

Manual Test for the Tournamentor Admin User Interface

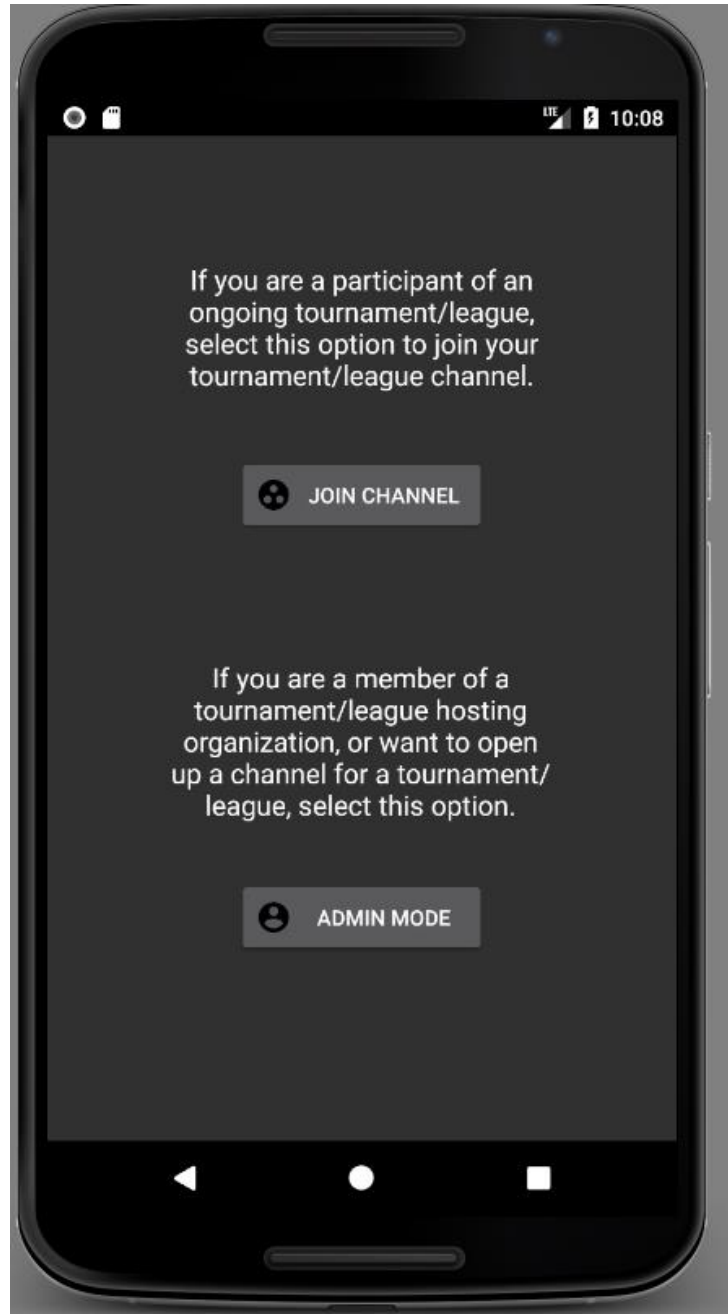
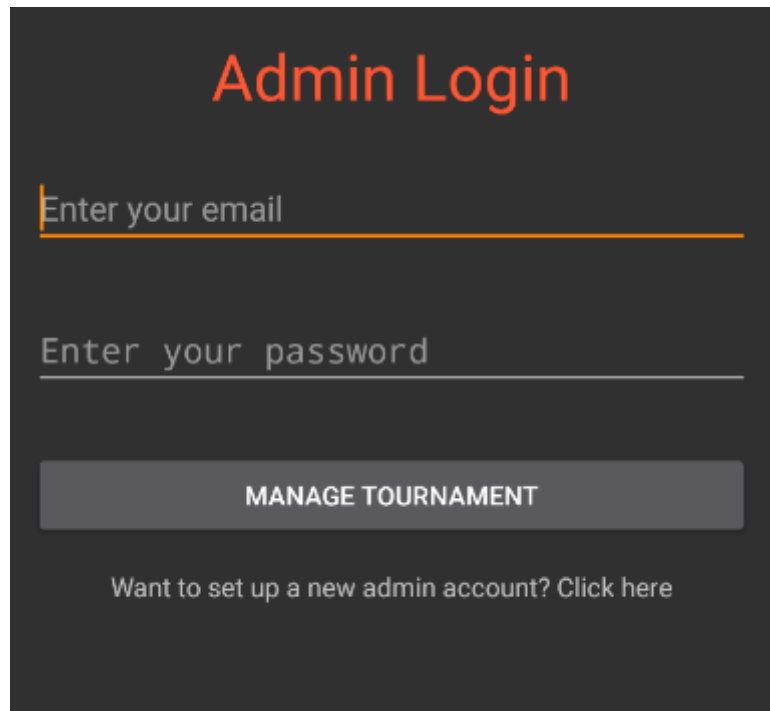


