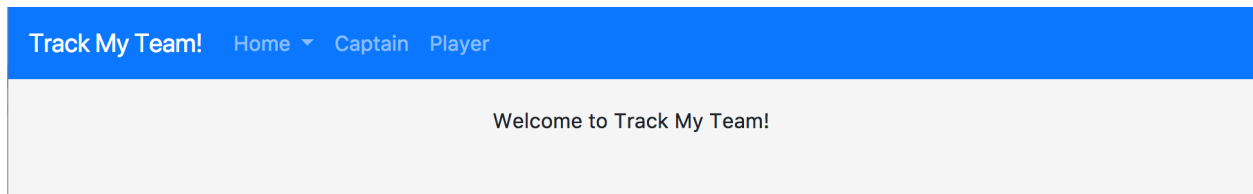
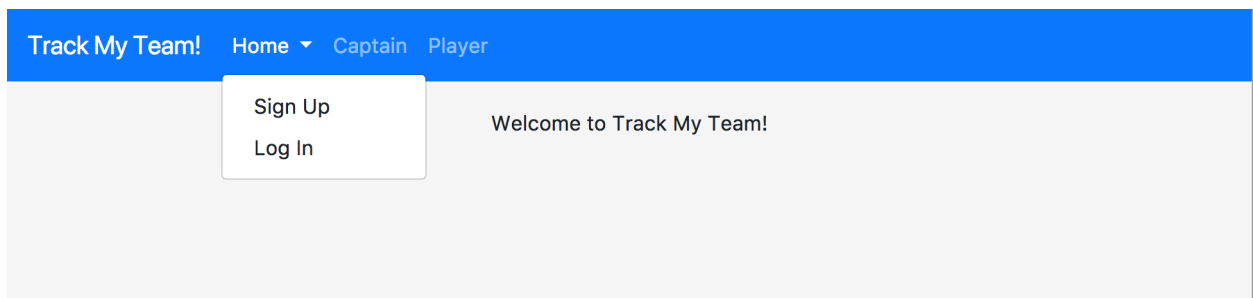


## Navigation Bar:

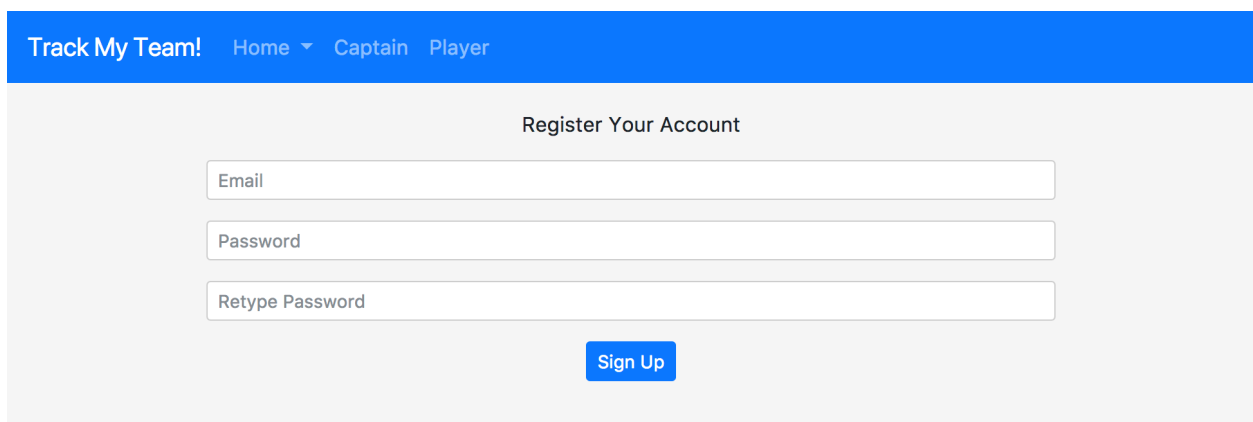
This navigation bar was created using Bootstrap 4. The navigation bar is created in the header.html which all the other routers extend from, therefore the navigation bar is always on the top of every page.



