

Contents

1	VOLLEY STATS	1
1.1	LOGIN	1
1.1.1	code from	1
1.1.2	Permission	1
1.2	modules	2
1.3	stats	2
1.3.1	Player	2
1.3.2	Team	2
1.4	trends	2
1.4.1	Player	3
1.4.2	Team	3
1.5	Data	3

1 VOLLEY STATS

1.1 LOGIN

1.1.1 code from

loginpage from <https://www.listendata.com/2019/06/how-to-add-login-page-in-shiny-r.html> maybe it's better to use Docker-based shinyproxy package which maybe are better in terms of security cause right now the password are same as plain text in the code ...

1.1.2 Permission

login for now there are 2 permission level

- basic it should be allowed only to see stats
- advanced it should be able to see and upload stats but not to modify it
- admin not here yet, but it should be able to see, collect and modify data and stats also could be usefull to see the traffic and other stats of the website

1.2 modules

in general the website will be based on modules which can be add and deleted (something like nestor which i really like!) (save the configuration of it based on the user so that next time the same user login the configuration should be restored)

- Attack (wp)
- Serve (wp)
- Pass (wp)
- Ball distribution (TODO)
- Block (TODO)

1.3 stats

1.3.1 Player

- select player
- select game
- modules
 - Attack
 - Serve
 - Pass
 - Ball distribution
 - Block

1.3.2 Team

- select position
- select game
- modules same as in Player (?)

1.4 trends

i need temporal information to do that !! in general this section should highlight the progression of the team/player across time on each of the statistics that we are keeping track of

1.4.1 Player

- same selection possibility as in Player stats
- module TODO

1.4.2 Team

- same selection possibility as in Team stats
- module TODO

1.5 Data

we have to add :

- Setter would be great to know who was the setter in a specific set
- date for each game
- Team
- Position this can be done as a separate file with maps player to position
- Block maybe we can also add block error? which I think is the only thing that is missing in order to have some kind of share structure between attack serve and block