

Tiki-Taka Coaching

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Waterstone

Table of Contents

[Summary 2](#_Toc67662653)

[Motivation and research 3](#_Toc67662654)

[Specification of program function 4](#_Toc67662655)

[Specifications of User Interface 5](#_Toc67662656)

[Specification of Help 6](#_Toc67662657)

[Specification of Data Storage 7](#_Toc67662658)

[Hardware and Software Requirements 8](#_Toc67662659)

# Summary

The Tiki-Taka Coaching is designed to help young soccer players, aged (9-13) and coaches to engage in active self-paced remote learning. Quite simply our aim is to practice an active way of learning football through different tools and techniques to ensure players understand and play to their best abilities. To ensure that every individual is constantly learning and growing we have to change the way that the game is coached(from a physical perspective to a virtual perspective) and the platform in which they are taught. As the world changes and adds more complications which could jeopardise your performance, Tiki-Taka Coaching stepped up to give you a all in all coaching program with advanced training programs, different skill levels, detailed tutorials with active coaches to explain and monitor progress.

Problem

The global covid-19 pandemic has resulted in nation-wide lockdowns for all countries, this has resulted in many athletes working by themselves at home with no set program, coach or guidelines to improve their skills. Many of them have given up as it is too difficult to find programs and the right help.

Justification

Tiki-Taka Coaching will improve the performance and efficiency of soccer training. This will help soccer players to learn and grow in a remote environment with help from trained coaches without the need to go to a physical sports area.

Aimed target

Tiki-Taka Coaching is aimed to help soccer players learn and grow as an athlete from an online perspective, it is aimed for people who cannot go to training due to the corona virus pandemic. This problem has resulted in us developing an online soccer learning platform.

Note\* The program is free to students and can be licenced to coaches..

Goals

To create a platform that provides the following:

• User friendly platform that can be accessed by many players simultaneously.

• Allows users and third party to view progress

• Stores all the data within a database

• Allows soccer students to view recordings and submit their own recordings to the program.

* Allows new members to join, unsubscribe or view their progress.
* Allows coaches to view the exercises done by the students and give both the student and parents feedback.
* Feedback is given through data results and private communication.
* Allows administrators to insert, delete and update data into the database
* Display the data in a user-friendly way

• A password protected system that restricts the access to unauthorised users.

# Motivation and research

**Similar projects (sited and referenced)**

Coerverstore <https://playgreatsoccer.com//>

This project was designed to track and coach soccer students through an online course.

ABOUT COERVER COACHING

“Coerver Coaching is the leading brand name in independent soccer education globally, delivering skill based coaching in 47 countries across the globe.

Coerver is a comprehensive coaching program for young players teaching both individual skills and team play to both boys and girls with programs for players of all ages and abilities.”

**My solution**

A program to grade and tutor soccer students through a online platform in the same way as Coerver but instead of just teaching different skills this program will teach the skills receive feedback, grade the feedback and display the results to the users. Depending on the user’s performance they receive different gradings such as bronze, silver, gold.

**Motivation**

Covid

The covid-19 pandemic has resulted in a nationwide lockdown which has caused all soccer to come to a holt, many soccer players were left without any coach and training for months. Most soccer players have given up the sport as the pandemic restricts us from close contact with others.

Transport

Transport has always been a huge contributor to players not being able to get to practice as South Africa has a very bad and dangerous public transport system leaving many students without any option but to rather not attend their practices.

**Differences**

Different skill levels – different difficulties.

Video tutorial – detailed clip teaching the students.

Performance rating – feedback is given.

Prizes – completion of course grants the user with a prize.

# Specification of program function

Function list

Every participant will be assigned their personal log-in credentials when signing up, this will grant the user certain access to different parts of the program depending on if they are a student, coach or parent. The coach will be able to monitor all the student’s data while the parent can login and track their child’s achievements and progress.

The program will provide an online soccer academy for user to learn soccer techniques from their home by login in the website with their specific credentials, they will be provided video tutorials where they are required to go through steps to complete each section, each section has to be completed by submitting a online video before the next can open. Based on their performance the students are graded and given feedback.

Displayed data

Coaches

* Coaches name and surname
* Coaches training section ( Dribbling, Skills)
* Coaches number
* Parents Email

Players

* Players name and surname
* Players course
* Players rating/grade (Gold, silver)
* Players current coach

Parents

* Childs name and surname
* Coaches email
* Date Joined

Courses

* Course name
* Course number

Grades

* Players grade
* Total possible grade

Inserted data

The input of data will receive all the data that is required for that specific table which will be added into the database as explained further on.

# Specifications of User Interface

Basics

The user interface will have a generic format which will look similar on each page that is opened. The pages will be interesting and user friendly to try draw in the user. The pages will have colour that makes the user feel energetic and positive, click boxes will be used for the user to select different option as well as text boxes for the user to sign up, login and work through the program. Every page that might be difficult to understand will have a help button to try assist the user by displaying a relevant text on the screen.

Format

Generic format with bright.

Sign up

When a person wants to join, they are required to sign up this will locate the specific information to the right data storage.

They then acquire a username and password.

Login

A login will be required to access the program

A username and password is required to login. This will be provided when signing up.

The login will contain text fields for the input of the credentials of the students, coaches and parents as well as a login, register and a help button.

Main menu

The main menu will display:

* Program details
* Different courses
* Admin menu
* Grading (skill level achievements)
* Coaches’ details (contact numbers)
* Tutorials

Input/output from external hardware:

Input:

The user would be required a keyboard or a touchscreen that would allow the user to input data to the program. A camera would be needed to upload videos to the program.

Output:

A screen would be required for the user to view the tutorials. A mic is needed to hear what is explained in the videos.

# Specification of Help

If the user is confused or types in the wrong data type a pop message will accrue explaining the error that accrued.

The help will consist of help buttons on each page that requires an input from the user. This will explain what the user should do by displaying a pop-up message with the relevant text will be displayed.

A phone number will be displayed to assist the user in case of major problems with the program.

* Video tutorial
* Pop-up messages
* contact details will be provided on the home page.
* Each page will have its own help button.
* If the user enters the wrong credentials, then an error message will display and allow them to retry the login.

# Specification of Data Storage

* Bold = Primary Keys
* Underlined = Foreign Keys
* All the data will be captured into various tables with the use of Microsoft Access Database. All tables will be in Third Normal Form

Tables:

**tblPlayers**

* **PlayerID**
* PlayerName
* PlayerSurname
* PlayerCelNumber
* PlayerEmail
* PlayerDOB
* Rank
* PlayerProgress

**tblCoaches**

* **CoachID**
* CoachName
* PlayerName
* CoachDeatails

**tblParents**

* **ParentID**
* ParentName
* PlayerName
* CoachName
* ParentDetails

**TblCourses**

* **CourseNumber**
* CourseName
* CoachName
* PlayersName

# Hardware and Software Requirements

Programmer

Programmer Hardware minimum requirements: CPU – Intel I5 processor (7th Gen or newer) RAM – 4GB Storage – 100 GB

Programmer Software required: a Netbeans 11 JDK and Microsoft Access 2016. The OS must be windows 10 or later. The programmer also requires Paint to edit images, Java 14, JDK 14 or later.

User

User Hardware minimum requirements: CPU – Intel I3 processor (7th Gen or newer) RAM – 4GB ,Storage – 2 GB, with on board camera or external camera (which can record videos).

User Software required: Microsoft Access on the device. The OS must be windows 10 or later. The Microsoft Access must be the 2016 version.