

CS 353 Database Systems Management

Project User Manual

Group 14

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1.Introduction & Welcoming Page

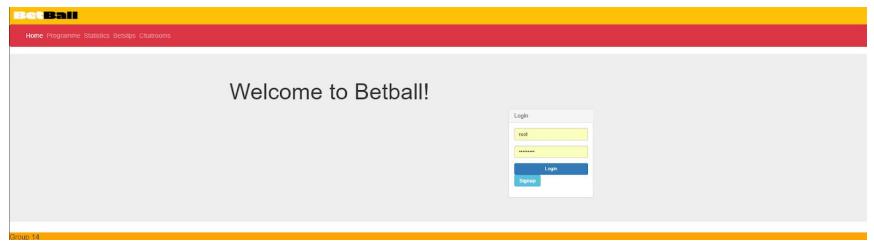


Figure 1 - Opening screen

This is our websites homepage. Normal users may login by entering their username and password to enter the website. Non users can register by clicking Sign Up button.

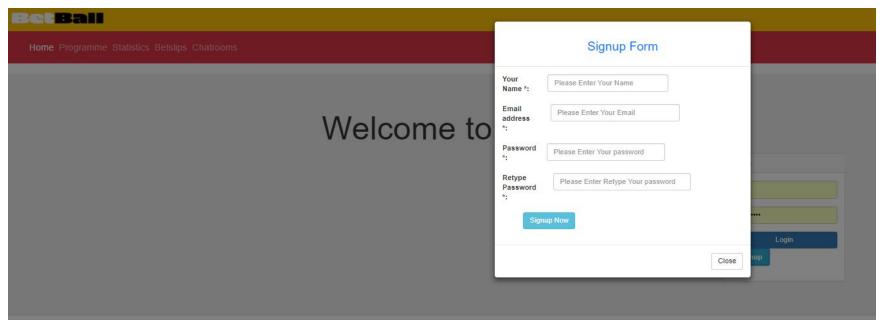


Figure 2 - Sign up Modal Dialog

After clicking "Signup" button, a modal pops up for a user to create an account by entering name and personal password and a legitimate email address. The textbox also checks the validity of the email and gives an error message if any of the textboxes are filled improperly. After filling the information users can select signup button to create their accounts or they may choose close button to go back to homepage.

2. Home Screen

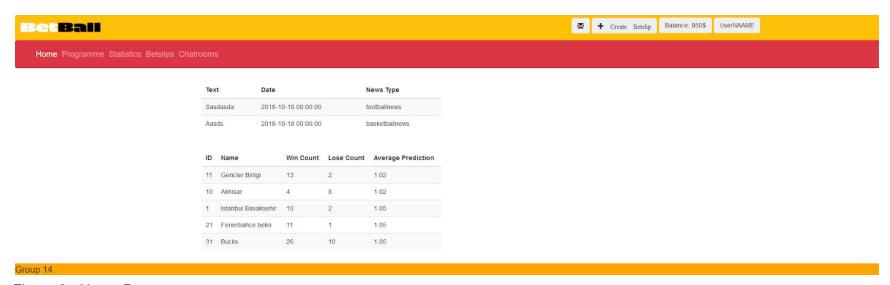


Figure 3 - Home Page

In this homepage users can see the leader teams in the existing leagues. They can see the news about teams, leagues and match results. By using the bar at the top they can add balance to their accounts, message to an user, create a new betslip and see their profile.

