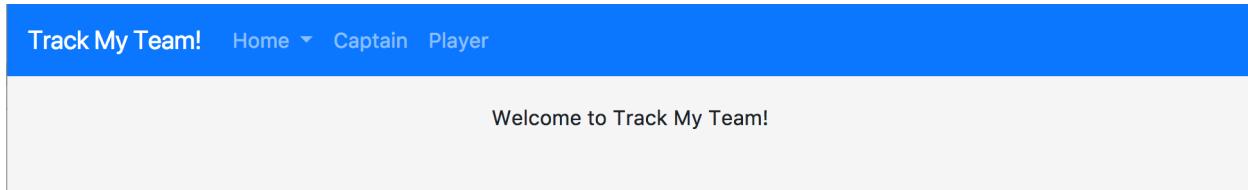


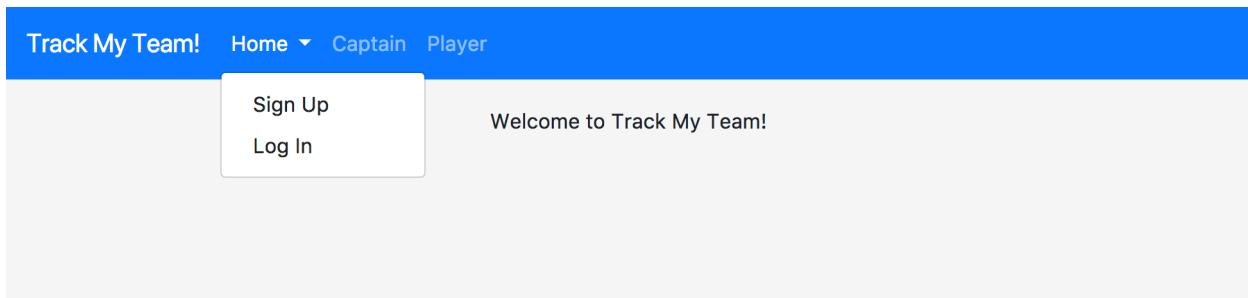
WEEK 1

Navigation Bar:

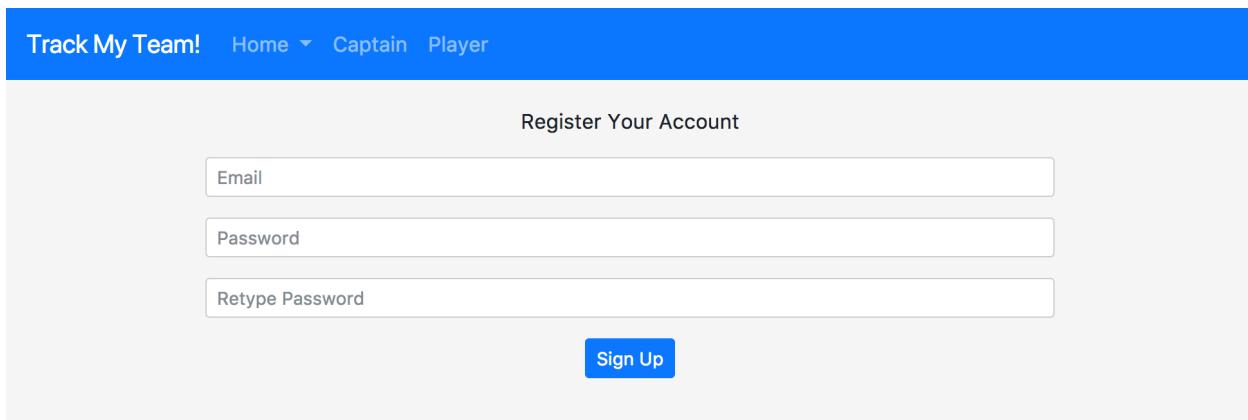
This navigation bar was created using Bootstrap 4. The navigation bar is created in the header.html which all the other routers extend from, therefor the navigation bar is always on the top of every page.