Figure 1

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



Admin Login

Enter your email

Enter your password

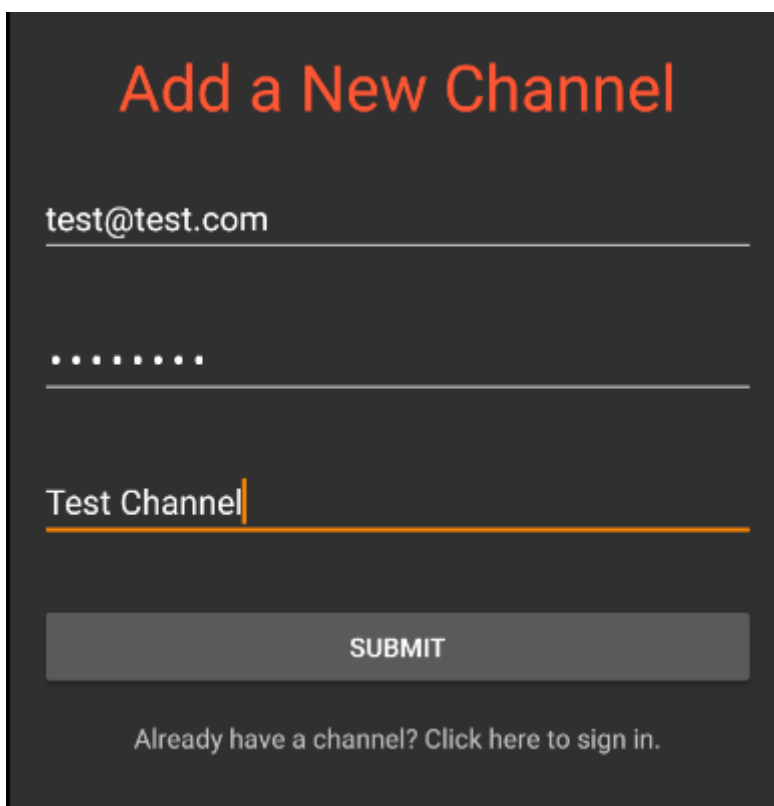
MANAGE TOURNAMENT

Want to set up a new admin account? [Click here](#)

The image shows a dark-themed login interface. At the top, the title 'Admin Login' is in orange. Below it are two input fields: 'Enter your email' and 'Enter your password', both with orange borders. A grey button labeled 'MANAGE TOURNAMENT' is centered below the fields. At the bottom, there is a link 'Want to set up a new admin account? Click here'.

Figure 2

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



Add a New Channel

test@test.com

.....

Test Channel

SUBMIT

Already have a channel? [Click here to sign in.](#)

The image shows a dark-themed form for adding a new channel. The title 'Add a New Channel' is in orange. Below it are three input fields: the first contains 'test@test.com', the second contains seven dots, and the third contains 'Test Channel'. All fields have orange borders. A grey button labeled 'SUBMIT' is centered below the fields. At the bottom, there is a link 'Already have a channel? Click here to sign in.'.

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".

