Manual Test for the Tournamentor Admin User Interface
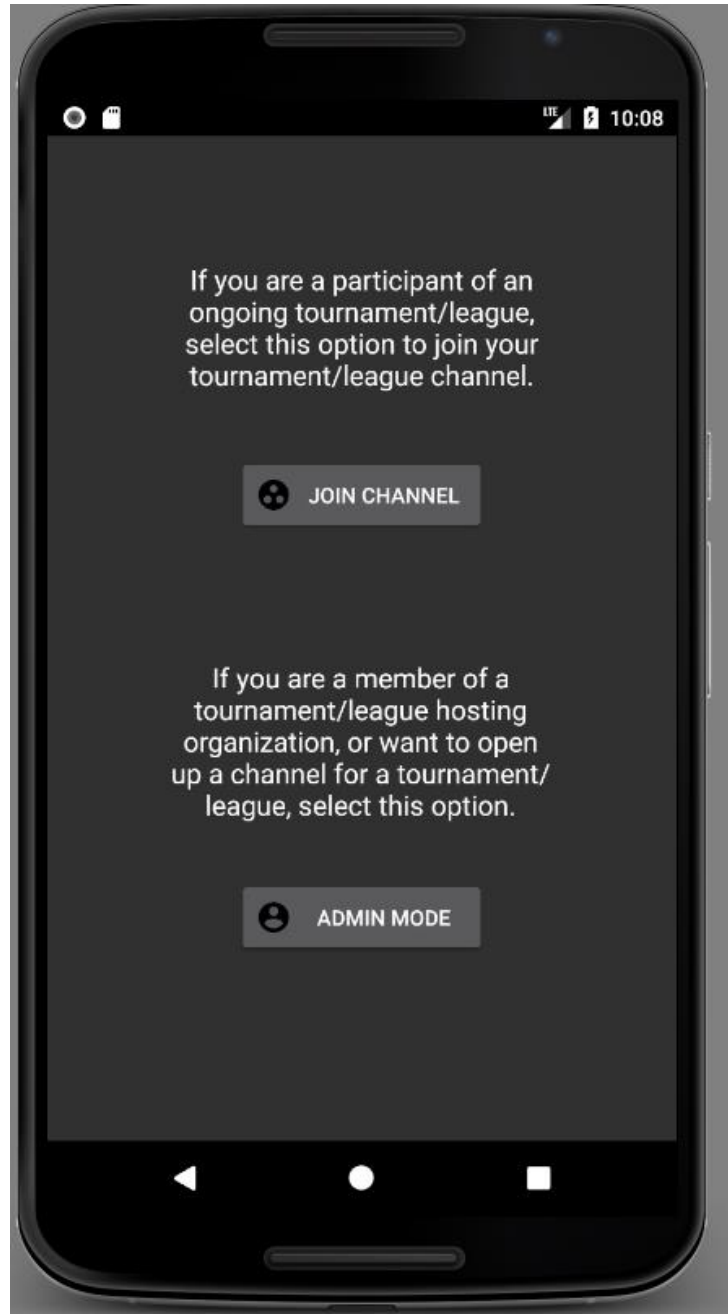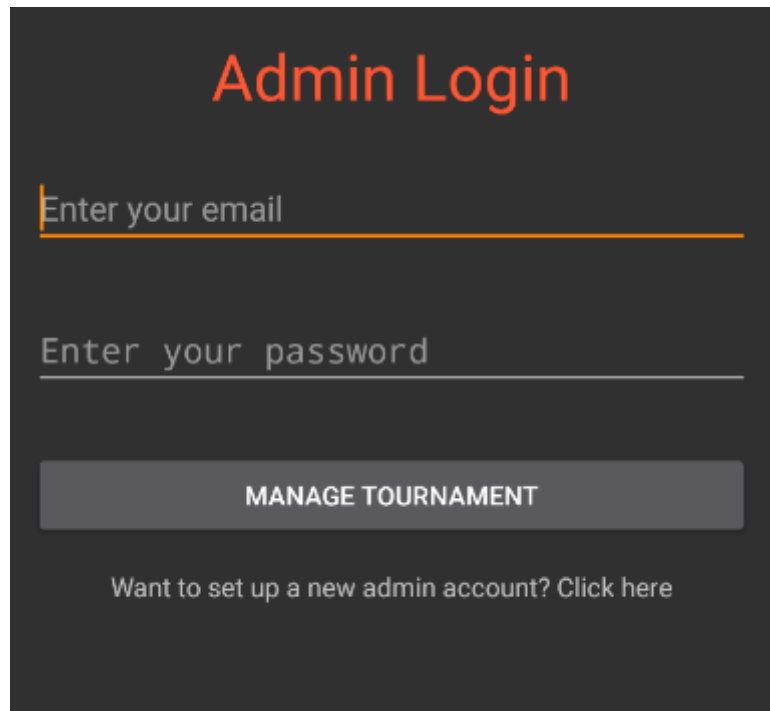