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

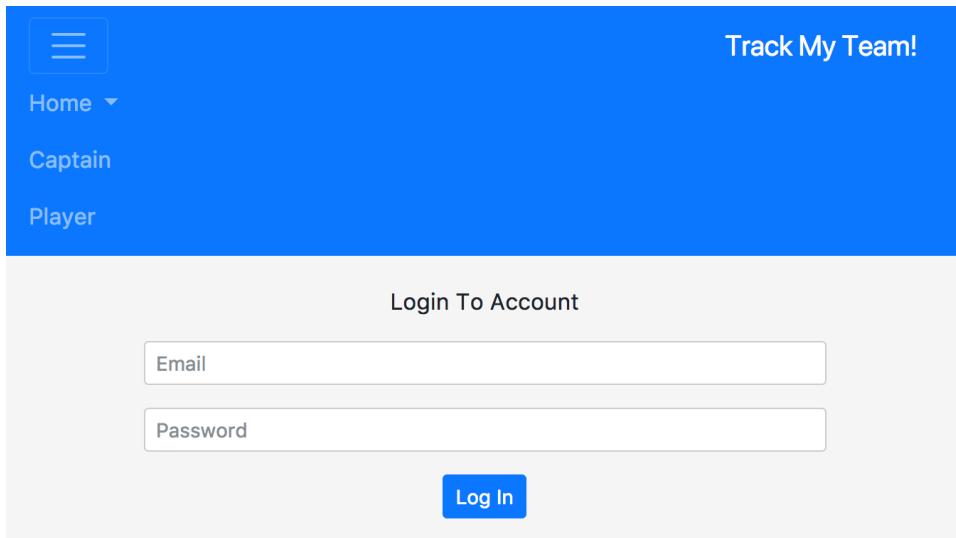


This next image displays a dropdown menu feature. We can see the signup and login page. Currently, I assumed there are no user account session, so at any given time, anyone can signup and login to an account.

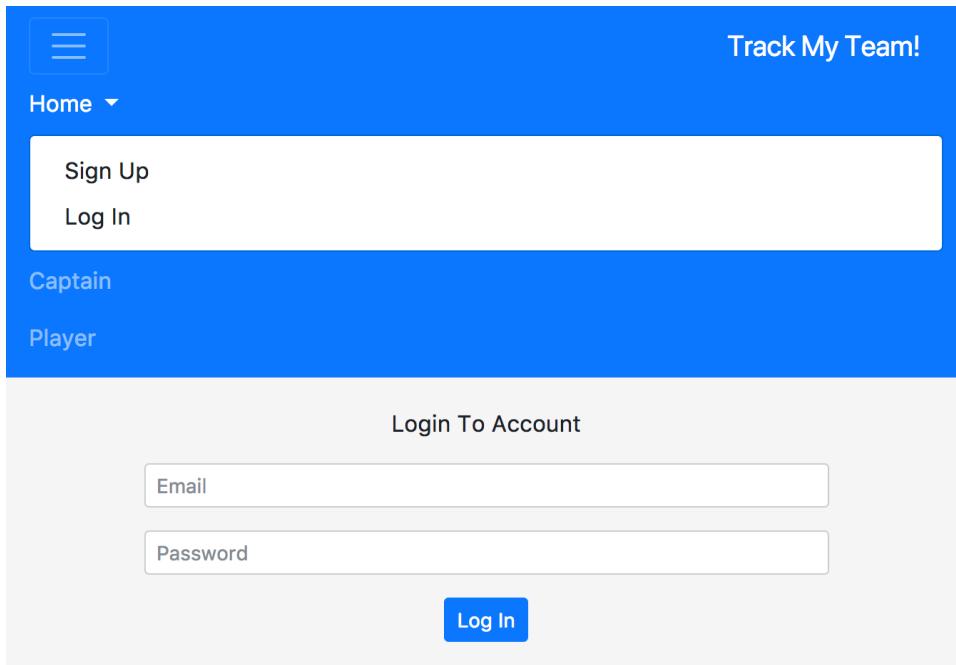


Lastly, this image is just an example that the navigation bar stays the same at the top on any given page. In this case, the signup page.