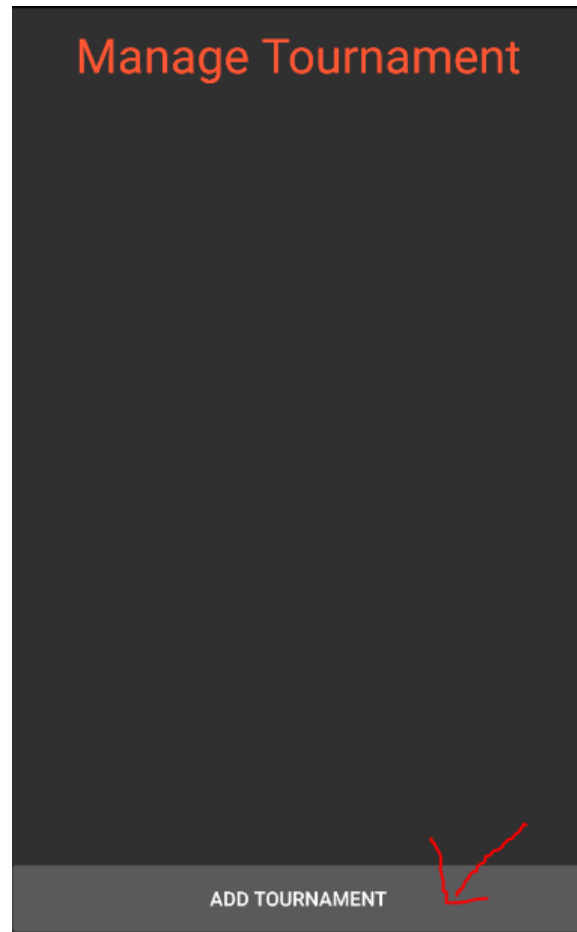


Figure 4

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

Add a New Tournament

Tournament Name

Test Tournament

Tournament Term

11-27-2017

TO

11-28-2017

NEXT

Figure 5

5. In the "Add a New Tournament" 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.

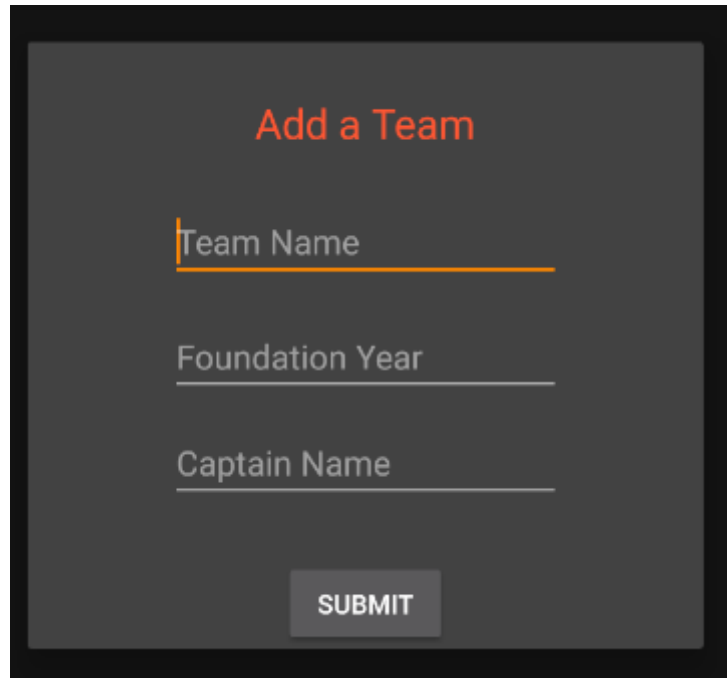
Add a New Tournament

Add Participating Teams

+

Figure 6

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

A dark gray dialog box titled "Add a Team" in orange text. It contains three input fields: "Team Name" with an orange cursor, "Foundation Year", and "Captain Name". A "SUBMIT" button is at the bottom.

Add a Team

Team Name

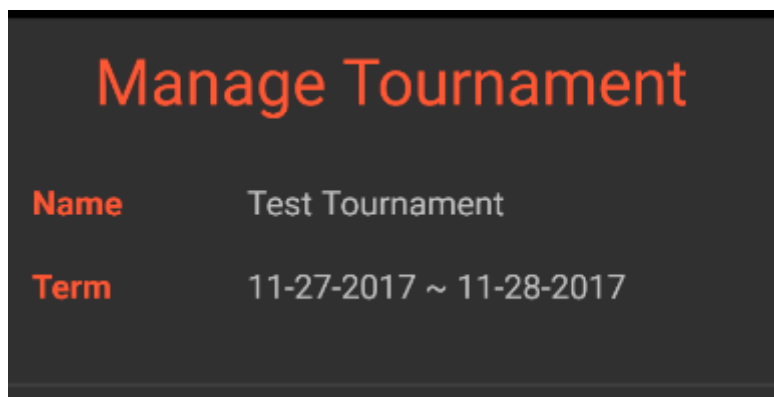
Foundation Year

Captain Name

SUBMIT

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.