Figure 1

1. Press "Admin Mode" as shown in Figure 1.

Figure 2
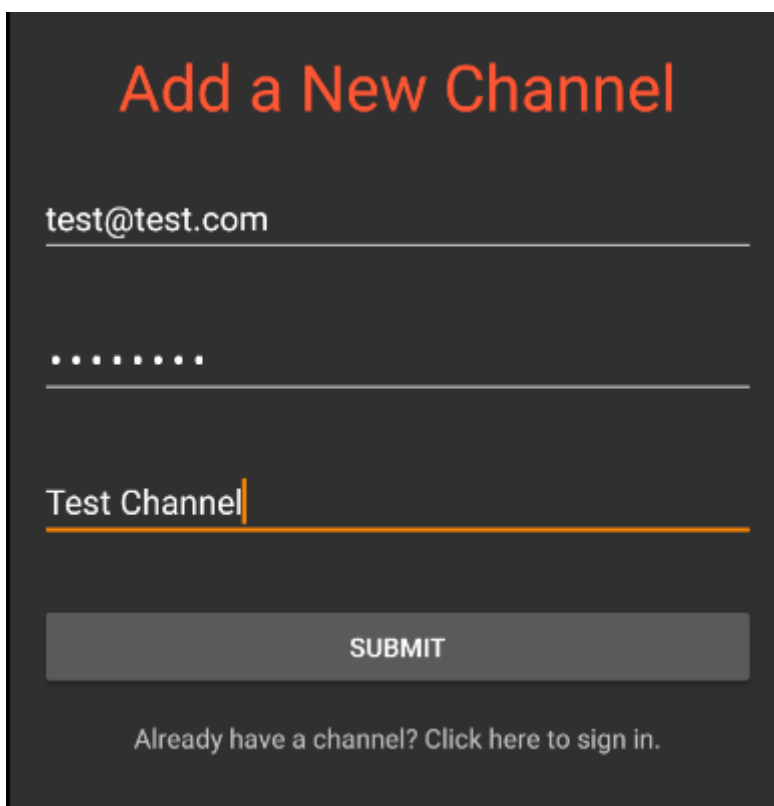
2. Click the message "Want to set up a new admin account? Click here" to create a new account.

