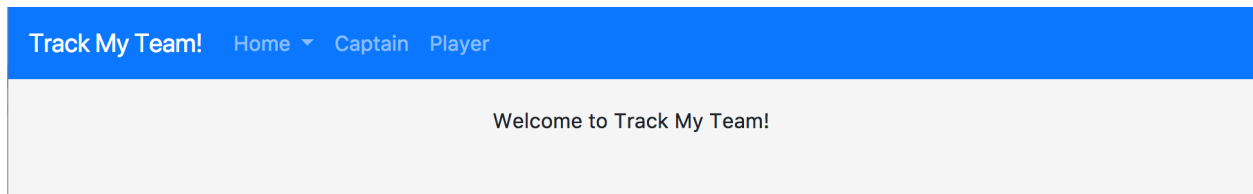
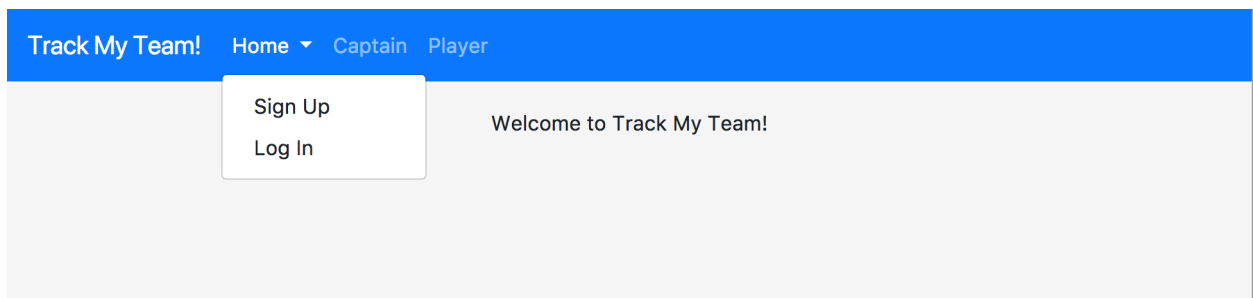


## Navigation Bar:

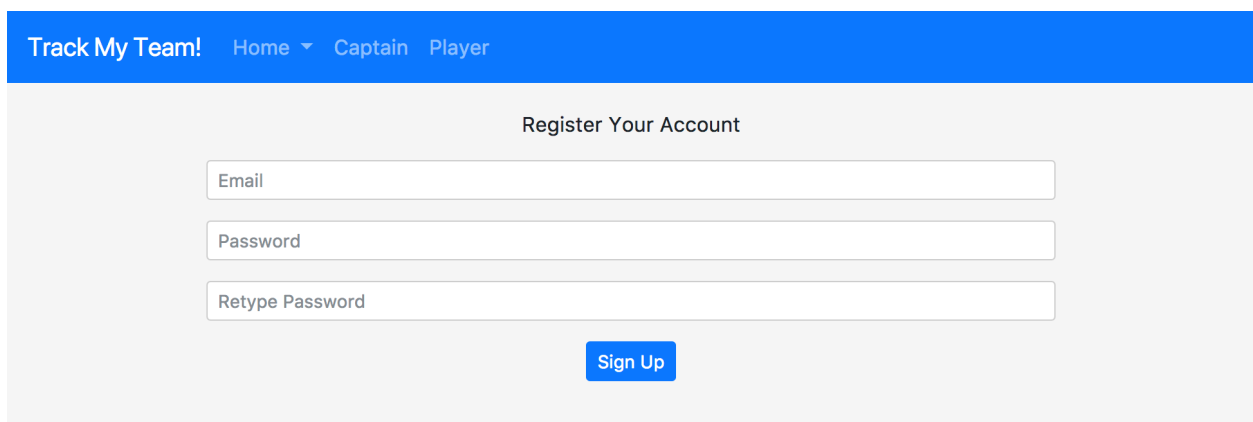
This navigation bar was created using Bootstrap 4. The navigation bar is created in the header.html which all the other routers extend from, therefore the navigation bar is always on the top of every page.