A dark gray dialog box titled "Manage Tournament" in orange text. It displays two fields: "Name" with the value "Test Tournament" and "Term" with the value "11-27-2017 ~ 11-28-2017".

Manage Tournament

Name Test Tournament

Term 11-27-2017 ~ 11-28-2017

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.

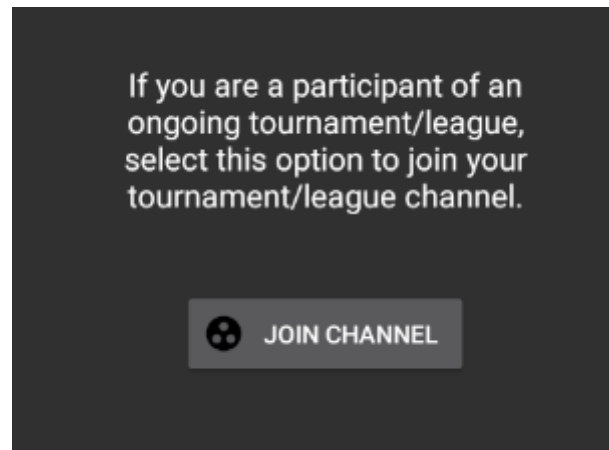


Figure 9

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

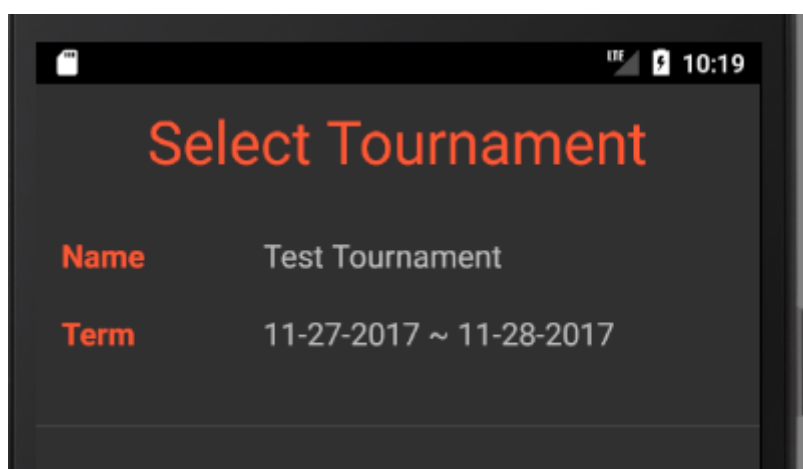
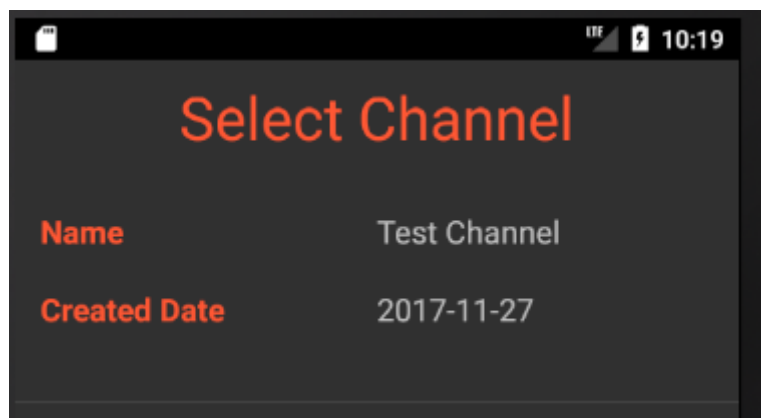


Figure 10

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.