Figure 3

3. In the "Add a New Channel" screen, type in test@test.com as the email, 12341234 as the password, and "Test Channel" as the channel name as shown in Figure 3 then press "Submit".
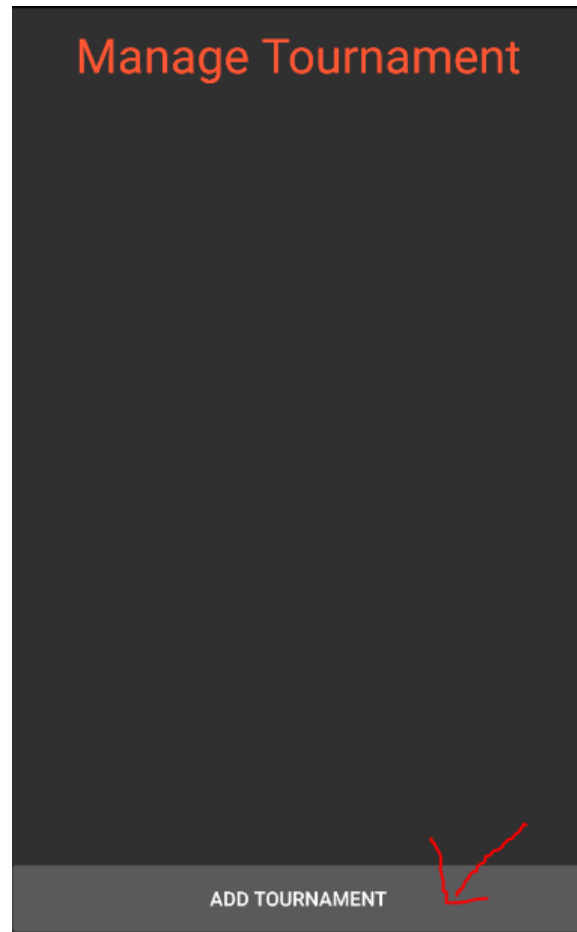

Figure 4

4. In the "Manage Tournament" screen, press the "Add Tournament" button to add a new tournament.

Figure 5

5. In the "Add a New Tournamenet" screen, type in "Test Tournament" as the tournament name, and set "11-27-2017" to "11-28-2017" as the tournament term. Then press next.
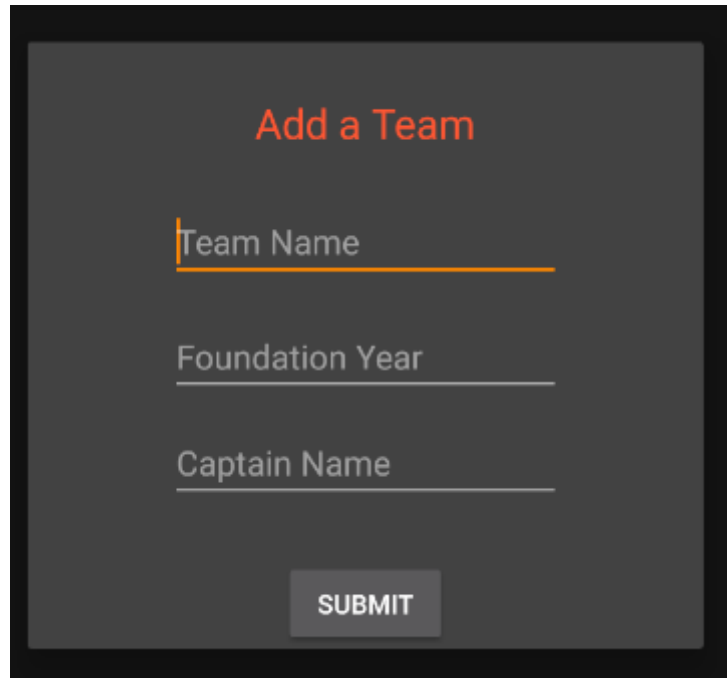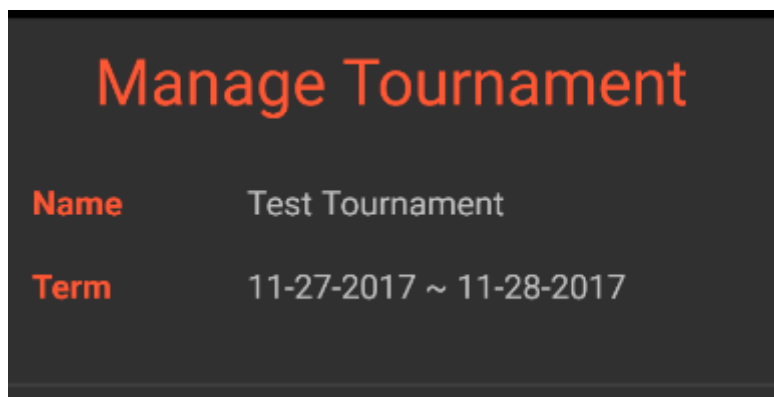

Figure 6

6. In the new screen, press the "+" button to add participating teams.

Figure 7

7. In the "Add a Team" dialog, add a Team name "Team 1" ~ "Team 4", all of them with foundation year 2017 and captain name "Captain 1" ~ "Captain 4". Then press the "Submit" button.

