



CA400 4th Year Project - User Manual

Students:

Tom Callaghan (16449672)

Philip Donnelly (17518149)

Supervisor:

Dr Donal Fitzpatrick

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Abstract: *The overview of our project Last Man Standing is to create a fully automated version of the well-known competition "Last Man Standing". Last Man Standing is a league based game where players pick a Premier League team each week to represent them for that week. If the player's team wins their game against the opposition, the player proceeds to next week's stage. If the player's team of choice loses or draws against their opposition, the player is knocked out and does not proceed onto the next stage. The last player standing wins the competition/prize. This web application automates this whole process to aid charities or organisations alike to perform this competition on their terms. This document contains a user guide to the web application.*

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1 Introduction

Welcome to *Last Man Standing*. *Last Man Standing* is a web application for the well-known competition “Last Man Standing”. After speaking to many admins of competitions like this, it was clear that a web application was badly needed. From never-ending spreadsheets to endless hours of inputting user’s picks. Gone are the days of these inconveniences, *Last Man Standing* takes care of all of this for you. Simply set up a league, invite your friends and try your best to win!

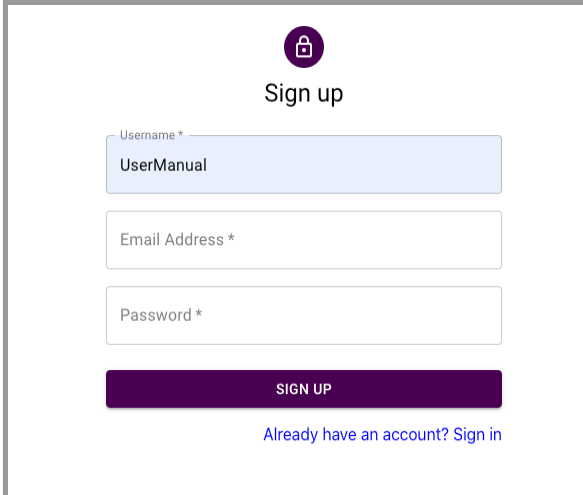
This application can be accessed from multiple platforms and devices (mobile, desktop, tablet etc.). This allows easy access to the web application for all users. Due to the competition aspect of this application, it was inevitable that the application is easy to use and more importantly not prone to errors. In this user manual, we will go through the process of application and how to get started on your *Last Man Standing* journey.

We are sure that you will find our application both convenient and user-friendly. Please continue reading to learn more about the application and how to get started.

2 Getting Started

2.1 Sign Up

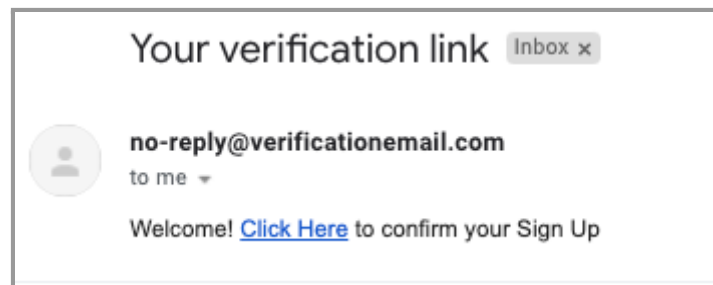
To begin the user’s journey with *Last Man Standing* the user will first need to register an account to use on the application. To do this the user will navigate to the “Sign up” page, where they will find the form as seen in the image below. If they happen to already have an account they can easily navigate to the sign-in page with the link below the form.

A screenshot of a web application's sign-up page. At the top center is a purple circular icon containing a white padlock. Below the icon is the text "Sign up" in a dark purple font. The form consists of three input fields stacked vertically: the first is labeled "Username *" and contains the text "UserManual"; the second is labeled "Email Address *" and is empty; the third is labeled "Password *" and is empty. Below these fields is a wide, dark purple button with the text "SIGN UP" in white, uppercase letters. At the bottom of the form area is a blue hyperlink that reads "Already have an account? Sign in".