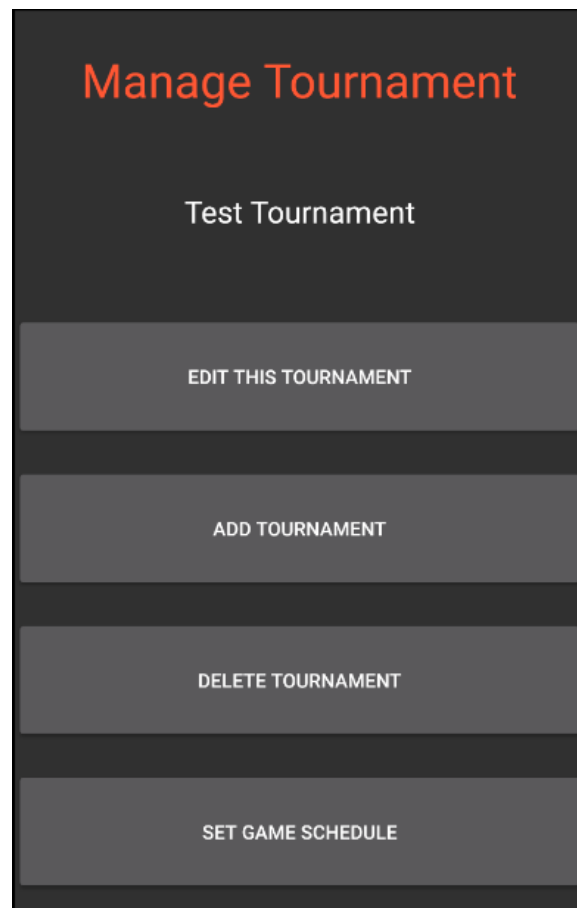


Figure 11

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.

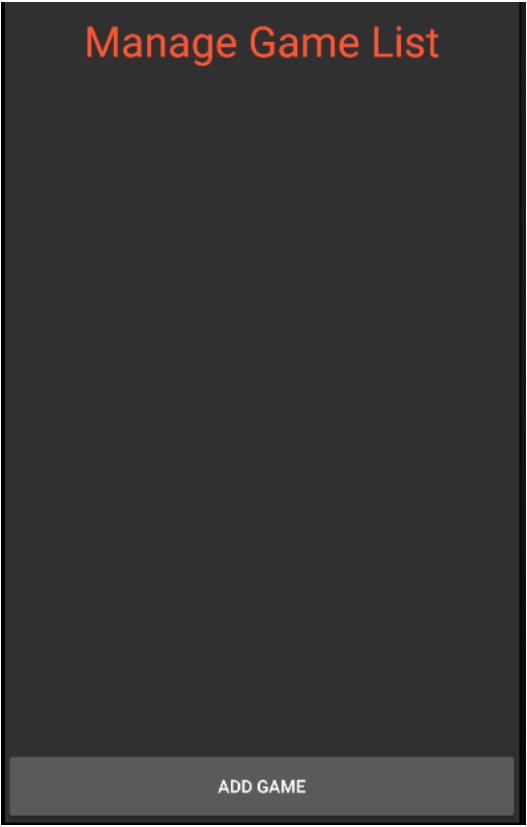


Figure 12

Add a New Match

Field Name

Test Field

Date

11-27-2017

Time

12 : 30

Team A

Team 1

Team B

Team 2

SUBMIT

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.

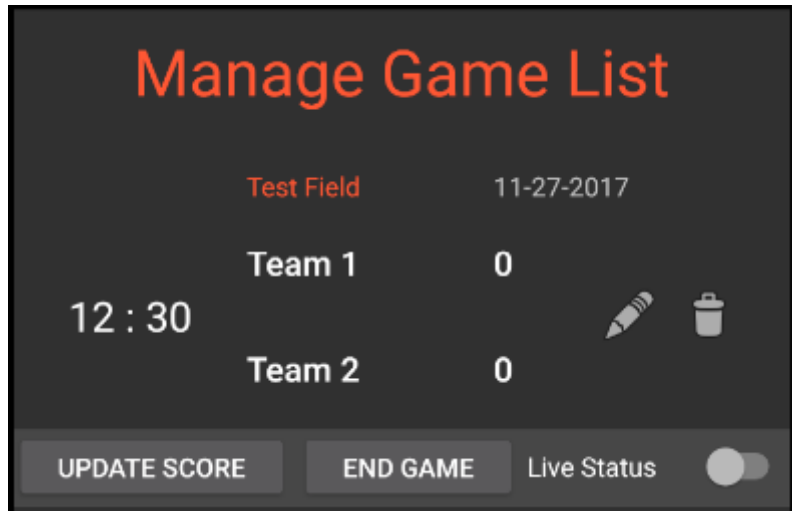


Figure 14

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.