Figure 8

8. Now the tournament named "Test Tournament" is added to the list.

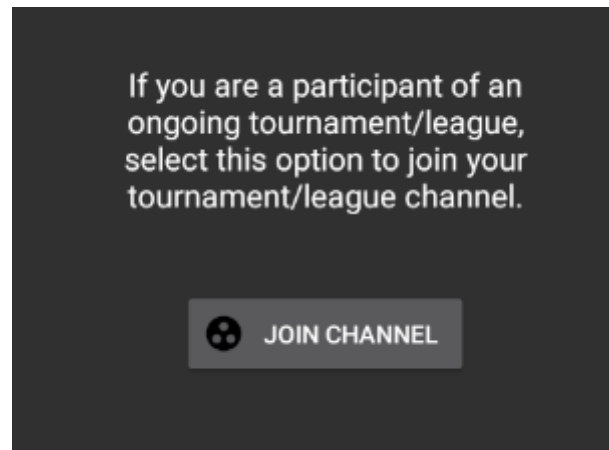9. Open a new emulator to check if it is added properly.

Figure 9
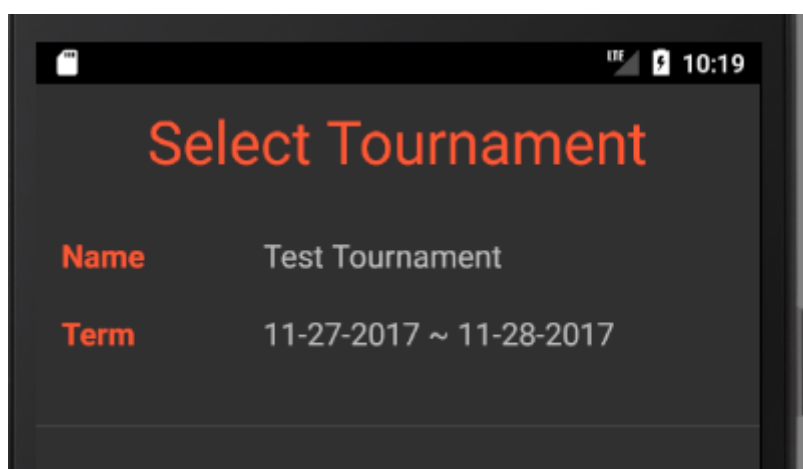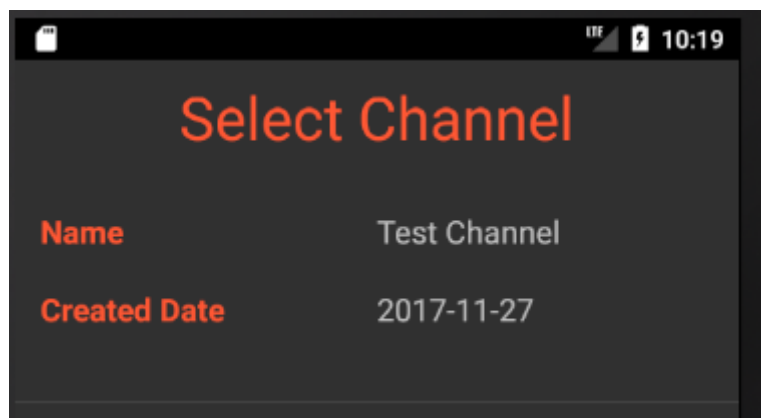
10. In the new emulator, press "Join Channel".