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.



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



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.

The screenshot shows a blue header bar with the text "Track My Team!" and navigation links "Home ▾", "Captain", and "Player". Below the header is a white form titled "Register Your Account". It contains three input fields: "Email", "Password", and "Retype Password". A blue "Sign Up" button is positioned below the password fields.

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

The screenshot shows a blue header bar with the text "Track My Team!" and navigation links "Home ▾", "Captain", and "Player". Below the header is a white form titled "Login To Account". It contains two input fields: "Email" and "Password". A blue "Log In" button is positioned below the password field.

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 a blue header bar with the text "Track My Team!" and navigation links "Home", "Captain", and "Player". Below the header, a grey content area displays the message "Welcome Team Captain!". At the bottom of this area are two blue rectangular buttons labeled "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.

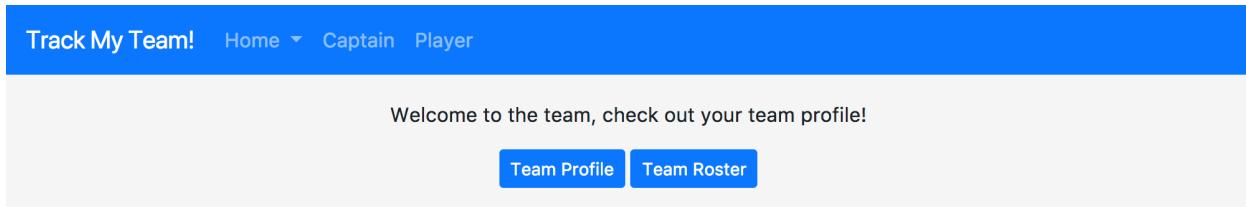
The screenshot shows a blue header bar with the text "Track My Team!" and navigation links "Home", "Captain", and "Player". Below the header, a grey content area titled "Create Team" contains four input fields: "Team Name", "Sport", "Country", and "Zip Code". At the bottom of the form is a blue rectangular 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.

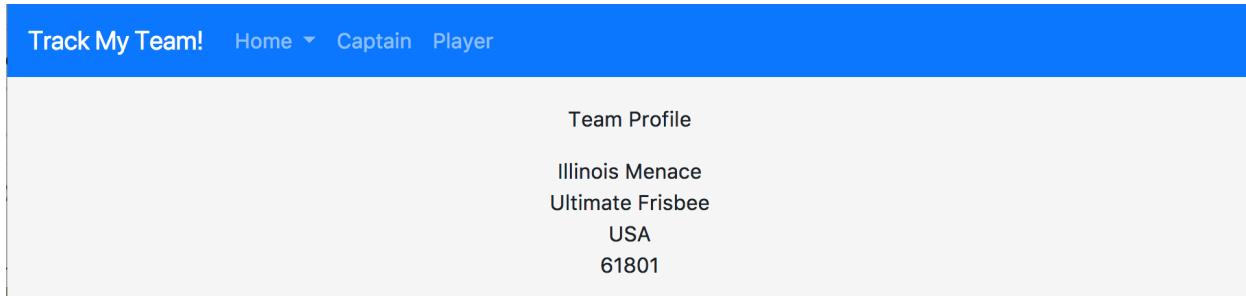
The screenshot shows a blue header bar with the text "Track My Team!" and navigation links "Home", "Captain", and "Player". Below the header, a grey content area titled "Add Player to Roster" contains four input fields: "First Name", "Last Name", "Email", and "Phone". At the bottom of the form is a blue rectangular button labeled "Add Player".

