

The Locker Room
User / Developer Manual

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User Guide

Creating a Profile

To be able to use the website, a person must first create a unique account. To do this, users must go to the Locker Room website where they will be greeted with a login page. On that page there will be a signup button and when clicked on they will be presented with another form where they are prompted to input their name, a username, email, phone number, profile picture, and a password.

After creating a profile, a user can now login to their profile using their username or email along with their password. Once their credentials are valid, they will be taken to their profile page on the website.

Primary Users

The primary users of the website would be those that look for sweats to join or simply just use the website for the sole purpose of joining sweats rather than users who are creating sweats.

Navbar

The navbar is the primary way that users will be able to move around the website. In the navbar, all users will see buttons for home , sweats , groups, friends, notifications, and chats. By clicking on a button, users will be taken to the corresponding page. In addition to these buttons there is an additional dropdown button on the user's profile picture that will reveal two more buttons, one to log out and one to go to a user's profile page.

Profile Page

The Profile Page is mainly for users to view their profile. After navigating to the page, users will be able to see their profile picture, name, username, birthdate, email and phone number. Users will also be able to view their personal statistics such as games played, goals scored, assists, man of the match awards, clean

sheets, and their friendliness rating. Personal statistics will only be available to a user after they have taken part in at least one sweat.

Friends

After navigating to the friends page by clicking on the friends button, users will be presented with a table of their current friends. In addition to seeing current friends, users will also see three buttons, one spanning the width of the screen at the top to search for a friend, one on the left side for adding new friends, and one on the right side for friend requests.

Searching for friend

Upon clicking the button to search for a friend at the top of the friends page, a search bar will appear where the user can type the name of the friend they are searching for. Once a name is typed, any friends with the corresponding name will be displayed back to the user, and if no friends with the name exist, the user will be notified.

Adding friend

After clicking the add friend button, the user is prompted to search for a name. Once the name searched has a corresponding user, the profile will be displayed along with two options, one to view the profile, and one to send a friend request. If the view profile button is clicked the user's profile page will be displayed along with a back button at the top left that will carry the user back to the friends page. If the button to send a friend request is clicked, the corresponding user will receive a friend request that they can either accept or decline.

Friend Requests

After clicking the friend requests button, all friend requests sent to the user will be displayed in addition to all the friend requests that the user sent. Alongside the friend requests sent to the user there will also be a red button to

decline a request, and a green button to accept a request. Once a request is accepted the user's friend list will be updated, and the request will be deleted from the requests table. If a request is declined instead, it will simply be removed from the friend requests table.

Sweats

After navigating to the sweats page by clicking on the sweats icon in the navigation bar, several tabs will be presented. The tabs presented are My Sweats, Joined Sweats, Sweat Invites, and Sweat Requests. In addition to these tabs there will be two icons on the top right of the page, one for searching and one for creation of a sweat.

My Sweats

Clicking on this tab will allow users to view all the sweats that they have made. In addition to this there will be a view sweat button to allow users to go to the sweat page.

Joined Sweats

Clicking on this tab will allow users to view the sweats they have joined along with their corresponding details. In addition to this, there will be a button at the far right of the sweat to let the user leave the sweat. If a user leaves a sweat by accident, they can request to join back after but the creator of the sweat will determine if they are able to join back.

Sweat Invites

Clicking on this tab will allow users to see all the sweats they have been invited to with basic information such as name and sweat venue. In addition to this information, the user will be given options to accept or decline the sweat invite. If accepted, the sweat will be added to the Joined Sweats tab. If declined, the sweat will be removed from the user's feed.

Sweat Requests

Clicking on this tab will allow users to see all the sweats they have requested to join and the status of their request which will be either pending or declined, if accepted the sweat will be moved to the user's Joined Sweats. Additionally, users will be able to retract their request by clicking on the retract button on the far right.

Creating a Sweat

Clicking on the plus icon on the top right of the sweat page will bring up a form for the user to fill out. The fields in the form required by the users to fill out are Sweat name, Status of sweat (opened or closed), Date, Time, Venue name, Address, City, State, Country (restricted to the United States right now), zip code, Gender settings (male, female, or mixed), Type of sweat (big goal, hockey goal, or small goal), and Conditions of sweat (grass, artificial turf, concrete, or wooden/court floor). Once filled out and submitted, the sweat will be created, given an ID, and added to the list of sweats. The created sweat will also be displayed in the user's My Sweat tab.