Figure 10

11. Check if it has "Test Channel", click it.

12. Check if it has "Test Tournament". If both exist, the tournament is added to the channel successfully.

13. Now go back to the emulator that is running the Admin interface.

14. Press the "Test Tournament" item in the "Manage Tournament" screen.
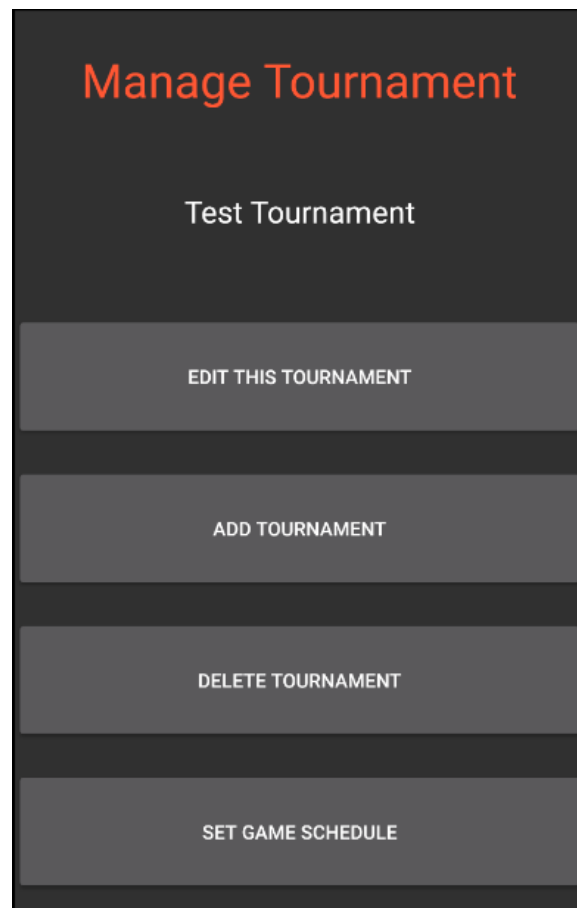

Figure 11

15. In the "Manage Tournament" screen shown in Figure 11, press "Set Game Schedule" button.

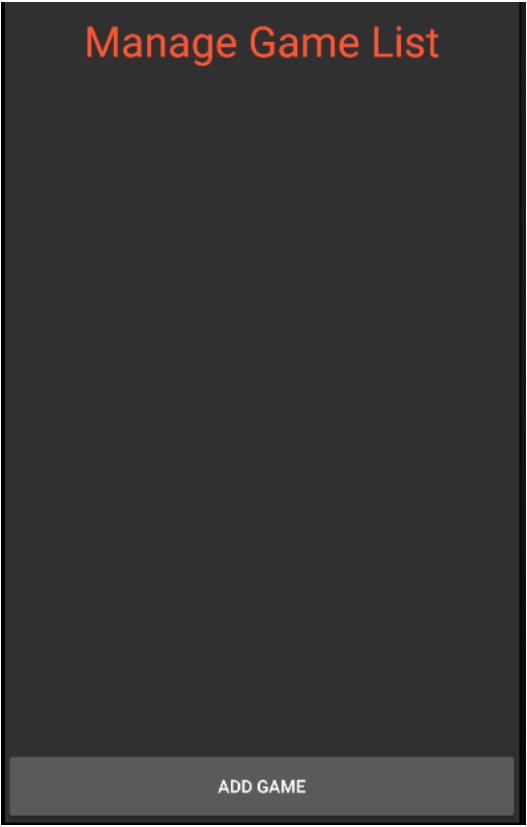16. Press the "Add Game" button in the "Manage Game List" screen as shown in Figure 12.

