

SportHub User Manual

Team 4

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1 Introduction

1.1 What is SportHub?

SportHub is a web application that lets users view upcoming games for multiple sports and keep a personal list of **favorite teams**. From those favorite teams, SportHub builds a personalized list of upcoming games. The main users are sports fans who want one place to quickly see schedules and focus on the teams they care about most.

This manual explains:

- The goals of SportHub and why the software matters.
- How to access SportHub from GitHub / Docker.
- How to navigate the main pages and use key features.

1.2 Who is this manual for?

This manual is intended for:

- Sports fans using SportHub to view games and favorite teams.
- The CS3338 instructor and TAs who need to run and test the system.
- Team members and future developers who want a quick guide to the UI.

2 Objectives of SportHub

The main objectives of SportHub are:

- Show a list of upcoming (and recent) games for different sports (NBA, NFL, Soccer, MLB, etc.).
- Allow the user to filter games by sport and date.
- Allow the user to mark **teams** as favorites and show a **My Favorites** view with upcoming games involving those teams.
- Provide a simple admin view so project members can add or edit teams and games without touching the database directly.

3 Why this software matters

Many sports fans jump between different apps and websites to check schedules for different leagues. SportHub aims to collect multiple sports into a single view and let users focus on the games that matter most to them by following favorite teams. This reduces the time spent switching between sites and makes it easier to track all favorite matchups in one place.

4 Accessing SportHub

4.1 Requirements

For end users

- Modern web browser (Chrome, Firefox, Edge, Safari).
- Stable internet connection (if running against a hosted instance).

For local development

- Git installed.
- Docker and Docker Compose (e.g., Docker Desktop).
- Optionally Node.js and npm (if running frontend/backend without Docker).

4.2 GitHub Repository

The source code and documentation are stored in GitHub:

- GitHub: <https://github.com/uchiha1121/cs3338-final-sportapp>

4.3 Jira Link

Project tasks, sprint planning, and bugs are tracked using Jira:

- Jira board: <https://calstatela-team4.atlassian.net/jira/software/projects/ST/boards/68?sprintStarted=true>

4.4 How to run the project with Docker

To run SportHub locally using Docker:

1. Clone the GitHub repository:

```
git clone https://github.com/uchiha1121/cs3338-final-sportapp.git
cd cs3338-final-sportapp
```

2. Make sure Docker Desktop (or Docker engine) is running.
3. Start all services with Docker Compose:

```
docker-compose up --build
```

4. After the containers start, open a browser and go to:

`http://localhost:3000`

or the port configured for the frontend in `docker-compose.yml`.

To stop the application, press `Ctrl + C` in the terminal where `docker-compose` is running, then optionally run:

```
docker-compose down
```

5 Navigation Overview

5.1 Top navigation bar

All pages share a top navigation bar with links such as:

- **SportHub** – logo or text that returns to the Home page.
- **All Games** – view all upcoming games with filters.
- **Teams** – browse teams and select favorites.
- **My Favorites** – view upcoming games involving favorite teams (shown only when logged in).
- **Admin** – admin tools for managing teams and games (shown only for admin users).
- **Login / Logout** – sign in or sign out.

5.2 Main pages

The main pages of SportHub are:

- **Home** – landing page that introduces SportHub and links to All Games, Teams, and My Favorites.
- **All Games** – list of games with filters for sport and date.
- **Teams** – list of teams by sport with favorite controls.
- **My Favorites** – personalized schedule of games for favorite teams.
- **Admin** – screens for managing teams and games (admin only).
- **Login / Register** – authentication pages for users.

6 Using SportHub

6.1 Home Page

When you first open SportHub, you typically see the Home page.

- Read the short description of what the app does.
- Use buttons or links on this page to go to All Games, Teams, or My Favorites.

6.2 Viewing Games (All Games Page)

1. Click **All Games** in the navigation bar.
2. Use the **sport filter** (e.g., All, NBA, NFL, Soccer, MLB) to choose the sport you care about.
3. Use the **date filter** or date picker (if provided) to select a day.
4. Browse the list of games:
 - Each entry shows sport, home team, away team, date, time, and status.
 - Click the **Details** button or link (if available) to open the Game Details page.

If no games match your filters, SportHub shows a message like “No games available for this selection.”

6.3 Browsing Teams and Adding Favorites (Teams Page)

1. Click **Teams** in the navigation bar.
2. Use the sport filter or tabs to narrow the list to a specific league.
3. Look through the list of teams and find the ones you care about.
4. If you are logged in, click the **favorite star or toggle** on a team card to mark it as a favorite.
5. Click the favorite control again to remove a team from favorites.

If you are not logged in, SportHub may show a message like “Log in to save favorite teams” when you try to use the favorite button.

6.4 Viewing Favorite Teams and Games (My Favorites Page)

1. Make sure you are logged in (see Section 6.6).
2. Click **My Favorites** in the navigation bar.
3. At the top, you may see a summary of your favorite teams.
4. Below, you will see upcoming games that involve any of your favorite teams.
5. If you no longer want to follow a team, use the unfavorite control on the Teams page or from any favorite summary (if available).

If you have no favorite teams, SportHub shows a message like: “You have no favorite teams yet. Go to the Teams page to add some.”

6.5 Game Details Page

When you click a specific game on the All Games or My Favorites page, the Game Details page opens.

- You will see a header showing the two teams and the league/sport.
- Details include game date, time, location, and status.
- If scores are recorded, they may be shown as home and away scores; otherwise, the score fields may show “TBD” or be blank.
- Use the back button or navigation links to return to the previous page.

6.6 Logging In and Registering

Registering an Account

1. Click **Register** (or a sign-up link near the Login form).
2. Enter your email/username and password (and confirm the password, if required).
3. Submit the form.
4. If the registration is successful, you may be redirected to the Login page or logged in automatically, depending on the implementation.

Logging In

1. Click **Login** in the navigation bar.
2. Enter your email/username and password.
3. Click the **Login** button.
4. On success, the navigation bar should update (for example, showing My Favorites and Logout).

If your credentials are invalid, you should see an error message. Double-check your information and try again.

6.7 Admin Features (Admin Page)

If your user account has admin permissions, you will see an **Admin** link in the navigation bar.

- Click **Admin** to access admin tools.
- Use the Teams management section to add, edit, or delete teams.
- Use the Games management section to add, edit, or delete games.
- Always click **Save** or **Update** to apply changes.

These tools are primarily for project developers or the instructor and are not required for normal fan usage.

7 Troubleshooting

The site does not load

- Make sure Docker containers are running (if using Docker).
- Check that you are using the correct URL (e.g., `http://localhost:3000`).
- Try refreshing the browser or using a different browser.

No games are showing

- Check the filters on the All Games page (sport and date).
- If running locally, verify that the database has been seeded with teams and games.

I cannot favorite teams

- Make sure you are logged in.
- If the favorite button is disabled or shows an error, check for any on-screen message explaining the issue.

I forgot my password

- In this class project version, a full password reset system may not be implemented.
- Contact the project team or reset the database if necessary.

8 Support and Contact

If you need help with SportHub or find a bug:

- Check the GitHub README for setup updates: <https://github.com/uchiha1121/cs3338-final-sportapp>
- Create an issue in the GitHub repository.
- Talk to the CS3338 instructor or a team member during class or lab time.