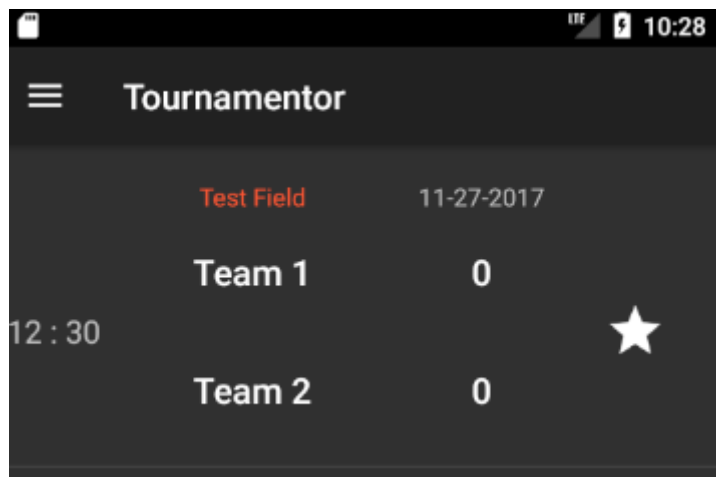
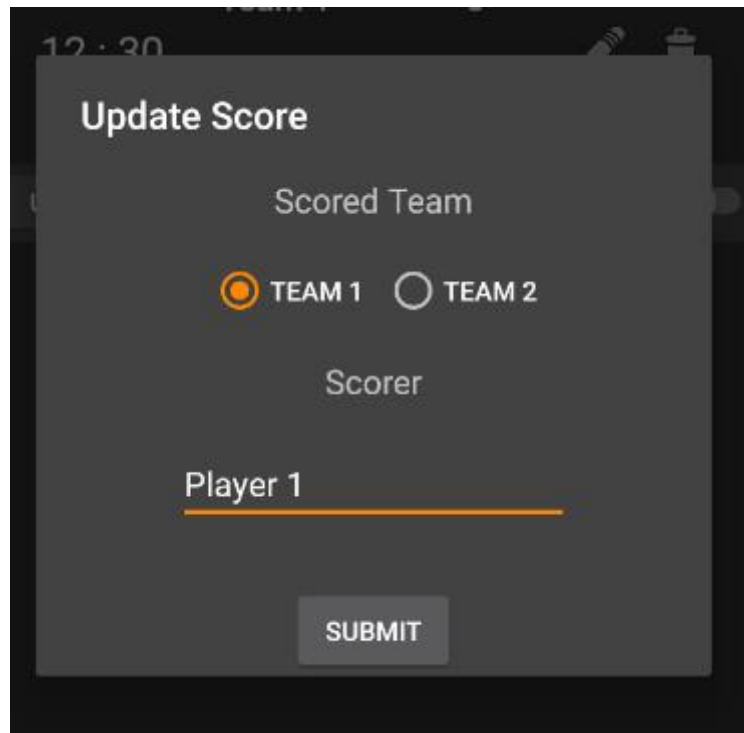


Figure 15

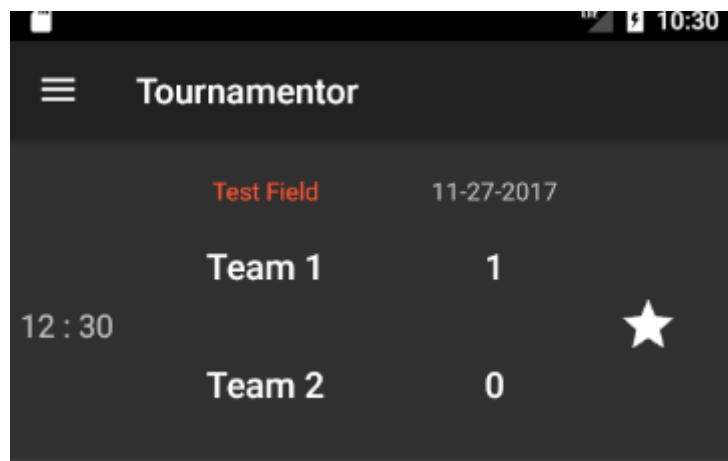
20. See if it has the added match in the screen as shown in Figure 15.