From here the user must enter the following:

- A unique Username of their choice
- The user’s email
- A password containing at least 1 uppercase character, 1 numeric character and at least 6 characters in length

If the user does not enter all the required fields they will be prompted to do so with an alert. Once the user has successfully entered all the required fields, a verification email will be sent to verify the email address. The user is notified of this email being sent and are asked to confirm. The user will then be redirected to the “Sign in” page. The email verification can be seen below.



If the user attempts to sign in without verifying their email address, they will be prompted to do so before being allowed to proceed.

2.2 Sign In

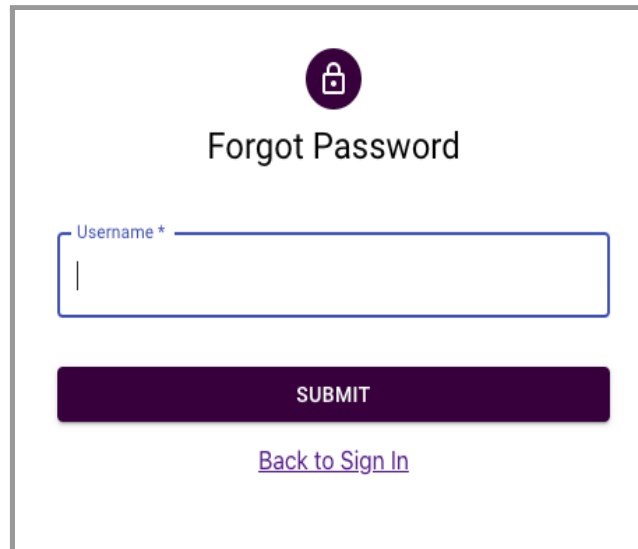
Once the user has successfully signed up and verified their email address, they can then proceed with signing in to the application. The sign-in form can be seen below. The user will be prompted to input their username and password. If the user incorrectly inputs their credentials they will be shown a unique error message to the incorrect field. Once all fields are correctly filled out the application will check the authenticity of the user before allowing them to proceed.

A screenshot of a sign-in form. At the top, there is a purple padlock icon and the text "Sign in". Below this, there are two input fields: "Username *" with the text "UserManual" and "Password *" with masked characters ".....". Below the password field is a checkbox labeled "Remember me". At the bottom, there is a purple "SIGN IN" button and a link that says "Forgot Password?".

If the user happens to forget their password they can simply click the link under the sign-in form. This will redirect them to reset their password.

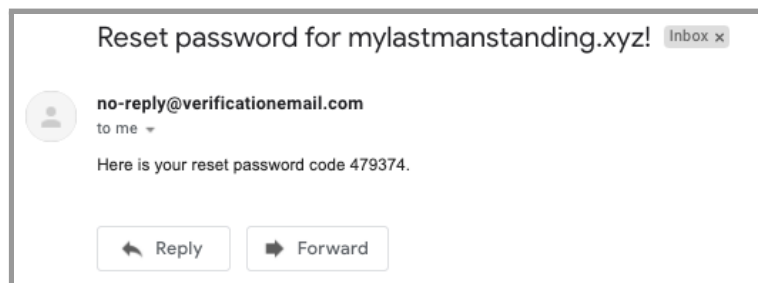
2.3 Forgot Password

In the event that a user forgets their password for their account, there is an option to reset their password by clicking the “Reset Password” link on the “Sign in” page. The user is redirected to the “Forgot Password” page, where they will be shown the form below. They will be prompted to input their username.




The image shows a web form titled "Forgot Password". At the top center is a purple circular icon containing a white padlock. Below the icon, the text "Forgot Password" is displayed in a bold, black font. Underneath the title is a text input field with a purple border. Above the input field, the label "Username *" is shown in a small, light blue font. The input field contains a single vertical cursor line. Below the input field is a solid purple rectangular button with the word "SUBMIT" in white, uppercase letters. At the bottom of the form is a blue, underlined link that reads "Back to Sign In".

Once the user inputs their username and clicks “submit”, they will be redirected to the “Confirm Code” screen and will be notified that a reset code has been sent to their email address, as seen below.