User Interface – Player:

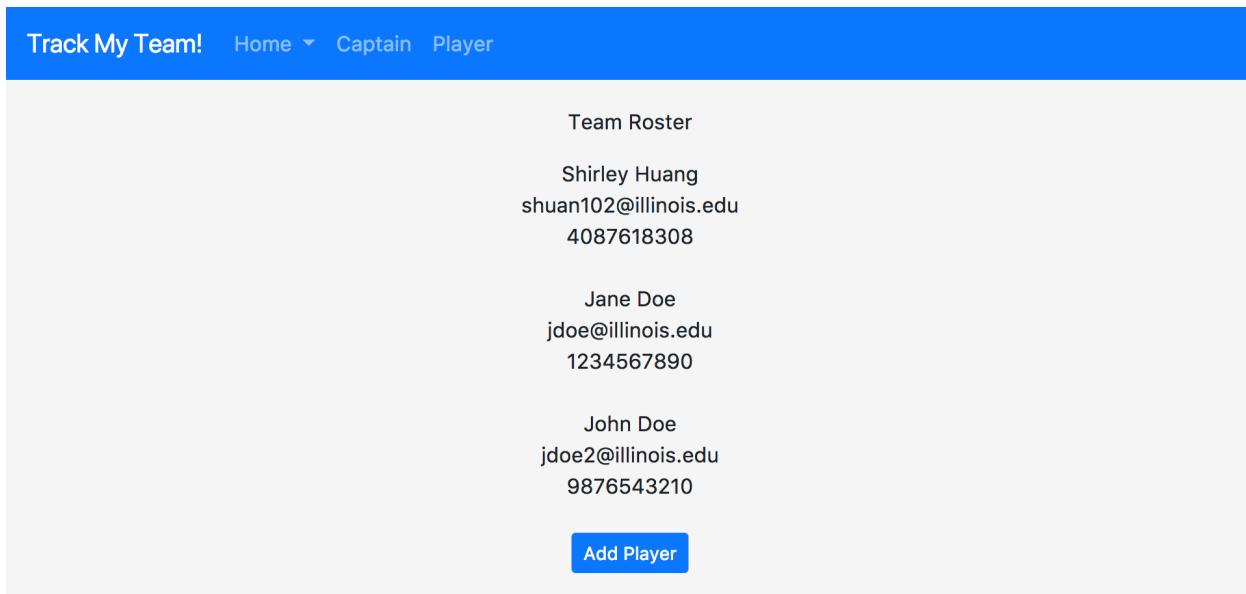
Player: There will be a number of players that form a team. If they are not the captain, they should only be able to view the team profile and team roster. They will still have access to the player profiles once the feature is implemented. As of now, below is an image of what the player homepage looks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



In the image below, there is only one team in the database. We retrieved the information to display it's 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.



WEEK 2

This week, I focused a lot on the team and player pages and less on the event page.

User Interface – Captain:

As you can see, I have changed the navigation bar making the assumption that everyone is a captain of each of their teams so they can make all the modifications to anything. The following is a simple homepage upon user login. The user can view all their teams or create a new team.



Welcome to the Track My Team, check out your teams!

[Your Teams](#) [+ Add Team](#)

In the following image, we see a list of all the teams I was in and teams I am currently in. We can see a big change in the design compared to the previous week. Instead of displaying all team data in all in one page, we just see the team name. Each team is clickable so that it has its own team profile page with more information.



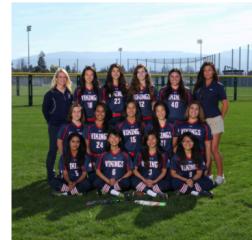
Teams



Illinois Menace



California Roll



Lynbrook Vikings

Creating Team

When submit the form to create a team, all the data successfully sends to the database and I can retrieve the data to display the page it redirects to with all the new data. For example, in the image above, we only see 3 teams. After I submit the form displayed in the following image, it will redirect to the page with all the teams, including the team that was just created.