Figure 12

Figure 13

17. Type is "Test Field" as the field name, "11-27-2017" as the date, "12:30" as the time, "Team 1" as Team A, and "Team 2" as team B as shown in Figure 13. Then press submit.
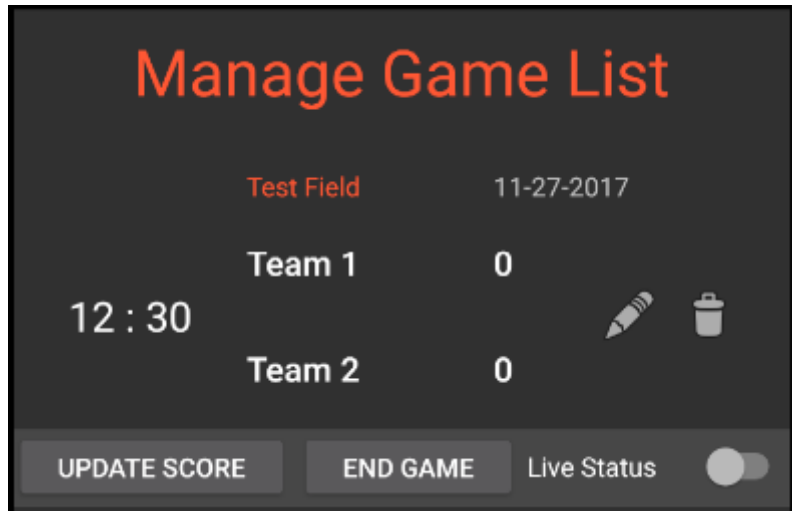
Figure 14

18. The list should show the game item as Figure 14.

19. Go back to the emulator that is running the client interface, and select the "Test Tournament" again.
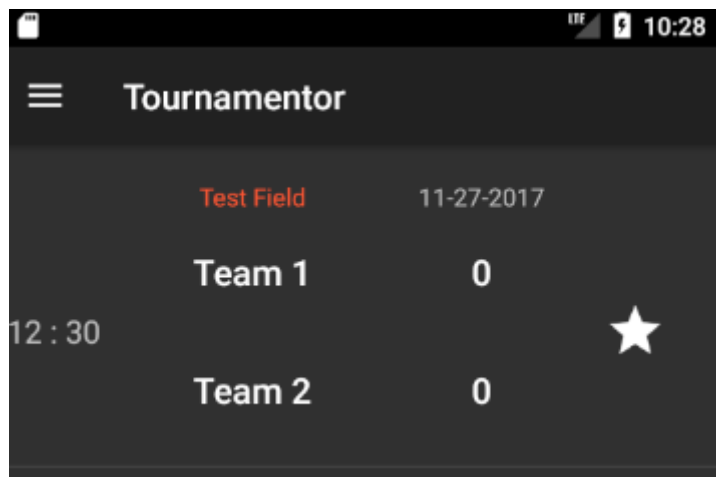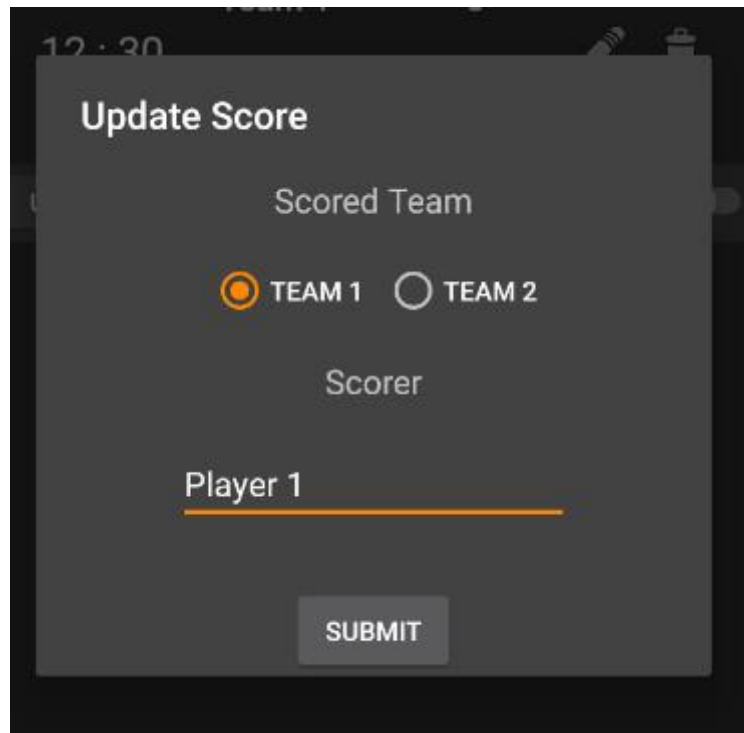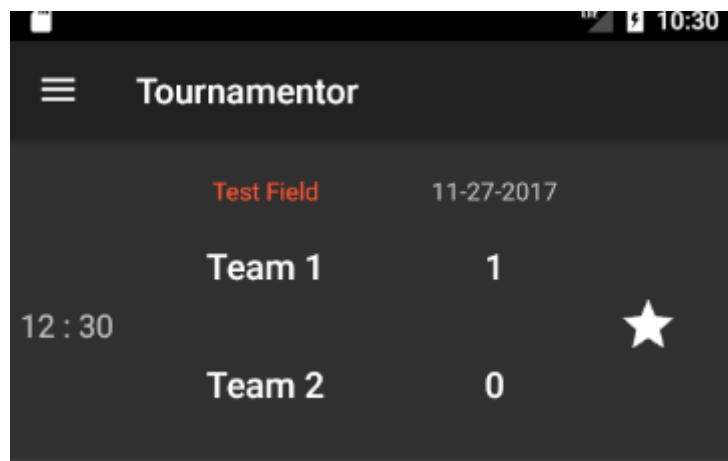