This image above is what the navigation bar looks like at the starting page.

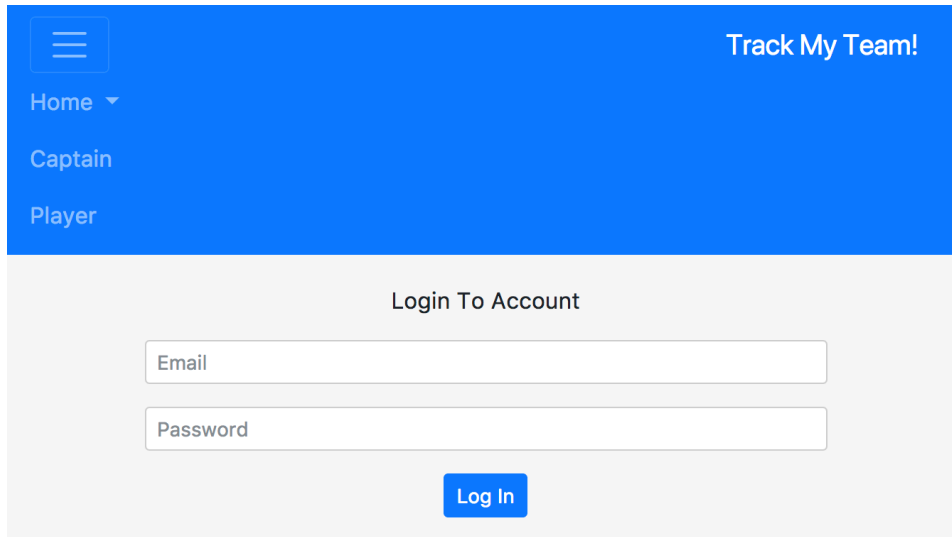


This next image displays a dropdown menu feature. We can see the signup and login page. Currently, I assumed there are no user account session, so at any given time, anyone can signup and login to an account.



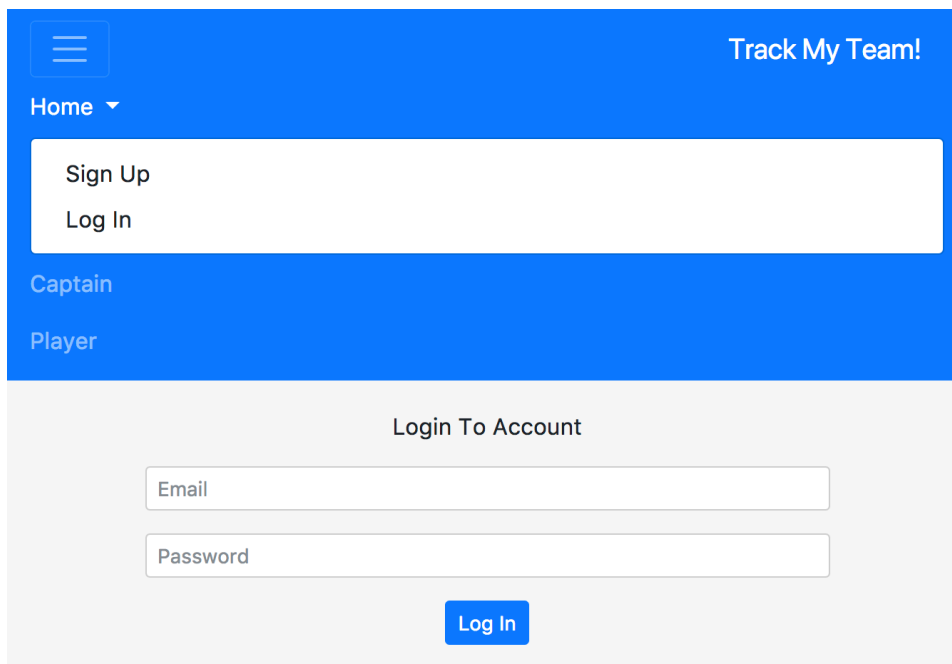
Lastly, this image is just an example that the navigation bar stays the same at the top on any given page. In this case, the signup page.