Create Team

Team Name: Hajima

Sport: Ultimate Frisbee

State: CA

City: Saratoga

Create Team

Teams



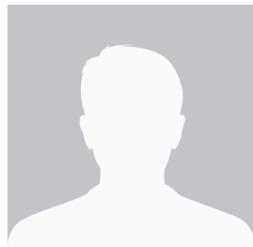
Illinois Menace



California Roll



Lynbrook Vikings



Hajima

A Team Model also contains an avatar; however, in the form, I decided not to ask a user to upload an avatar so the image is set by default. The user can upload the avatar in the future. To manage all the information of a team, the user will need to click on the team. The following is an image that shows what the team profile page looks like.



Illinois Menace

Champaign-Urbana, IL



Roster Events Upload Avatar Edit Profile Delete

As we can see, it displays the team avatar with the name and where the team is located at. This information was retrieved from the data we submitted in our form. In addition, most sport teams have social media accounts, so I decided to have links that will redirect upon clicking.

Below all that is 5 buttons that are specific to this team, team roster, team events, uploading a new avatar, editing the team profile, or deleting the team.

Uploading Avatar and Editing Team Profile

In these two features, both the buttons will link to a form for a given team using its assigned ID in the database. Uploading an avatar simply just asks the user to upload a file.

Upload Avatar

Avatar: Currently: [default.png](#)

Change: No file chosen

In editing the team profile, you can see that it is similar to creating a team; however, instead of creating it, it replaces the old fields with the new field values in the form.

Below is an example of what it is like when the user fills out the edit team profile form. First, we see the original team profile view.

Track My Team! Home ▾ Teams



Lynbrook Vikings
Saratoga, CA

[!\[\]\(b16059d7582cfbd44776b82254580985_img.jpg\)](#) [!\[\]\(0b8f49e0c64801d8c09ef0d56596c741_img.jpg\)](#) [!\[\]\(0b207baea02210235291f876f475cb97_img.jpg\)](#) [!\[\]\(72b6e0b1a7e921c9e72b9261acc237db_img.jpg\)](#)

[!\[\]\(e7212aa47fc4421de21612afba68e430_img.jpg\) Roster](#) [!\[\]\(1013f164ce5652a7cf35ef87df2e371c_img.jpg\) Events](#) [!\[\]\(a55c03eac24fa11a4feb5eef810080b3_img.jpg\) Upload Avatar](#) [!\[\]\(e1b0b077b5d45b6522526734d21a5509_img.jpg\) Edit Profile](#) [!\[\]\(4dd4c527a25f2d438cf2b5668c070ee6_img.jpg\) Delete](#)

Say the user inputted the incorrect city, the user can fill the form (in the image below) with the correct city.

Track My Team! Home ▾ Teams

Edit Team

Team Name:

Sport:

State:

City:

[Save](#)

When the user saves the form, it will update the data in the database along with changing it on the team profile page. In addition, this form will redirect to the new team profile page. The following image shows what the redirect page looks like. We can see that Saratoga, CA changed to San Jose, CA.



Lynbrook Vikings

San Jose, CA



Roster Events Upload Avatar Edit Profile Delete

Delete Team

This button is pretty simple. When the user clicks it, deletes the team and all the data linked to it such as its roster and event. After clicking, the page redirects to the page with all your teams and the user will notice that the team is removed. Because a simple click will delete all the data. In the future, I want to prompt an alert just in case the button was clicked accidentally.

Team Roster

A lot of the team roster functions are similar to that of when creating, modifying, and deleting a team. For example, to add a player, you just fill out the following form.

Add Player to Roster

| | |
|-------------|----------------------|
| Team | ----- |
| | Illinois Menace |
| | California Roll |
| | Lynbrook Vikings |
| First Name: | <input type="text"/> |
| Last Name: | <input type="text"/> |
| Number: | <input type="text"/> |

Add Player

It is very similar to creating a team but there is a small difference because we can select which team you are creating a player for. The dropdown selection is a list of all the teams the user is a part of. This is how we know every player is connected with a team.

In addition, like a team, a player also has a bio and avatar, so the player can also upload avatar and edit profile. Lastly, if the captain wants to remove a player from the roster, you can hit delete on the player profile to remove.