Searching for a Sweat

On clicking the magnifying glass icon, a form with multiple fields to search will be presented. A user can search by sweat name, status of sweat, State, gender settings, type of sweat, and conditions of sweat.

View Sweat

When a sweat is selected for viewing, users will be redirected to the page for the corresponding sweat. On that page users will be able to see Sweat information such as Sweat name, Sweat ID, Sweat Status, the date and location of the sweat, the google maps link, sweat settings, and a button to leave the sweat, as well as go back to the main sweat page.

Sweat Admins and Creators

Sweats

View Sweat

When an admin or creator goes to view a sweat, they will be taken to the page for the corresponding sweat. On that page all sweat information will be displayed in addition to several buttons that only an admin or creator can see. These buttons are view and manage invites, view and manage requests, view and manage attendance, and delete.

View and Manage Invites

On this page, an admin or creator can see the invites they have sent along with the status of the invites. Additionally, a search bar is displayed on the page to allow the admin/creator to search for others to invite.

View and Manage Requests

On this page, an admin or creator can see the requests sent by other users to join the sweat. Two buttons will accompany the requests, those buttons being accept and decline. Accept will add the user to the sweat while decline will remove their request from the sweat.

View and Manage Attendance

On this page admins and creators will be able to view all participants coming to the sweat.

Delete

This button will delete the sweat from everyone's profile who is in it.

Developer Guide

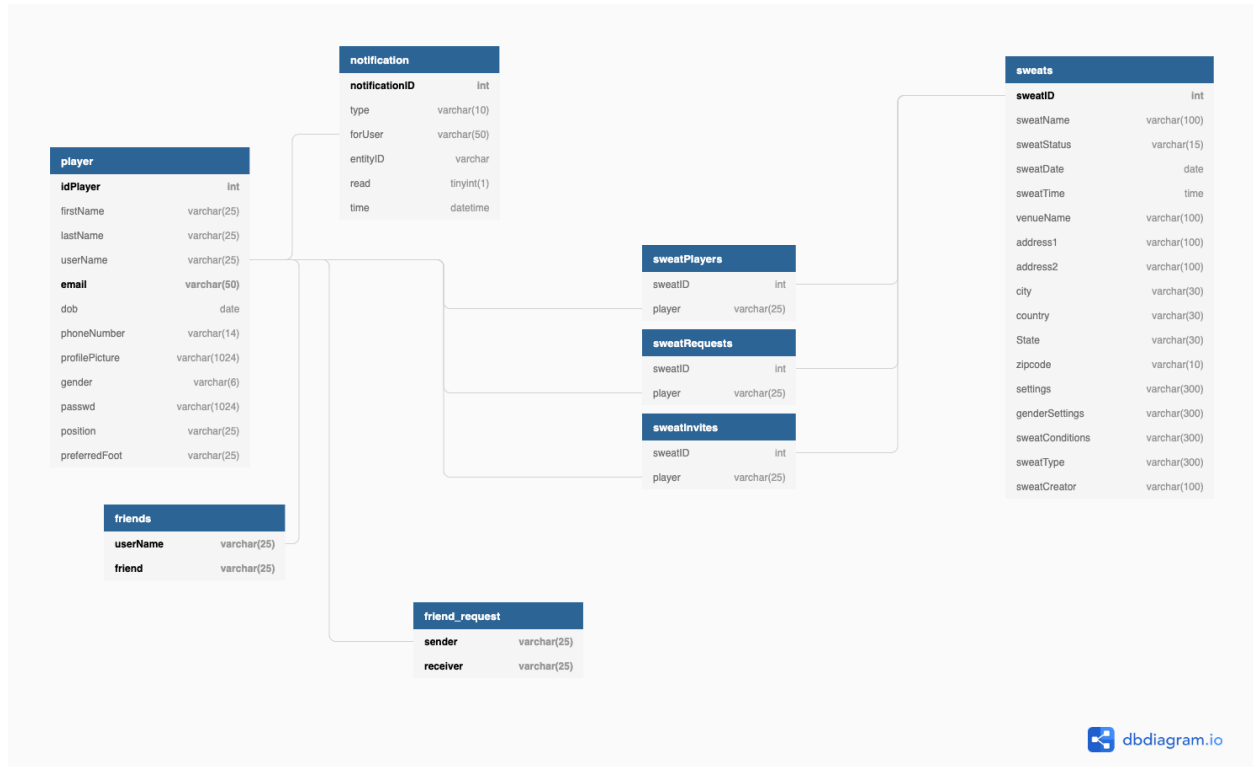
Tools Used:

A host of tools were used in the development of this application as seen in the list below:

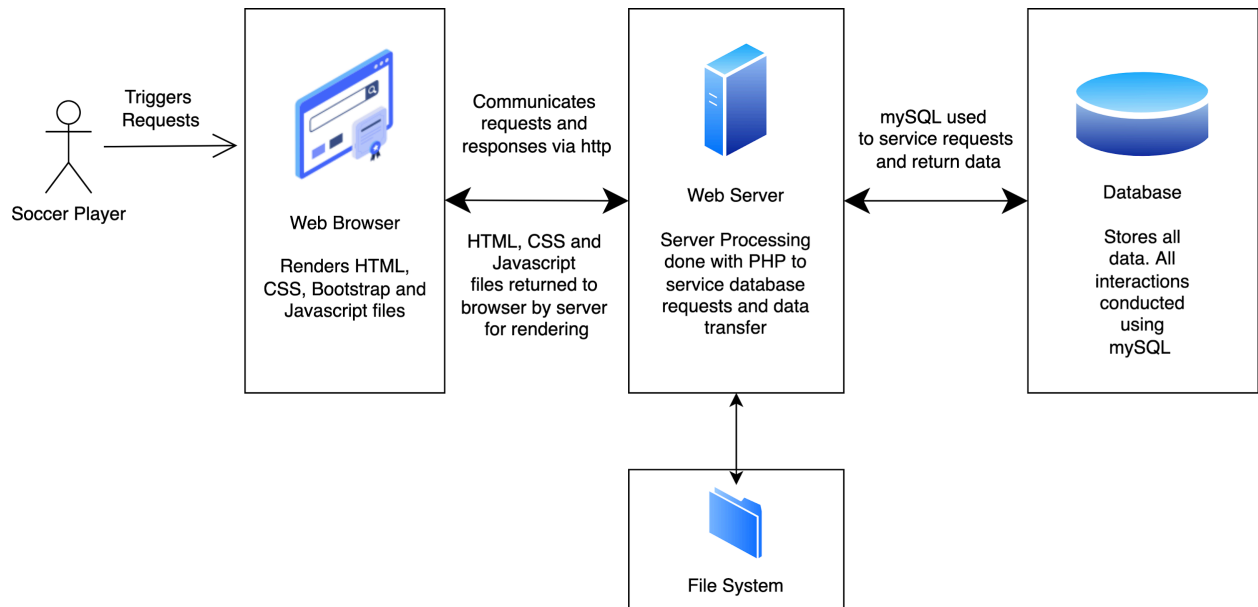
- Front End
 - HTML
 - CSS
 - Bootstrap
 - React
 - Javascript
- Back End
 - PHP
 - mySQL
 - Linode Server