The image shows an email notification interface. At the top, the subject line reads "Reset password for mylastmanstanding.xyz!" followed by a tab indicator "Inbox x". Below the subject line is a sender's profile section featuring a grey circular icon with a person silhouette, the email address "no-reply@verificationemail.com", and the text "to me" with a downward arrow. The main body of the email contains the text "Here is your reset password code 479374." At the bottom of the email are two buttons: "Reply" with a left-pointing arrow icon and "Forward" with a right-pointing arrow icon.

The user will then fill out the form seen below, including the reset password code sent to their email address. Once this code is validated, the user’s password will be reset to their new chosen password and they will be redirected to the “Sign in” page.



Confirm Code

Username *

UserManual

Verification Code *

New Password *

SUBMIT

[Back to Sign In](#)


The user will then proceed in signing in with their new password.

3 Home Page

The home page is a generic page that is viewable for both logged out and logged in users. It is the main landing page for the site with the Premier League standings, fixtures and results all viewable as well as two information cards about what *Last Man Standing* is and how to get started. At the very top of the page is the crest bar.

The crest bar displays the crests of the current premier league teams. If a user clicks on a crest they will be redirected to that club's website.


Signed Out User



LMS


SIGN IN

SIGN UP



What is Last Man Standing?










Last Man Standing is a competition based on the Premier League. Users join/create leagues. You simply pick ONE Premier League team you fancy to win in round 1. If they win pick again next week, lose or draw and you're out. You can't pick the same team twice. The last person standing wins the competition.



How to Get Started?

- Create or join a league using the invitation code provided.
- Make your pick for the given gameweek before the deadline.
- If your team wins you proceed to the next round.
- Forget to make a pick? The team highest in the table is selected.
- Once you pick a team, you won't be able to pick the team again.

Premier League Standings

| | Pos | Club | MP | W | D | L | GD | P |
|---|-----|----------------------|----|----|----|----|----|----|
|  | 1 | Manchester City FC | 33 | 24 | 5 | 4 | 45 | 77 |
|  | 2 | Manchester United FC | 33 | 19 | 10 | 4 | 29 | 67 |
|  | 3 | Leicester City FC | 33 | 19 | 5 | 9 | 22 | 62 |
|  | 4 | Chelsea FC | 33 | 16 | 10 | 7 | 20 | 58 |
|  | 5 | West Ham United FC | 33 | 16 | 7 | 10 | 10 | 55 |
|  | 6 | Liverpool FC | 33 | 15 | 9 | 9 | 16 | 54 |
|  | 7 | Tottenham Hotspur FC | 33 | 15 | 8 | 10 | 18 | 53 |
|  | 8 | Everton FC | 32 | 15 | 7 | 10 | 4 | 52 |
|  | 9 | Leeds United FC | 33 | 14 | 5 | 14 | 0 | 47 |

Next Gameweek Fixtures

| % | Home Team | | Away Team | % |
|-----|----------------------|-------|---------------------|-----|
| 11% | Crystal Palace FC | 12:30 | Manchester City FC | 68% |
| 21% | Newcastle United FC | 14:00 | Arsenal FC | 53% |
| 45% | Brighton FC | 15:00 | Leeds United FC | 28% |
| 35% | Manchester United FC | 16:30 | Liverpool FC | 38% |
| 67% | Chelsea FC | 17:30 | Fulham FC | 11% |
| 28% | West Brom FC | 18:00 | Wolves FC | 42% |
| 70% | Tottenham Hotspur FC | 19:15 | Sheffield United FC | 11% |
| 45% | Everton FC | 20:00 | Aston Villa FC | 27% |
| 24% | Southampton FC | 20:00 | Leicester City FC | 49% |
| 24% | Burnley FC | 20:15 | West Ham United FC | 48% |

Signed In User

[MY PROFILE](#)
[MY LEAGUES](#)

SIGN OUT

What is Last Man Standing?

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- If your team wins you proceed to the next round.
- Forget to make a pick? The team highest in the table is selected.
- Once you pick a team, you won't be able to pick the team again.