In the team roster, we will see a list of all the players linked to the team. It is displayed similar to the list of all the teams the user is a part of. Below is an image of what the page looks like when the roster button is clicked on a team's profile page. We see the grid layout with the avatar and the player name and his/her number. Each of the players are clickable and will redirect to the player profile.

The screenshot shows a web application interface for managing a team roster. At the top, there is a blue header bar with a 'View site information' link, a 'Team!' logo, and navigation links for 'Home' and 'Teams'. The main content area is titled 'Roster' in bold black text. Below the title, there is a grid of six player profiles, each consisting of a placeholder image (silhouette or generic photo), the player's name, and their jersey number. The first row contains three profiles: Amy Copper (#2), Monica VanDuyne (#13), and Shirley Huang (#20). Shirley Huang's profile includes a photo of her wearing a white t-shirt with 'MENACE ULTIMATE 20' printed on it. The second row contains three more profiles: Kelsey Thompson (#21), Cora Wessman (#38), and Natalie Stephan (#55). At the bottom center of the grid is a blue button labeled '+ Add Player'.

| Name | Number |
|-----------------|--------|
| Amy Copper | #2 |
| Monica VanDuyne | #13 |
| Shirley Huang | #20 |
| Kelsey Thompson | #21 |
| Cora Wessman | #38 |
| Natalie Stephan | #55 |

Side Note: the roster is displayed in sorted by the order of their number.

Player Profile

The following is an image of an example player profile. All the player profiles can be accessed by every user that is a part of the team, so I created a form with the contact information such as email, phone number, address (for pick up), and UIN (for filling out paperwork).

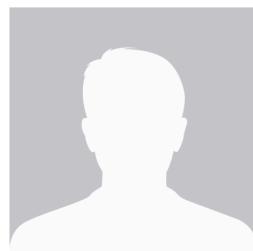
Track My Team! Home ▾ Teams



Shirley Huang
#20
shuan102@illinois.edu
4087618308
808 West Illinois Street Apt. 35, Urbana IL 61801
672467360
325270

[Upload Avatar](#) [Edit Profile](#) [Delete](#)

Currently, assuming we are the player, we should be able to upload and edit the profile. As mentioned before, it works just like that for team profile. Because when filling out the add player form, it doesn't ask for the contact information, just player name and number, it will not be displayed if not added by the player. For example, in the image below, if we had a random Jane Doe on the team. The following will be what her profile looks like.



Jane Doe

#1

[Upload Avatar](#) [Edit Profile](#) [Delete](#)

Team Events

This team event page is a super simple display of each event in order of when the events are going to take place. Filtered and sorted based on which team the events are in and by date.

Event Page

The following is an image of what the event page looks like. Each event is clickable and redirects to the event detail page. In addition, at the bottom, you can add an event which is linked to a form (similar to adding a player to a roster).

Team Events

Nov. 27, 2017

[Practice](#)

Nov. 29, 2017

[Practice](#)

Nov. 30, 2017

[Conditioning](#)

[Add Event](#)

Event Details

The following is an image of what the event detail page looks like based on the data retrieved from the database. There are also 2 buttons that allows the user to edit the information or delete the event. Both work similar to that in Team Profile and Player Profile.

The screenshot shows a web application interface for managing events. At the top, there is a blue header bar with the text "Track My Team!" on the left, followed by "Home ▾" and "Teams". Below the header, the main content area has a title "Event Details" centered at the top. Under the title, there is a summary of event details: "Practice", "Nov. 27, 2017", "9:45 p.m.", and "Armory". At the bottom of the content area, there are two blue buttons: "Edit Event" and "Delete".

WEEK 3

User Registration:

If a user is not currently logged in or doesn't have an account, he or she will see a navigation bar that only allows them to sign up or login.

Sign Up: The form has Bootstrap components added to it so the fields look nicer. It includes placeholders that tell the user what to enter. Upon clicking the signup button, the data gets stored as a User into the database. In addition, if the user already has an account, he or she can change to the login page on the sign up page.

