User Manual

Frisbee Management Tool

Authors:

Hunter Michalk,

Matt Giles,

Caleb DeHaan,

& Jameson Axton

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7. Database Creation

Prior to launching our program, a database schema is required to be placed on the local host server. This will allow your data to be stored properly and throughout multiple uses of the program. In order to do this you must use MySQL workbench. To begin, open MySQL workbench and you will see the home page, select the image on the left that looks like three linked squares. This is the model page, click the plus towards the top of the model page. Now select File > Open Model and navigate to where you have stored our project. Inside the Database folder is where you will find our schema, TheProjectData.mwb, select this file. Now at the top of the MySQL workbench, select Database > Forward Engineer, then select Next, Next again, you will be prompted for your password (if one has not been set you may set it but remember this password since you will need to enter it when running our program), select Next once more, Next again, and then Close. At this point, your database should be initialized and ready to be used!

1. Logging In/Logging Out

Logging in requires the entry of a username and a password. If you are using the default version of the software, then the username is admin and the password is password. Put the username into the username box, then put the password into the password box, then press the login button.

An invalid username or password will prevent you from logging in. Pressing cancel will cancel the program.

Once you are logged in to the system, to log out you need to simply return to the main screen and press the log out button. It is assumed that if you want to log out then you also want to close out the program, so the program will close too.

2. Adding a Player

To add a player to the database, press the “Add Player” button. From here, enter in the relevant data about the player you wish to add. It is required that you add a name, a weight, a height, and age, and the dominant hand. When you are done, press “Add”. If you wish to cancel, press “Cancel”.

Once you press “Add”, the player will be added to the database corresponding to your team. This will allow you to record new data for the player and access the said player’s data in the future.

3. Starting a Game

Starting a game involves taking your team with its players and assigning them to the positions. You need 7 players in all 7 slots in order to start a game. Once you have all the players set the up, you have to select which team got the disc. To do so, click the button for who has possession of the disc. Once you have started the game, the program switches the over to the “Running a Game” screen.

4. Running a Game

Running a game involves alternating between two states. State 1 is where your team has possession of the disc, and state 2 is where the enemy team has possession of the disc. State 1 involves selecting players as passes are being made and pressing “Confirm Pass”. This represents a pass being made from one player on your team to another. If an injury happens, clicking the Injury button will allow you to sub out a player. Clicking on turnover will indicate the enemy team has the frisbee, rather than one of your team members.

State 2 is where the enemy team has the frisbee. This screen allows you to indicate a point or a turnover whenever one occurs. Clicking on either will send you back to state 1.

5. Checking Player Stats

Clicking on Player Stats from the home screen will allow you to see the statistics of players as they get added. This screen will allow you to view a player’s individual stats (weight, age, etc.) as well as their team stats (passes, turnovers, etc.).