The navigation bar is also compatible with a smaller screen size. It will shrink down to a dropdown menu. The purpose of this is so that it is compatible with most phones. Below is an image which shows what the navigation bar looks like on the smaller screen.



This screenshot shows a mobile version of a web application. The top navigation bar is blue and contains a hamburger menu icon on the left and the text "Track My Team!" on the right. The dropdown menu is open, showing three options: "Home", "Captain", and "Player". Below the navigation bar is a light gray section titled "Login To Account". It contains two input fields for "Email" and "Password", and a blue "Log In" button.

Similar to above, the below screenshot just shows the same navigation bar but with the dropdown home with the signup and login link.



This screenshot shows the same mobile version of the web application, but with the dropdown menu open to show "Sign Up" and "Log In" links. The navigation bar is blue and contains a hamburger menu icon on the left and the text "Track My Team!" on the right. The dropdown menu is open, showing two options: "Sign Up" and "Log In". Below the navigation bar is a light gray section titled "Login To Account". It contains two input fields for "Email" and "Password", and a blue "Log In" button.

## Sign Up and Log In:

Sign Up: A simple form that asks the user to input their email and a password. This form asks the user to type the password twice because eventually, I will check if the passwords match before creating the account.

[Track My Team!](#) [Home](#) [Captain](#) [Player](#)

Register Your Account

Sign Up

Log In: A simple form that asks the user to input their registered email and password.

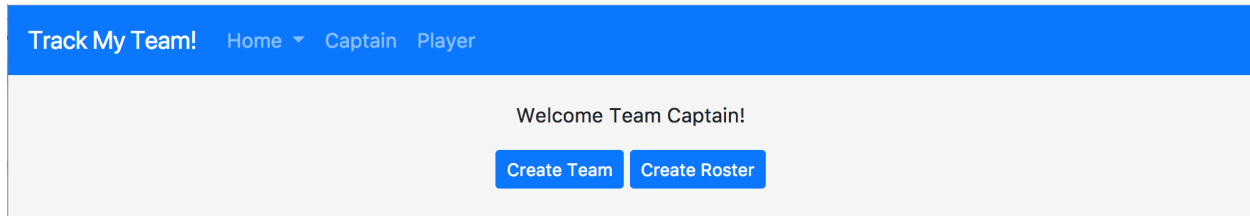
[Track My Team!](#) [Home](#) [Captain](#) [Player](#)

Login To Account

Log In

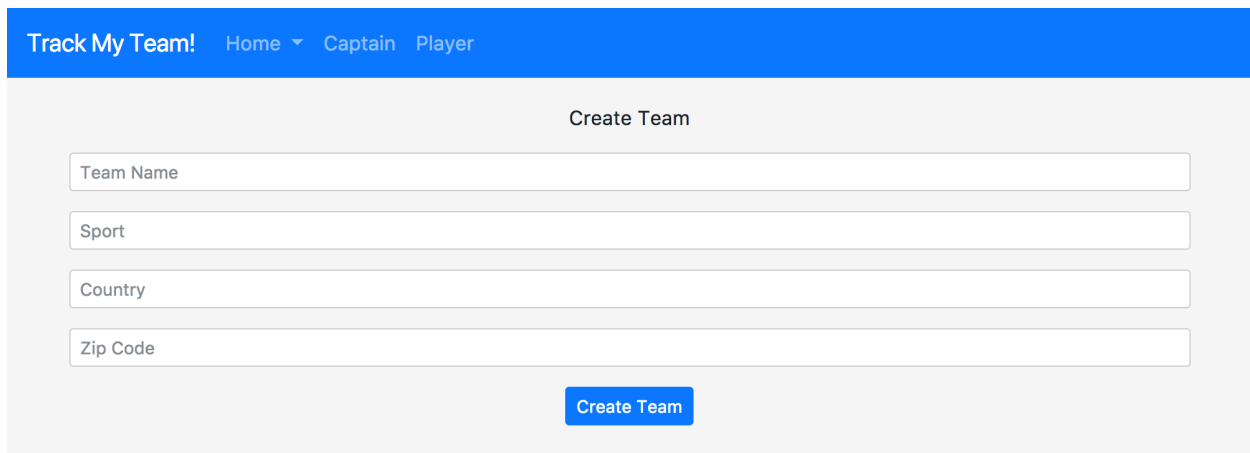
## User Interface – Captain:

Captain: The captain is essentially the manager of the team. They will be able to create the team profile (possibly edit it as well). As of now, there are only 2 features a captain can do: create a team profile and team roster.



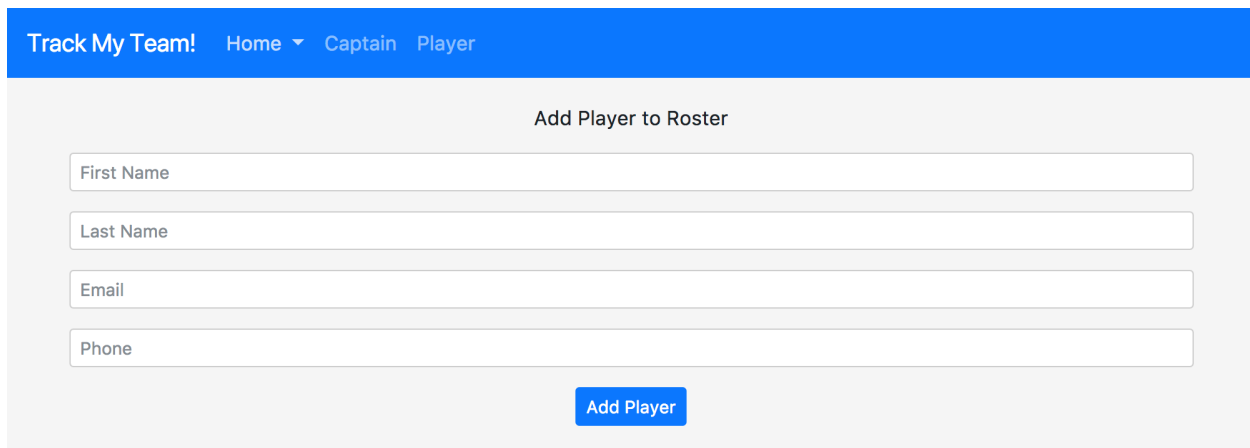
The screenshot shows the Captain's dashboard. At the top is a blue navigation bar with the text "Track My Team!" and three links: "Home", "Captain", and "Player". Below the navigation bar, the main content area has a light gray background. It features a welcome message "Welcome Team Captain!" centered at the top. Below the message are two blue buttons: "Create Team" and "Create Roster".

The following image is what the form looks like to create a team profile. The user is asked for the team name along with the sport it is associated with.



The screenshot shows the "Create Team" form. It has the same blue navigation bar as the previous page. The main content area has a light gray background and is titled "Create Team" at the top. Below the title are four text input fields stacked vertically, labeled "Team Name", "Sport", "Country", and "Zip Code". At the bottom of the form is a blue button labeled "Create Team".

The following image is what the form looks like to create a team roster. The user will need to manually add a player one at a time. Their name is required, whereas the email and phone number is an optional input. This can be edited by the player in the future.



The screenshot shows the "Add Player to Roster" form. It has the same blue navigation bar. The main content area has a light gray background and is titled "Add Player to Roster" at the top. Below the title are four text input fields stacked vertically, labeled "First Name", "Last Name", "Email", and "Phone". At the bottom of the form is a blue button labeled "Add Player".

## User Interface – Player:

Player: There will be a number of players that form a team. If they are not the captain, they should only be able to view the team profile and team roster. They will still have access to the player profiles once the feature is implemented. As of now, below is an image of what the player homepage looks like.