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

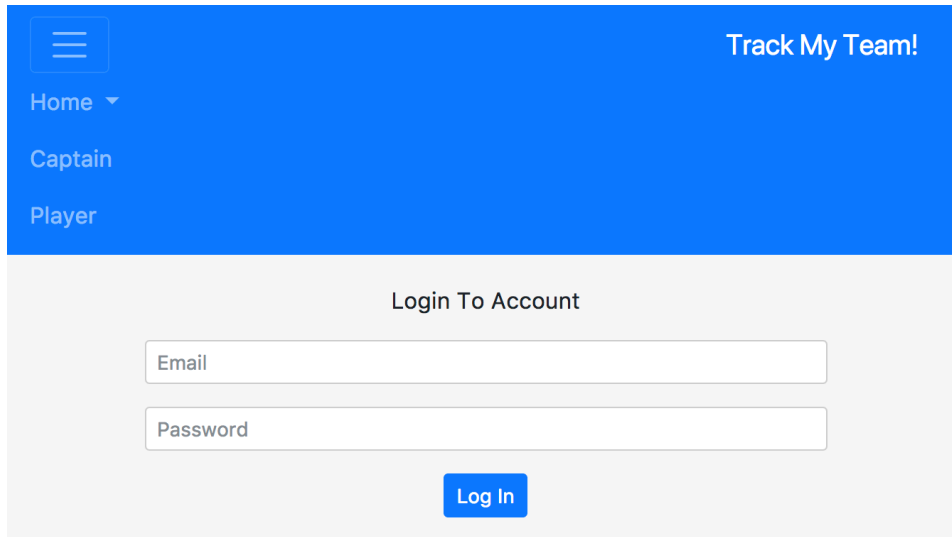


This next image displays a dropdown menu feature. We can see the signup and login page. Currently, I assumed there are no user account session, so at any given time, anyone can signup and login to an account.



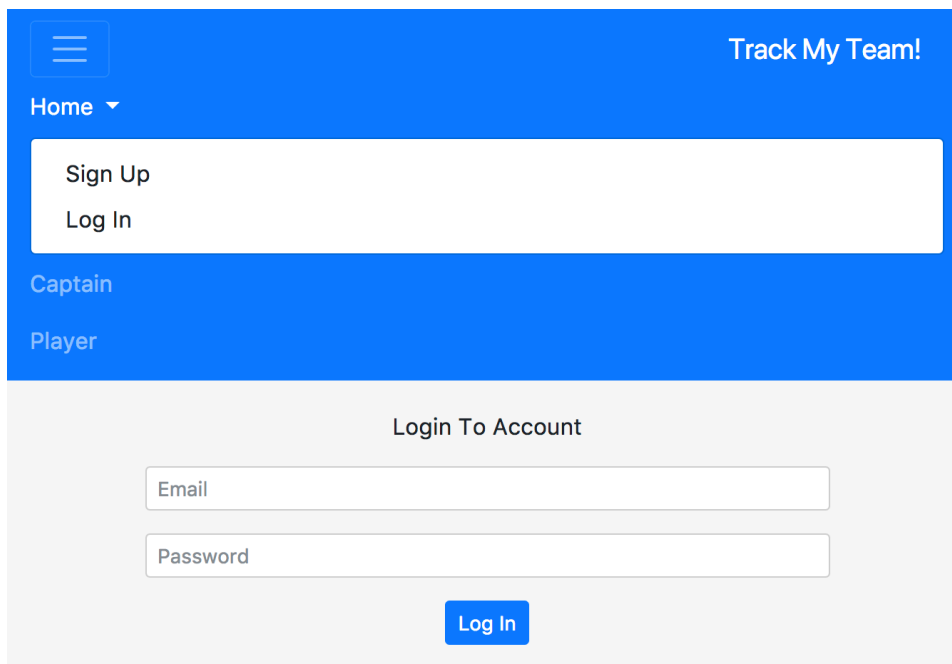
Lastly, this image is just an example that the navigation bar stays the same at the top on any given page. In this case, the signup page.

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.



The screenshot shows a mobile app interface. At the top is a blue navigation bar. On the left, there is a white hamburger menu icon. To its right, the text "Track My Team!" is displayed in white. Below the menu icon, a dropdown menu is open, showing three options: "Home", "Captain", and "Player", each with a small white downward arrow to its right. Below the navigation bar is a light gray section. At the top of this section, the text "Login To Account" is centered. Below this text are two white input fields: the first is labeled "Email" and the second is labeled "Password". At the bottom of this section is a blue button with the white text "Log In".