Premier League Standings





















| | Pos | Club | MP | W | D | L | GD | P |
|--|-----|----------------------|----|----|----|----|----|----|
| | 1 | Manchester City FC | 33 | 24 | 5 | 4 | 45 | 77 |
| | 2 | Manchester United FC | 33 | 19 | 10 | 4 | 29 | 67 |
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| | 4 | Chelsea FC | 33 | 16 | 10 | 7 | 20 | 58 |
| | 5 | West Ham United FC | 33 | 16 | 7 | 10 | 10 | 55 |
| | 6 | Liverpool FC | 33 | 15 | 9 | 9 | 16 | 54 |
| | 7 | Tottenham Hotspur FC | 33 | 15 | 8 | 10 | 18 | 53 |
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Next Gameweek Fixtures

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3.1 Premier League Standings

The standings table represents an up to date version of the Premier League table. This table is updated after every game week. It provides the user with more insight into the team they may intend to pick in the upcoming game weeks. The table provides information such as the team's position, wins, draws, losses and most importantly their total points for the season.

| Premier League Standings | | | | | | | | |
|---|-----|----------------------|----|----|----|----|-----|----|
| | Pos | Club | MP | W | D | L | GD | P |
|  | 1 | Manchester City FC | 33 | 24 | 5 | 4 | 45 | 77 |
|  | 2 | Manchester United FC | 33 | 19 | 10 | 4 | 29 | 67 |
|  | 3 | Leicester City FC | 33 | 19 | 5 | 9 | 22 | 62 |
|  | 4 | Chelsea FC | 33 | 16 | 10 | 7 | 20 | 58 |
|  | 5 | West Ham United FC | 33 | 16 | 7 | 10 | 10 | 55 |
|  | 6 | Liverpool FC | 33 | 15 | 9 | 9 | 16 | 54 |
|  | 7 | Tottenham Hotspur FC | 33 | 15 | 8 | 10 | 18 | 53 |
|  | 8 | Everton FC | 32 | 15 | 7 | 10 | 4 | 52 |
|  | 9 | Leeds United FC | 33 | 14 | 5 | 14 | 0 | 47 |
|  | 10 | Arsenal FC | 33 | 13 | 7 | 13 | 7 | 46 |
|  | 11 | Aston Villa FC | 32 | 13 | 6 | 13 | 9 | 45 |
|  | 12 | Wolves FC | 33 | 11 | 8 | 14 | -13 | 41 |
|  | 13 | Crystal Palace FC | 32 | 10 | 8 | 14 | -20 | 38 |
|  | 14 | Burnley FC | 33 | 9 | 9 | 15 | -15 | 36 |
|  | 15 | Southampton FC | 32 | 10 | 6 | 16 | -18 | 36 |
|  | 16 | Newcastle United FC | 33 | 9 | 9 | 15 | -18 | 36 |
|  | 17 | Brighton FC | 33 | 7 | 13 | 13 | -6 | 34 |
|  | 18 | Fulham FC | 33 | 5 | 12 | 16 | -18 | 27 |
|  | 19 | West Brom FC | 33 | 5 | 10 | 18 | -34 | 25 |
|  | 20 | Sheffield United FC | 33 | 5 | 2 | 26 | -38 | 17 |

3.2 Premier League Fixtures

The fixtures table represents the next game week's fixtures. In the case that a team might have multiple fixtures in a single game week which is more precedent in the current situation (Covid-19), only one fixture will be presented for each team on this table and that is the fixture which the competition will focus on.

| Next Gameweek Fixtures | | | | | |
|------------------------|----------------------|---|---|---------------------|-----|
| % | Home Team | | | Away Team | % |
| 11% | Crystal Palace FC |  | 12:30  | Manchester City FC | 68% |
| 21% | Newcastle United FC |  | 14:00  | Arsenal FC | 53% |
| 45% | Brighton FC |  | 15:00  | Leeds United FC | 28% |
| 35% | Manchester United FC |  | 16:30  | Liverpool FC | 38% |
| 67% | Chelsea FC |  | 17:30  | Fulham FC | 11% |
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| 24% | Southampton FC |  | 20:00  | Leicester City FC | 49% |
| 24% | Burnley FC |  | 20:15  | West Ham United FC | 48% |

As seen in the fixtures image, each team also has a probability (percentage) of that team winning their fixture. This helps users in their strategy for picking a certain team in the competition. It will also help users who may not have a wide knowledge of the Premier League but participate in the competition for other reasons (supporting a charity).