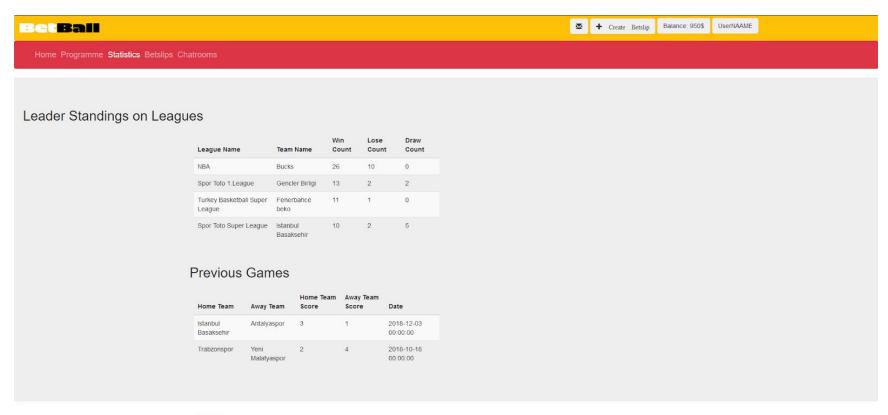
3. Programme



Figure 4 - Programme

In this page users can see the fixture of the upcoming matches. They can return to home page by selecting home button in the left bar. They can visit statistics, betslips and chat rooms by selecting button on the same bar. Users can see their messages by selecting the mail shaped button on above bar. By using this bar they can add balance to their accounts, create a new betslip and see their profile.

4. Statistics



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Figure 5 - Statistics

By using Statistics page user can analyze the results of the matches and circumstances of their bets. In this tables they can see the win, lose and draw rate of the teams. This webpage helps users to create their betslips more accurately.

5. Messages

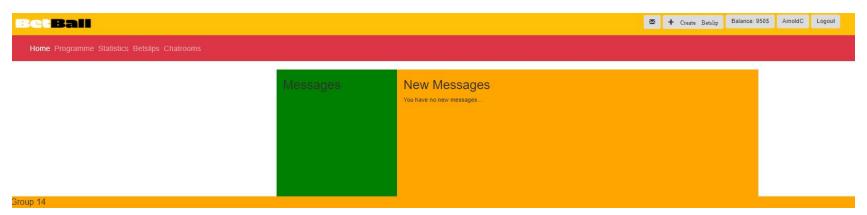


Figure 6 - Messages

Messages web page allows users to communicate with other users by sending messages as texts. In this window they can see their incoming messages and they can reply those messages.

6.Balance

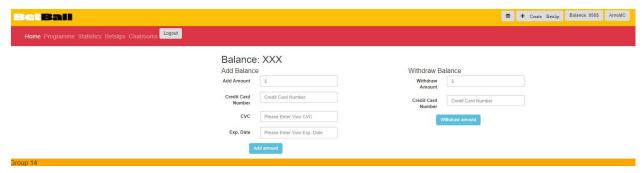


Figure 7 - Balance

In Balance page, users can see their balances, add new balance to the system by entering credit card info and their desired amount to add. Also, if users desire to withdraw the money on their balance, they can enter the amount they want and a card number to withdraw the balance.

7. Profile Page



Figure 8 - Profile Page

In Profile Page users can customize their profiles according to their wishes. They can write about themselves in the description part. They can view their following and follower counts, their win and lose rate and the date that they joined. This page

also shows the existing bet slips of the user. Also, if an user wants to view another user's profile data, they can see the results in the same way.

8. User Settings

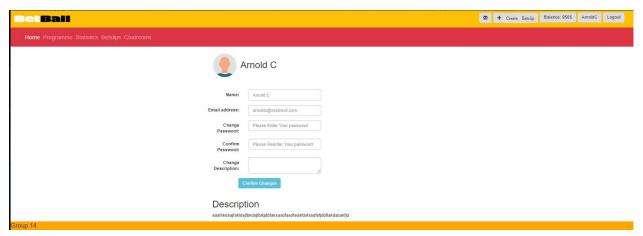


Figure 9 - Settings Page

In settings page Users can update their username and email addresses. They can also update and reset their passwords by email confirmation. Users may also set a profile picture by using this page.

9. Betslip Creation



Figure 10 - Betslip Creation

Users can reach to this page from every page of the website by clicking "Create Betslip" button on the header. By doing this, users see the Betslip Creation page. Users see the fixture that they can bet on. If users bet on some games, the template fills up. If users think that their bet is ready, they click bet and enter an amount of bet. If the balance has enough money in it, the bet slip is created, the amount is withdrawn from balance and users will wait and see the results. If users win, their winnings add up to their balance. If