Design Documents

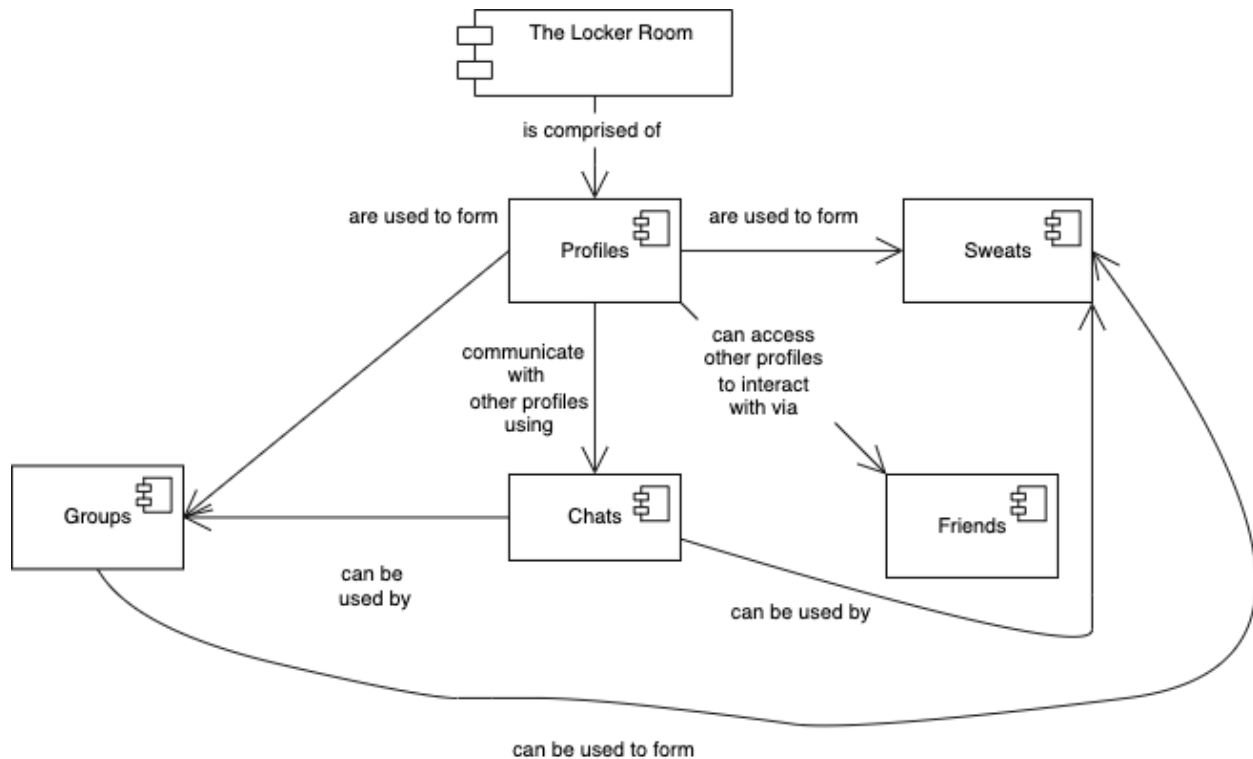
- Entity Relationship Diagram



- System Architecture Diagram



- System Component Diagram



Source Files Description

A host of files were developed in order to construct the Locker Room system, with each source file playing a vital role. Some of the main ones were:

- **src/components/NavBar** :a React component that renders the navbar on all pages and handles routing to other pages. It contains the html, css, bootstrap & javascript needed to implement the navigation bar's functionality and appearance.
- **databaseConfig.php**: contains database/server information and is used to establish a connection whenever requests to the database need to be made
- **src/pages/Portal**: a React Page that contains the front end tools needed for the login and signup page.
- **login.php** : endpoint for the Portal Page which is used whenever a user attempts to log into a profile. Checks on email addresses and passwords are conducted in this file.

- **signup.php**: endpoint for the Portal Page which is used whenever a user attempts to create a new profile. Validation on inputted data is performed on this page as well as the storing of data in the database
- **src/pages/ProfilePage**: a React Page that is used to display information for the current logged in user
- **src/pages/Friends/index.js**: a javascript file within a React Page which displays user's current friends (if they have) as well as provides user with a way to search for new users, current friends, and redirects them to the friend requests page
- **src/pages/Friends/PlayerSearch.js**: a javascript file within a React Page that facilitates live searches of all players within the database using different parameters.
- **src/pages/Friends/UserFriends.js**: handles the displaying of currently logged in user's friends. Also enables users to delete friends and view their friends' profiles.
- **src/pages/Friends/UserFriendRequest.js**: viewing both sent and received friends requests as well as providing the mechanism to react to these requests.
- **src/pages/PlayerPage**: a React Page that is used for displaying the information of another user.
- **src/pages/Sweats/index.js**: provides users with mechanisms to search for sweats based on various parameters, to create sweats and to view brief summaries of upcoming and past sweats which they either created themselves or are part of.
- **src/pages/Sweats/createSweat.js**: facilitates sweat creation
- **src/pages/Sweats/PreviewSweats.js**: a component which renders in the index.js file displaying a summary of sweats with various action buttons.
- **src/pages/Sweats/SweatPage.js**: displays the sweat information with action buttons used to request to join a sweat, invite another user to a sweat and to leave a sweat. These buttons appear based on your role with regards to the sweat.
- **src/pages/Sweats/SweatSearch.js**: provides the mechanisms search for sweats based on a set of filter values
- **src/features**: a folder containing all the reducers that handle the redux states of the web application. Facilitates functionalities such as logging out, logging in, obtaining data, handling actions etc.

Methods/Functions

The team opted to undertake a procedural approach during the construction of the system as opposed to a functional or object oriented approach. However, in future developments of the system, the code will be improved upon and a functional approach will be used to both improve readability and efficiency of the code.

Future Development Work

Unfortunately the current system is incomplete and as such, additional work will be required in order to both complete and improve the system.

Elements which will be improved upon include:

- Security
- Speed
- Appearance
- Optimization of code (transition code from procedural to functional approach)

Additional components which need to be added include:

- Chat component
- Groups component
- Notifications component
- Inner workings of Sweat System which will be used to keep track of scores
- Personal statistics