

ArenaFlow

User Guide

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Application: Badminton Tournament Manager (Court Daylight / Stadium Night)

This comprehensive guide explains how to use every feature in ArenaFlow: authentication, setup, players & teams, categories, scheduling, draws & brackets, match scoring, reports, and admin/user consoles. It includes step-by-step workflows, tips, FAQs, and a glossary.

Table of Contents

1. About ArenaFlow & Roles
2. Getting Started (Environments & Login)
3. Navigation & Layout
4. Tournament Setup & Settings
5. Players: Registration, Check-In & Withdrawals
6. Teams & Doubles
7. Categories Management
8. Draws & Brackets
9. Scheduling & Courts (Timeline)
10. Matches & Status Workflow
11. Referee Scoring Console
12. Reports & Exports
13. User Portal (My Schedule & Results)
14. Themes, Accessibility & Shortcuts
15. Administration (RBAC, Data, Backups)
16. Troubleshooting & FAQs
17. Glossary

1. About ArenaFlow & Roles

ArenaFlow orchestrates end-to-end badminton tournaments: registrations, categories, draw generation, court scheduling, referee scoring, and results publishing.

Roles

- Admin – Configures tournaments, categories, courts, schedules, and manages data.
- Referee – Conducts live scoring for assigned matches; submits and locks results.
- User (Player/Viewer) – Registers, checks schedule and results, and follows brackets.

Environments

- Backend: Spring Boot + PostgreSQL + Flyway
- Admin UI: React + MUI
- User UI: React
- Timezone: Asia/Kolkata (IST)

2. Getting Started (Environments & Login)

Login

1. Open the ArenaFlow URL provided by your organization.
2. Enter your email and password, then click Sign In.
3. On success, you will be redirected to your role's default dashboard.

First-time users

- If public registration is enabled, click Create Account and complete the form.
- If not enabled, contact Admin for account provisioning.

Password Reset

1. Click Forgot Password on the login page.
2. Enter your registered email and submit.
3. Follow the email instructions to reset your password (if configured).

Session & Security

- Sessions expire after inactivity; you'll be asked to log in again.
- Avoid sharing credentials; use role-appropriate accounts.

3. Navigation & Layout

The Admin UI uses a left sidebar for modules and a top bar for quick actions. The User UI presents a simplified navigation focused on schedules, results, and registrations (if enabled).

Common elements

- Global Search: Quickly find players/teams/categories.
- Filters: Narrow DataGrid results by attributes.
- Dialogs: Modal forms for create/edit actions with validation.
- Toasts: Success/error feedback after actions.
- Theme Toggle: Switch Court Daylight ↔ Stadium Night.

4. Tournament Setup & Settings

Create a Tournament

1. Go to Tournaments → New.
2. Fill name, start/end dates, location, operating hours (if applicable).
3. Save. The tournament becomes the context for categories, courts, and scheduling.

Settings & Inheritance

- Configure defaults at tournament level (e.g., match duration, scoring rules).
- Override at category or round level where necessary.

Registration Windows

- Set open/close dates. After close, new registrations are blocked automatically.

Branding & Theme

- Upload a logo for reports and headers.
- Choose court colors and bracket styling consistent with ArenaFlow theme.

5. Players: Registration, Check-In & Withdrawals

Create/Manage Players

1. Admin → Players → New to add a player. Duplicate email/phone is blocked.
2. Edit player to update contact info. Deleting is prevented if the player has active registrations.

Assign Categories

- From player details, click Assign to Category.
- Age/gender validation ensures correct placement.

Check-In

- Use Registrations grid to mark Check-In. The system stores timestamp and checkedInBy.
- Undo Check-In if needed; audit trail is preserved.

Withdrawals

- Withdraw removes a registration from draws and schedules.

CSV Import

- Upload CSV with headers. The wizard maps columns and reports invalid rows.
- Use preview to verify parsed data before committing.

6. Teams & Doubles

Create a Team

1. Admin → Teams → New.
2. Use the two autocompletes to pick partners (cannot be the same person).
3. Optional: Provide a Team Name. Save.

Label Rules

- Default: Surname1/Surname2.
- Admin views: TeamName (Surname1/Surname2) if TeamName exists.
- User views: TeamName only.

Mixed Doubles

- Enforces gender validation; invalid combinations are blocked.

Editing

- Replace partner if necessary; dependent registrations may need review.