3.3 Premier League Results

This table gives the results for the previous game week in the Premier League. This table also provides users with a great insight into the short term form of a certain team which can add a further reason for picking a certain team for an upcoming game week.

Previous Gameweek Results

| Home Team | Score | Away Team |
|---------------------|---|----------------------|
| Fulham FC |  0 : 1  | Tottenham Hotspur FC |
| Manchester City FC |  5 : 2  | Southampton FC |
| Arsenal FC |  0 : 1  | Everton FC |
| Liverpool FC |  1 : 1  | Newcastle United FC |
| West Ham United FC |  0 : 1  | Chelsea FC |
| Sheffield United FC |  1 : 0  | Brighton FC |
| Wolves FC |  0 : 4  | Burnley FC |
| Leeds United FC |  0 : 0  | Manchester United FC |
| Aston Villa FC |  2 : 2  | West Brom FC |
| Leicester City FC |  2 : 1  | Crystal Palace FC |

4 Profile Page

If a user clicks on the profile page they will be greeted by several cards that provide different information and stats about their journey on *Last Man Standing*. They will also be prompted to select their favourite team. They will then receive up to date news on that team.

Account

Username: usermanual

Email: tom.callaghan4@mail.dcu.ie

Favourite Team: Manchester United FC

My Profile

My Leagues

Sign Out

Results

Wins: 1

Losses: 4

Active Competitions

Plips League#283625

The Last man standing#984785

User Manual LMS#279400

UserManual#936274

Your Favourite Teams News!

Bailly signs new Man Utd contract

Manchester United defender Eric Bailly has signed a new contract with the club.

Downing Street: ESL not discussed at Woodward meeting

Neither the Prime Minister nor his chief of staff spoke to Ed Woodward about the European Super League, according to Downing Street.

'Big Six' executives use PL matches to apologise

Executives from the 'Big Six' Super League clubs used this weekend's fixtures as an opportunity to apologise in person to counterparts at the other 14 clubs.

Leeds and Man Utd frustrated in stalemate


Manchester City only require two wins from their final five matches in order to clinch the Premier League title after Manchester United and Leeds played out a 0-0 draw.

Ref Watch: Balbuena should not have seen red

In the latest Ref Watch, Dermot Gallagher says West Ham defender Fabian Balbuena should not have been given a straight red card after catching Ben Chilwell.


4.1 Account Information

This is a simple card that provides the user with their account information (username, email and favourite team). If they haven't picked a favourite team there will be an option for the user to select their favourite team by picking the “plus” icon as seen below.

 Account


Username: usermanual

Email: tom.callaghan4@mail.dcu.ie

Favourite Team: Select your favourite team! 

4.2 User's Record

This card displays the user's record/results across their journey on the application. If they are eliminated from a competition their losses will increment by one. If a user wins a competition their wins are incremented by one.


 Results

Wins: 1

Losses: 4

4.3 Active Competitions

This card provides the user with a list of all the competitions they are taking part in. This way the user can keep track of how many competitions they are currently competing in.

 Active Competitions

Plips League#283625


The Last man standing#984785


User Manual LMS#279400


UserManual#936274


4.4 Favourite Team's News


If a user has selected a favourite team then a news card will be displayed. This news card provides a list of articles about that certain team. Each list item contains a small image relating to the article, the title of the article and a small abstract of what the article is about. If a user is interested in reading the article they can simply click on the link which will redirect them to read the full article on Sky Sports.


 Your Favourite Teams News!

[Bailly signs new Man Utd contract](#)
Manchester United defender Eric Bailly has signed a new contract with the club.

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Neither the Prime Minister nor his chief of staff spoke to Ed Woodward about the European Super League, according to Downing Street.

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Executives from the 'Big Six' Super League clubs used this weekend's fixtures as an opportunity to apologise in person to counterparts at the other 14 clubs.