Track My Team! Sign Up Login

Register Your Account

First Name
Last Name
Username
Email
Password

[Sign Up](#)

Already have an account? Click [here](#) to login.

Track My Team! Sign Up Login

Register Your Account

A user with that username already exists.

Shirley
Hunag
shirley
Email
Password

[Sign Up](#)

Already have an account? Click [here](#) to login.

If a user tries to login with a username that already exists, an error will be displayed.

Login: Similar to sign up form, the form has Bootstrap components added to it. When logging in, the database will authenticate to check that the user and passwords match whatever is stored in the database.

The screenshot shows a login form titled "Login To Account". It features two input fields: "Username" (containing "shirley") and "Password" (containing "***"). Below the fields is a blue "Log In" button. At the bottom of the form, there is a link: "Don't have an account? Click [here](#) to create an account."

Track My Team! Sign Up Login

Login To Account

Username
Password

Log In

Don't have an account? Click [here](#) to create an account.

Track My Team! Sign Up Login

Login To Account

Invalid Login

shirley

Log In

Don't have an account? Click [here](#) to create an account.

Also, when a user inputs the wrong login information and fails to authenticate, the error message will display “Invalid Login”.

User Authentication:

Login and Logout sessions: With login and logout sessions, two people are using only one computer and would like to switch checking their account, they must be able to go out of one's account to log in to the other. In this case, when logged in, the user is considered authenticated. When the logout button is clicked, the user is no longer authenticated.

While being logged in, whatever the user does will be stored under the user ID. In the below image, we can see a different navigation bar that appears when the user is logged in. A tab that directs the user to their teams, their profile (username) which will eventually redirect to a settings page, and a logout button. When a user is logged in, they should not be able to create an account or login again because they are already authenticated.



Also, when a user is already logged in and did not log out and they go to a different site and come back to Track My Team, the user is still marked as authenticated, so he or she will be redirected to the homepage.

Unique user data: When there are accounts, users should not be able to access other people's data and team information; thus, when displaying the different contents for each player, we need to make sure we filter all the information so it is for the current user who is logged in.

In the two images below, we see two different users. The navigation bar says who is who. Their contents are indeed correct and any time we submit a form like creating a team, it is only added to their display. In addition, we see two teams that have the same name in the users; however, since they are different teams, the rosters will be different. See next page.

Track My Team! Teams

shirley Logout

Teams



Illinois Menace California Roll Lynbrook Vikings

+ Add Team

Track My Team! Teams

shirleyhuang Logout

Teams



Hajima California Roll Illinois Menace

+ Add Team

Roster

Amy Copper
#2Monica VanDuyne
#13Shirley Huang
#20Kelsey Thompson
#21Cora Wessman
#38Natalie Stephan
#55[+ Add Player](#)

Roster



Bonnie Wu



Cassidy Wickelecki



Claire Follis

Design:

Remove feature: Now, when the user wants to delete a team, player, or event instead of just deleting it, an alert will pop up to ensure that the user really wants to remove it. This is important because for example, say a team has lots of info stored, a single accidental click of delete on the team will delete all information from the database and it cannot be retrieved.

Track My Team

127.0.0.1:8000 says:

shirley Logout

Are you sure you want to delete this?

Cancel

OK

Practice

Dec. 11, 2017 9:45 p.m. - Dec. 12, 2017 midnight

📍 Armory

[Edit Event](#) [Delete](#)

Events: When the events button is clicked, the user can now see a new design to team events page. Instead of just displaying text, it looks more like a calendar list view. Each event can still be clicked on to redirect to the details page.

Track My Team!

Teams

shirley Logout

Team Events

12/4

Practice

9:45 p.m. - midnight

📍 Armory

12/6

Practice

9:45 p.m. - midnight

📍 Armory

12/7

Conditioning

8:30 a.m. - 9:30 a.m.

📍 CRCE

12/11

Practice

9:45 p.m. - midnight

📍 Armory

+ Add Event