Figure 15

20. See if it has the added match in the screen as shown in Figure 15.

Figure 16

21. Again in the Admin interface, press "Update Score" and type the information as shown in Figure 16, then press Submit.

Figure 17

22. See if the score has been updated in the client side as shown in Figure 17.

Figure 18

23. In the "DATA" tab in the client side, see if the "Player 1" is added in the Score Table.

24. If everything worked, it means that the client side is successfully getting the data from the Admin interface.

25. Finally, in the Admin interface, go back to the "Manage Tournament" menu and press "Delete Tournament"
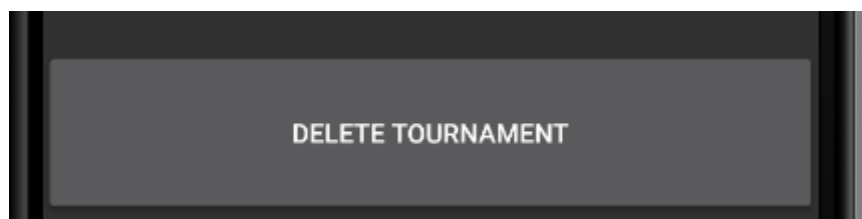

Figure 19

26. Now the client side should have nothing in the "Select Tournament" screen as shown in Figure 20.
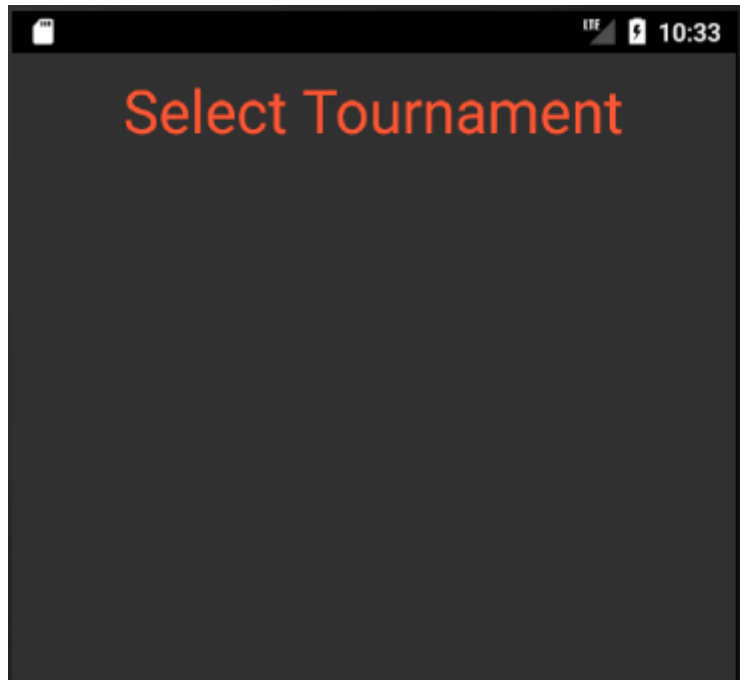
Figure 20