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[Ref Watch: Balbuena should not have seen red](#)
In the latest Ref Watch, Dermot Gallagher says West Ham defender Fabian Balbuena should not have been given a straight red card after catching Ben Chilwell.

5 Leagues Page

When the user navigates to the “My Leagues” page they are presented with the image below. The fixtures and results that were visible on the home page are also shown here. This aids the users in selecting their teams for the current game week as they can see how the team got on in the previous week and who their opponent is this week.

The user can also create and join leagues from this page. Under the create/join league buttons the user can see the leagues/competitions they are currently in.

My Leagues

| League | Status | Pick |
|-------------------------------|--------|-------------------|
| Pilps League #53325 | ✓ | Everton FC |
| The Last man standing #584785 | ✓ | - |
| User Manual LMS #579400 | ✓ | Crystal Palace FC |
| UserManual #938274 | ✓ | Southampton FC |

Next Gameweek Fixtures

| % | Home Team | Score | Away Team | % |
|-----|----------------------|-------|---------------------|-----|
| 11% | Crystal Palace FC | 12:30 | Manchester City FC | 68% |
| 21% | Newcastle United FC | 14:00 | Arsenal FC | 53% |
| 45% | Brighton FC | 15:00 | Leeds United FC | 28% |
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| 24% | Burnley FC | 20:15 | West Ham United FC | 48% |

Previous Gameweek Results


| Home Team | Score | Away Team |
|---------------------|-------|----------------------|
| Fulham FC | 0 : 1 | Tottenham Hotspur FC |
| Manchester City FC | 5 : 2 | Southampton FC |
| Arsenal FC | 0 : 1 | Everton FC |
| Liverpool FC | 1 : 1 | Newcastle United FC |
| West Ham United FC | 0 : 1 | Chelsea FC |
| Sheffield United FC | 1 : 0 | Brighton FC |
| Wolves FC | 0 : 4 | Burnley FC |
| Leeds United FC | 0 : 0 | Manchester United FC |
| Aston Villa FC | 3 : 3 | West Brom FC |

5.1 Create / Join League

When the user clicks on the create or join league button they will be presented with the following forms. On both forms the user must enter their first and second name to be presented in the league they are creating or joining.

If they are creating a league, they must input the name they want to give to the league. After creating a league the user will receive a confirmation email that confirms the league confirmation and supplies them with an invitation code of that specific league. This user will be the league's admin. The user can then send the invitation code to their friends.

If the user is joining an existing league, they must have the invitation code given to them from that league's admin. Once they successfully fill out the required fields and input the invitation code they will be added to the league.



Create League

First Name *

User


Last Name *

Manual

League Name *

User Manual LMS

CREATE LEAGUE



Join League

First Name *

User

Last Name *

Manual


League Code *

584832

JOIN LEAGUE

Successful League Creation: User Manual LMS

Inbox x



mylastmanstanding123@gmail.com via amazonses.com
to me

Congratulations on creating a new league.

League ID: User Manual LMS#279400

Invitation code: 207231

Send the above code to people you would like in your Last Man Standing League.

Reply

Forward

5.2 Active Leagues/Competitions

Below the create/join league buttons is the My Leagues table. This table provides the user with a list of all their current competitions. For each competition, the user can see their status in the league based on the status icon. A green tick icon is if a user is still in the competition. A red 'X' icon tells the user that they have been eliminated from the competition. The user can also see their current pick for a given league. Users can then click the league name, displaying more information about that league below the "My Leagues" table.

| My Leagues | | |
|---|--------|-------------------|
| League | Status | Pick |
| Plips League #283625 | ✓ | Everton FC |
| The Last man standing #984785 | ✓ | Brighton FC |
| User Manual LMS #279400 | ✓ | Crystal Palace FC |
| UserManual #936274 | ✓ | Southampton FC |

5.3 Specific League

If the user clicks on one of their current leagues/competitions in the “My Leagues” table, the league will pop up below the “My Leagues” table as seen in the images below. In all leagues, the deadline for the upcoming game week is displayed. The user will also be able to see the following information:

- Who the admin is
- Whether you can make a pick or if the game week is in progress
- How many players are remaining in the competition
- How many players have been eliminated from the competition
- All players statuses and current picks for upcoming game week

An email is sent out to all users that are still in each competition an hour before the deadline to remind them to make their picks. When a user has been eliminated they will no longer be able to make picks but will be able to track other users progress in the competition. If there is only one user left, a winner banner will be displayed across the whole league, notifying all users who won the competition.