The image shows a dark-themed mobile application interface with a modal dialog box titled "Update Score". Inside the dialog, there is a label "Scored Team" followed by two radio button options: "TEAM 1" (which is selected, indicated by an orange dot) and "TEAM 2". Below this is a label "Scorer" followed by a text input field containing "Player 1". At the bottom of the dialog is a grey button labeled "SUBMIT".

Figure 16

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



The image shows the main screen of a mobile application titled "Tournamentor". At the top, there is a hamburger menu icon and the title "Tournamentor". Below this, there is a section with the text "Test Field" in orange and the date "11-27-2017". The main content area displays a score for "Team 1" (1) and "Team 2" (0). To the left of the scores is the time "12 : 30". To the right of the scores is a white star icon.

Team	Score
Team 1	1
Team 2	0

Figure 17

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

The screenshot shows a mobile app interface for 'Tournamentor'. At the top, there's a status bar with 'LTE' and '10:31'. Below the app title, there are two sections. The first section, 'League Standings', contains a table with 5 columns: RK, Team, GP, GD, and Pts. It lists four teams, all with 0 goals for and 0 points. The second section, 'Score Table', contains a table with 4 columns: RK, Name, Team, and # Goals. It lists one player, 'Player 1', from 'Team 1' with 1 goal. A red underline is drawn under the 'Player 1' entry in the Score Table.

RK	Team	GP	GD	Pts
1	Team 1	0	0	0
2	Team 2	0	0	0
3	Team 3	0	0	0
4	Team 4	0	0	0

RK	Name	Team	# Goals
1	Player 1	Team 1	1

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"

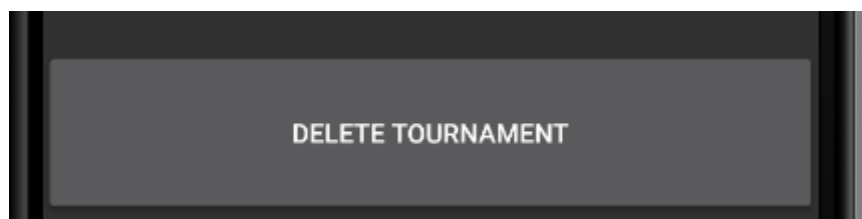


Figure 19

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

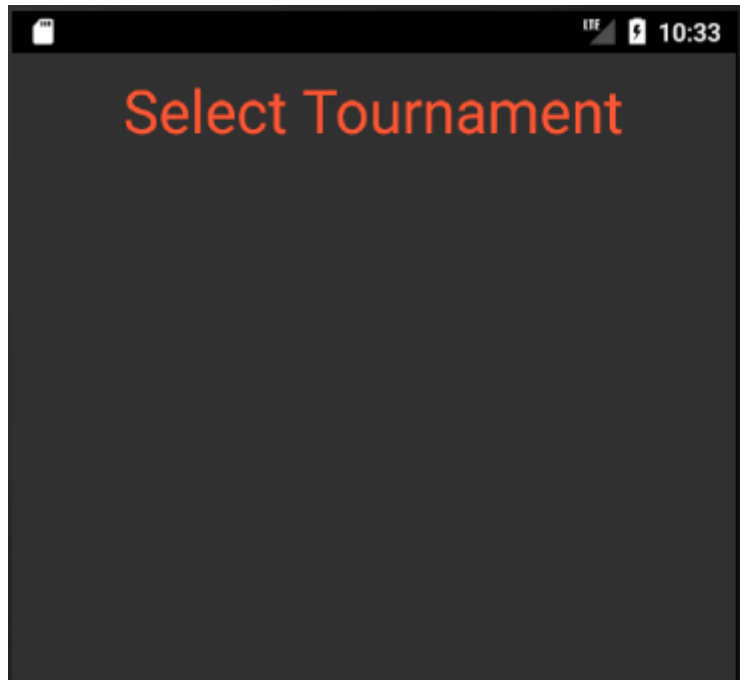


Figure 20