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



The screenshot shows the same mobile app interface as the previous one. The blue navigation bar at the top has the white hamburger menu icon on the left and the text "Track My Team!" on the right. The dropdown menu under the menu icon is open, showing two options: "Sign Up" and "Log In", each with a small white downward arrow to its right. Below the navigation bar is the same light gray section with the "Login To Account" text, "Email" and "Password" input fields, and the "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.

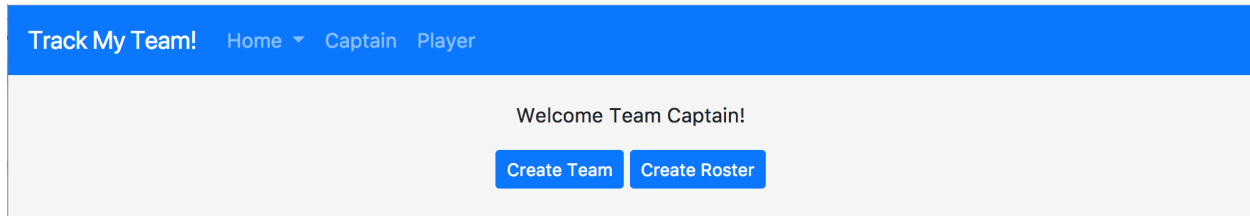
**Track My Team!** [Home](#) [Captain](#) [Player](#)

Login To Account

Log In

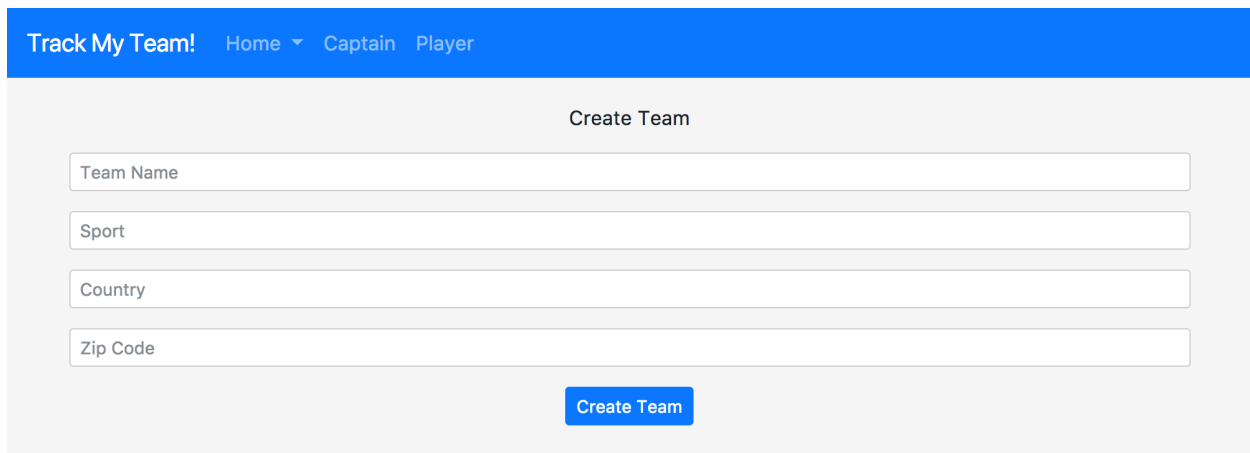
## User Interface – Captain:

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.



