invalid Phone number in the Settings screen	User entering invalid Phone number (Phone number with length less than 10) at the Phone. no. field in the settings page.	Error message will be thrown with the error symbol.	Pass
TEST_SM_034	Profile	Leave any field blank in the Settings page.	User leaving any field blank while registering in the settings page after clicking the save button	Error message with the error symbol is displayed.	Pass
TEST_SM_035	Profile	On click of the save button, the edited information should be saved to the database.	Click on the save button.	The edited information should be will be saved to the database.	Pass
TEST_SM_036	Profile	On click of default picture in Profile, gallery of the phone should be accessed.	Click the image in the profile screen.	The gallery of the phone is accessed.	Pass

TEST_SM_037	Profile	Set the profile Image	Click the default picture in Profile and select an image from gallery.	The selected picture will be set as the profile picture.	Pass
TEST_SM_038	Campus and Gym Info	The campus and gym info screen should be displayed when user clicks the location icon in the title bar.	Click the location icon in the title bar	The campus and gym info screen will be displayed	Pass
TEST_SM_039	Campus and Gym Info	The Schedule screen (home screen) should be displayed when user clicks the home icon in the title bar	Click the home icon in the title bar	The Schedule screen will be displayed.	Pass
TEST_SM_040	Campus and Gym Info	The Google Maps API should be accessed and the directions to the place where the events takes place should be displayed when the user clicks on direction button.	Click on the directions button in the screen.	The Google Maps API is accessed and the directions to the place where the events takes place is displayed.	Pass
TEST_SM_041	Campus and Gym Info	Mobile Network is off .	The mobile network is switched off. Click the directions button in the screen.	The directions is not displayed and the message that the user is offline is displayed.	Pass
TEST_SM_042	Campus and Gym Info	When the GPS is off and the direction button is clicked the permission to use location should be prompted.	The location should be off and the directions button should be clicked.		Pass
TEST_SM_043	Schedule	When the user clicks the Schedule tab, the Schedule Screen should be displayed with all the matches	Click the Schedule tab.	The Schedule screen will be displayed with all the matches scheduled for	Pass

		scheduled for that user.		that user in a list view.	
TEST_SM_044	Activities	When the user clicks the Activities tab, the activities screen should be displayed and the list of teams, the type of sport and the sport name the user has registered should be displayed in list view.	Click the Activities tab.	The Activities screen is displayed when the user clicks the Activities tab and the list with team name, sport type and sport name that the user has registered is displayed.	Pass
TEST_SM_045	Application States Maintained	Application should maintain data in all the states like OnStart, OnResume, OnDestroy.	Maintaining application in all the states.	The state of the Application is maintained in all the states	Pass
TEST_SM_046	Application-Transitions	Application should have a smooth transition from one category to another	Try switching to different screens.	There is smooth transition of screens in the application.	Pass
TEST_SM_047	Application-Shared Preference	The user data is fetched from the database based on login and the details are maintained in all the screens of the application	The user login should be successful.	The user data is fetched and the details are maintained in all the screens of the application.	Pass
TEST_SM_048	Loggout	When the user clicks the logout menu item, the user should be logged out of the application and the login screen should be displayed.	Click on the logout option in the side menu.	The user is logged out and the login screen is displayed.	Pass
TEST_SM_049	Application	Destroy application without logging out.	Destroy the application without logging out.	When the user opens the application,	Pass

				again the user will be logged in.	

CLASSES AND INTERFACES DEVELOPED

1. CampusFragment

2. Data Handler

3. Login

4. Login1

5. MainActivity

6. myDialogFragment

7. myTeamInfo

8. myTeamInfo2

9. notify

10. PlayerNames

11. PlayersListFragment

12. PrimaryFragment

13. ProfileFragment

14. SentFragment

15. SettingsFragment

16. Signup

17. SlidingTabLayout

18. SlindingTabStrip

19. SocialFragment

20. Sportinfo

21. Sportinfo2

22. Tab1Fragment

23. Tab2Fragment

24. TabFragment

25. TeamNames

26. TeamsListFragment

27. UpdatesFragment

USE CASE FROM END USER POINT OF VIEW:

Our application will provide our college students to join the sports team and to play games in competitions. They can also get to know about the matches in our university. Students are allowed to create teams for a sport, join a team. Recreational and fitness provide many sports for students to take part and participate. We still have some ideas like live score update, chat, etc.,.to be implemented in future.

INDIVIDUAL CONTRIBUTION:

Names	Individual Contributions
Shashank Shankaranand	Login Screen and Layout, Database, Team Creation / Join part, Registration and Maps
Sairam Kannan	E-mail notification, User Validation, Schedule part, Design diagrams and Report Documentation
Dhayalini Nagaraj	Profile Page, Settings page, Layout designs, Design Diagrams, Gallery access & Report Documentation

We have also provided the screenshots of phase 1 and phase 2, which will be available inside the screenshots folder. The .apk file is also attached.

We worked as a team together helping each other and looking forward for the next phase with more functionalities.