The screenshot shows a league interface titled "The Last man standing". At the top, there is a yellow banner with a warning icon and the text "Deadline for picks: 19:00 2021-04-30". Below this, there is a table with the following structure:

| Admin | Pick Status | Remaining | Eliminated |
|--------------|-------------|-----------|------------|
| Karl Duignan | Unlocked | 4 | 0 |

| Status | Players | Pick |
|--------|---------------------------|----------------------------|
| ✓ | User Manual usermanual | <button>PICK TEAM</button> |
| ✓ | Karl Duignan duignak2 | Chelsea FC |
| ✓ | Tom Callaghan tcal97 | - |
| ✓ | philip donnelly philip | Chelsea FC |

5.3.1 Admin user

If the user has created this league they will have additional information/functionality on the league. As seen below the admin will be able to see the invitation code and copy this code to send to other users. The admin will also have different functionalities for the league. These functionalities consist of:

- Lock/Unlock League: This functionality allows the admin to lock the league from users being able to join. This is to prevent users from joining late to the competition which can ruin the competition. The functionality is provided however in the case that the competition has finished and they are restarting allowing new users to join.
- Reset League: This is displayed by the circular arrow icon. This simply resets the league. By resetting the league all eliminated players are back in the competition and

the picks for each user are reset. This would generally be used when the competition has been completed or if every user has been eliminated without a winner.

- Delete League: This is represented by the white bin icon. This simply deletes the league removing all users from it and removes the league from users active competitions.
- Delete Player: If an admin wants to remove a player, they can simply click the red bin icon displayed beside the player. This will remove the player from the league and the league will be removed from the deleted users active competitions

×

⚠ Deadline for picks: 19:00 2021-04-30

User Manual LMS

🔒

🔄

🗑

| Admin | Pick Status | Remaining | Eliminated | Invitation Code |
|-------------|-------------|-----------|------------|-----------------|
| User Manual | Unlocked | 2 | 0 | 207231 |

| Status | Players | Pick |
|--------|---------------------------|-------------------|
| | User Manual usermanual | Crystal Palace FC |
| | Philip Donnelly philip | - |

5.3.2 Team selection

If a user has not picked a team for the upcoming game week they will be prompted to do so. Once they click on the pick team button a modal will appear as seen below. The fixtures for the upcoming game week as well as their probabilities will be displayed. The user can simply select a team and this will update within the league. The user can change their pick up until the deadline. As stated in the rules of last man standing competitions if a player does not pick a team before the deadline they will be automatically put on the next team in the Premier League table that they have not previously picked.

| Pick Team | | | | |
|-----------|----------------------|--|---------------------|-----|
| % | Home Team | VS | Away Team | % |
| 11% | CRYSTAL PALACE FC |  VS  | MANCHESTER CITY FC | 68% |
| 21% | NEWCASTLE UNITED FC |  VS  | ARSENAL FC | 53% |
| 45% | BRIGHTON FC |  VS  | LEEDS UNITED FC | 28% |
| 35% | MANCHESTER UNITED FC |  VS  | LIVERPOOL FC | 38% |
| 67% | CHELSEA FC |  VS  | FULHAM FC | 11% |
| 28% | WEST BROM FC |  VS  | WOLVES FC | 42% |
| 70% | TOTTENHAM HOTSPUR FC |  VS  | SHEFFIELD UNITED FC | 11% |
| 45% | EVERTON FC |  VS  | ASTON VILLA FC | 27% |
| 24% | SOUTHAMPTON FC |  VS  | LEICESTER CITY FC | 49% |
| 24% | BURNLEY FC |  VS  | WEST HAM UNITED FC | 48% |