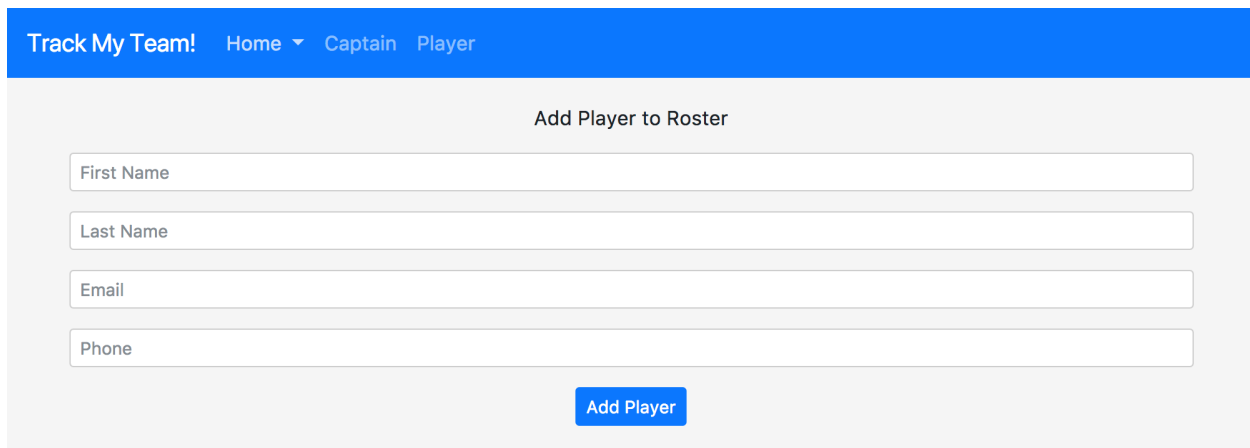
The screenshot shows the 'Track My Team!' application interface for a Captain. The top navigation bar is blue with the text 'Track My Team!' and links for 'Home', 'Captain', and 'Player'. The main content area is light gray and displays a welcome message 'Welcome Team Captain!'. Below the message are 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 in the 'Track My Team!' application. The top navigation bar is blue with the text 'Track My Team!' and links for 'Home', 'Captain', and 'Player'. The main content area is light gray and displays the title 'Create Team'. Below the title are four text input fields: 'Team Name', 'Sport', 'Country', and 'Zip Code'. At the bottom of the form is a blue button labeled 'Create Team'.

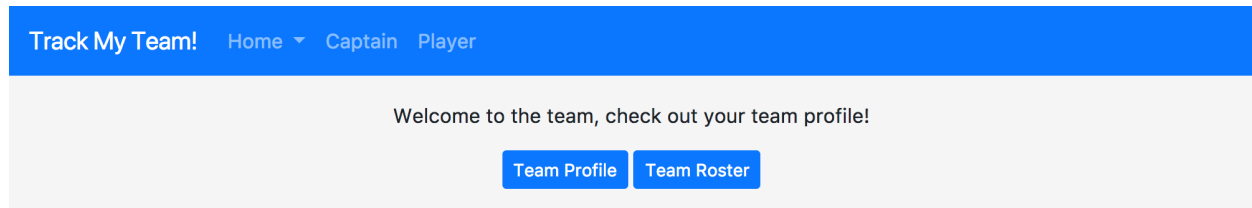
The following image is what the form looks like to create a team roster. The user will need to manually add a player one at a time. Their name is required, whereas the email and phone number is an optional input. This can be edited by the player in the future.



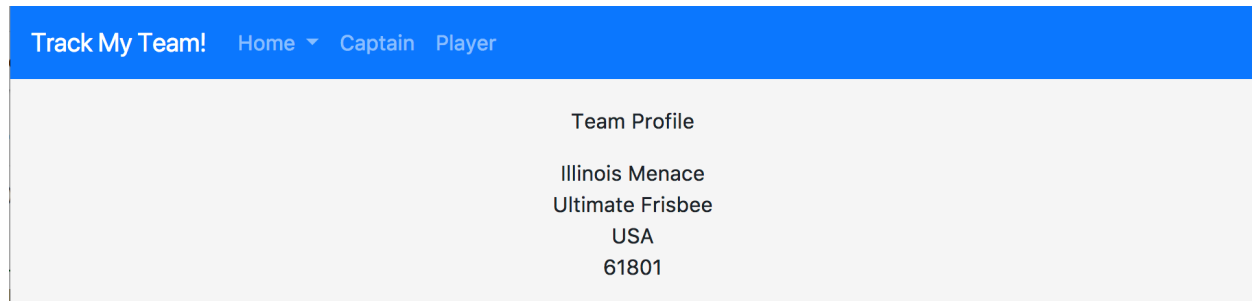
The screenshot shows the 'Add Player to Roster' form in the 'Track My Team!' application. The top navigation bar is blue with the text 'Track My Team!' and links for 'Home', 'Captain', and 'Player'. The main content area is light gray and displays the title 'Add Player to Roster'. Below the title are four text input fields: '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.



In the image below, there is only one team in the database. We retrieved the information to display its team name, sport, country, and zip code.



This last image is the team roster. Currently, assuming there is only one team, these players will belong in the roster under Illinois Menace. As we can see we can also add more players.