7. Categories Management

Create & Configure

1. Admin → Categories → New.
2. Set age range, gender (Male/Female/Open), capacity (or Unlimited), and fee.

Badges

- Gender colors and badges display in the list and detail views.
- Capacity and fee badges surface key info at a glance.

Archiving

- Categories in use cannot be deleted; use Close or Archive.

8. Draws & Brackets

Generate Draws

1. Admin → Reports → Generate Draw or from a Category page.
2. Choose format (Single Elimination, Round Robin).
3. Confirm seeding rules. Generate.

Bracket View

- Shows rounds, seeds, players/teams with labels per the rules.
- Admin can export to PDF/PNG; users have read-only views.

Redraw

- If withdrawals occur, trigger redraw or assign BYEs per configuration.

9. Scheduling & Courts (Timeline)

Create Courts

- Admin → Courts → New to add courts with unique identifiers.

Blackout Windows

- Define blocked time ranges per court (e.g., maintenance). Timeline displays greyed slots.

Manual Scheduling

1. Open Schedule timeline view.
2. Drag a match from the unscheduled list onto a court/time slot.
3. If conflicts exist (player/court overlap), the drop is prevented or warned.

Auto-Schedule

- Distributes unscheduled matches across courts without conflicts, using estimated durations.

Rescheduling

- Drag an event to a new slot. Locks and blackout windows constrain movement.

10. Matches & Status Workflow

Status Lifecycle

- Scheduled → In-Progress → Completed.
- Illegal transitions are blocked (e.g., Complete without scores).

Special Outcomes

- Walkover (WO) when an opponent cannot start.
- Retired for in-progress withdrawal due to injury etc.

Audit & Notes

- Add notes and incidents with user/timestamp audit.

11. Referee Scoring Console

Access

- Referee role sees scoring UI; admin-only actions are hidden.

Scoring

1. Open an assigned match.
2. Enter game scores (e.g., 21–18). Validate inputs.
3. Click Submit Final to lock the result.

Overrides

- Admin can unlock a finalized match. All actions are audited.

Offline Safeguards

- If connectivity fails, you'll see a graceful error; re-submit when online.

12. Reports & Exports

Available Reports

- Draw Brackets (PDF/PNG)
- Schedule (CSV)
- Results (CSV/PDF)

Permissions

- Admin can export; Users typically have view-only access.

Print View

- Use print-friendly mode for physical copies.

13. User Portal (My Schedule & Results)

My Schedule

- View upcoming matches with court/time; filter by date/category.

Results

- Completed match scores appear immediately after referee submission.

Registrations

- If public flows are enabled, players can register themselves and track status.

14. Themes, Accessibility & Shortcuts

Themes

- Toggle between Court Daylight (light) and Stadium Night (dark).

Accessibility

- Keyboard navigation supports tab order and action shortcuts.
- Color contrasts target WCAG AA; tooltips accompany truncated labels.

Shortcuts (examples)

- /: Focus global search
- Ctrl+S: Save in active dialog (if supported)
- Esc: Close dialog

15. Administration (RBAC, Data, Backups)

Roles & Permissions

- Admin: Full access to configuration and data management.
- Referee: Scoring and match management only.
- User: Read-only schedule/results; registration if enabled.

Data Hygiene

- Use archive/close instead of delete when entities are in use.
- Keep CSV imports clean with validated headers and sample tests.

Backups

- Ensure regular DB backups per policy; verify restore points.

16. Troubleshooting & FAQs

Login fails even with correct password?

- Check caps lock, try password reset, or contact Admin for account status.

Cannot schedule a match?

- Verify court availability and blackout windows. Resolve player/court conflicts.

Score submission blocked?

- Check input format (non-negative integers within rules). Ensure match is In-Progress.

Where are my results?

- Results appear as soon as the referee finalizes and locks the match.

17. Glossary

Check-In: Marking a participant present and ready to play.

Draw: The bracket or round-robin arrangement determining matchups.

Blackout: A time range during which a court is unavailable.

Walkover (WO): A win awarded when an opponent is unable to start.

Retired: A match ended early due to a player injury or withdrawal.

Seeding: Placing higher-ranked players/teams to avoid early matchups.

Bracket: Visualization of matches across rounds for eliminations.

RBAC: Role-Based Access Control limiting actions by user role.

For further assistance, contact your tournament administrator or Thejaswi Innovations support team.