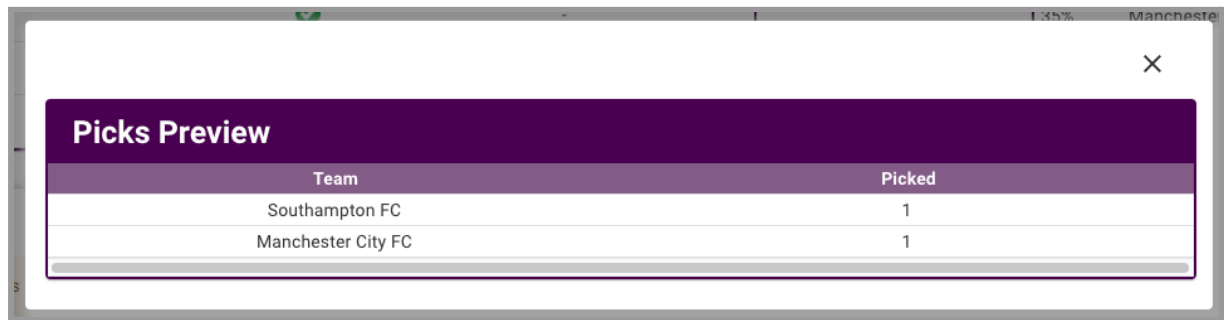
5.3.3 Lock leagues / Picks preview

Once the deadline is reached, the league/competition is locked, all users will be blocked from changing any picks and are notified that the game week is in progress. The users will be able to view how many people picked each team for the current game week by clicking the picks preview button. The picks preview modal displays the overall picks for that game week as seen below. This saves the user having to count up all the people on each team.

League locked

| UserManual | | | |
|-----------------|---------------------------|--------------------|------------|
| Admin | Pick Status | Remaining | Eliminated |
| Philip Donnelly | Locked | 2 | 0 |
| Status | Players | Pick | |
| ✓ | User Manual usermanual | Southampton FC | |
| ✓ | Philip Donnelly philip | Manchester City FC | |

Picks preview



| Team | Picked |
|--------------------|--------|
| Southampton FC | 1 |
| Manchester City FC | 1 |

6 Sign Out

6.1 Sign out button

If the user wishes to sign out of their account, they can simply press the sign out button in the top right corner of the screen. They will then be asked if they are sure they want to sign out. The sign out button is displayed on the navbar across all pages, to allow the user to sign out at any point. Once a user signs out they will be redirected to the signed out home page.

7 Installation Guide / How to Run

Last Man Standing is a live web application at www.mylastmanstanding.xyz. There are no installation requirements to run this application/project. However, for marking purpose, if you would like to run the project on localhost, do the following:

- *git clone the repository:*
<https://gitlab.com/computing.dcu.ie/callagt4/2021-ca400-callagt4-donnep28>
- `cd src/lastmanstanding`
- `npm install`
- `npm start`

The repository structure is explained below.

- **Build** not used for this project
- **Docs** stores all documentation for *Last Man Standing*
 - **Documentation** stores the User manual, Technical Doc, Testing Doc
 - **Functional-spec** stores functional specification for *Last Man Standing*
 - **Proposal** stores the proposal for *Last Man Standing*
 - **Video-walk-through** stores the video walkthrough of *Last Man Standing*
- **Res**
- **src/lastmanstanding/**
 - **src** directory contains code related to the React App Client (Frontend)
 - **backendTests** directory contains all backend tests
 - **Public** directory stores all images/logos used for the app
 - **Amplify/backend** folder contains all of the code for the backend, this includes the following:
 - **API**
 - **Storage** (DynamoDB)
 - **Functions** (Lambdas)
 - **Auth** (Cognito)

8 Conclusion

Thank you for taking the time to read the user manual for *Last Man Standing*. We hope that you enjoy using our web application and it makes your life easier. Best of luck in your competitions at mylastmanstanding.xyz! Feel free to leave us any feedback with the form below.

Feedback form: <https://forms.gle/MxFA3Ce9zpepYmuc8>