Abstract

This document contains the Software User Manual for the ClubNet system, which is used to aid amateur football clubs with communication and management, as well as to increase the engagement within the club. The Software User Manual can be used by ClubNet end-users to fully understand the way of working within the application and web interface. This document complies with the ESA software standard.
# Contents

1 Introduction .......................................................... 7
   1.1 Intended readership .............................................. 7
   1.2 Applicability .................................................... 7
   1.3 Purpose .......................................................... 7
   1.4 How to use this document ...................................... 7
   1.5 Related documents .............................................. 7
   1.6 Conventions ...................................................... 7
   1.7 Problem reporting .............................................. 7

2 Overview ................................................................. 8

3 Application Tutorials .................................................. 9
   3.1 Logging In ......................................................... 9
   3.2 Logging Out ....................................................... 11
   3.3 Retrieving a Lost Password .................................... 11
   3.4 The Settings Page ............................................... 12
   3.5 Creating a Feed Item ............................................ 13
   3.6 Editing a Feed Item ............................................. 15
   3.7 Stickying items .................................................. 17
   3.8 Deleting a Feed Item ........................................... 18
   3.9 Filtering The Feed ............................................... 19
   3.10 Expanding/Condensing Feed Items ......................... 20
   3.11 Responding On Feed Items ................................... 21
   3.12 Changing Personal Information ............................. 21
   3.13 Starting a New Chat ........................................... 24
   3.14 Chatting With Someone ....................................... 25

4 Web interface tutorials .............................................. 27
   4.1 Logging In ......................................................... 27
   4.2 Logging Out ....................................................... 28
   4.3 Retrieving a Lost Password .................................... 29
   4.4 Changing Password ............................................. 31
   4.5 Changing Personal Information ............................. 32
   4.6 Setting the Club Name ......................................... 33
   4.7 Uploading a Logo ............................................... 34
   4.8 Choosing a Color Scheme ..................................... 35
   4.9 Adding a User ................................................... 36
DOCUMENT STATUS SHEET

GENERAL

Document title: Software User Manual v1.0.0
Identification: SUM/1.0.0
Authors: K. Verhaegh, J. Brouns, T. Komar, D. van der Laan, K. van Eenige
Document status: Initial document structure

DOCUMENT HISTORY

<table>
<thead>
<tr>
<th>Version</th>
<th>Date</th>
<th>Author(s)</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0.1</td>
<td>4-6-2016</td>
<td>D. van der Laan</td>
<td>Initial document structure</td>
</tr>
<tr>
<td>0.1.0</td>
<td>7-6-2016</td>
<td>D. van der Laan, K. Verhaegh</td>
<td>Start filling in</td>
</tr>
<tr>
<td>1.0.0</td>
<td>30-6-2016</td>
<td>K. Verhaegh, J. Brouns, T. Komar, D. van der Laan, K. van Eenige</td>
<td>First version with feedback</td>
</tr>
<tr>
<td>Section</td>
<td>Reason</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------</td>
<td>----------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5 and 6</td>
<td>More detailed references</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
1 INTRODUCTION

1.1 INTENDED READERSHIP

This document is intended for all end-users of the ClubNet system, both the users of the web interface and the users of the mobile application. These users are all members of an amateur football club: kids, parents, general members, coaches, and club management. We assume little to no experience with systems like these, as the age of users ranges from 6 to 50+.

1.2 APPLICABILITY

This document applies to the latest release of the ClubNet system.

1.3 PURPOSE

The purpose of this Software User Manual is to guide end users of ClubNet through their usage of the system. The purpose of ClubNet, as stated in the URD[REF], is to aid football club members with the communication and management within the club, and to achieve a higher level of engagement within the club.

1.4 HOW TO USE THIS DOCUMENT

Chapter 2 contains a short overview of the system, after which users are encouraged to read on in the following way:
First time application users are encouraged to read chapter 3 and follow each tutorial to develop a basic understanding of the usage and responses of the application. PR users that are going to use Web Interface should read chapter 4 to guide them through features of the Web Interface.

1.5 RELATED DOCUMENTS

The User Requirements Document (URD) of ClubNet [REF].

1.6 CONVENTIONS

Button names will be written in *italic*, e.g. press *save* to save the changes and exit the page.

1.7 PROBLEM REPORTING

Since The Brofessionals will be dissolved after completion of the ClubNet project, problem reports and further support will be handled by Intuitive Technologies B.V.. If a user encounters any problems we encourage them to take up contact with the aforementioned company.
2 OVERVIEW

ClubNet is a system conceived by Intuitive Technologies B.V. and is developed by the Professionals. The system consists of a mobile application for regular users and a web interface for administrative purposes. The goal of the system is to aid coaches of youth soccer teams with communication within the team and within the club by providing structured communication logic.
3 APPLICATION TUTORIALS

In this chapter, tutorials are listed that will help end-users of the ClubNet mobile application in their endeavors to make use of all the functionality provided by ClubNet.

For every main functionality, there is a section that explains what can be done, procedures to achieve the desired goal and things that might go wrong with explanations on what to do when receiving error messages.

3.1 LOGGING IN

3.1.1 FUNCTIONAL DESCRIPTION

This is the authentication procedure that each user has to follow to be able to start using the app. Logging in can be done on the basis of two authentication factors: an email address and a password as can be seen in Figure 1a.

3.1.2 CAUTIONS AND WARNINGS

Although the password is hashed using SHA256-encryption, ClubNet cannot be held responsible for potential security flaws.

3.1.3 PROCEDURES

- The user enters his correct email.
- The user enters his correct password.
- The user presses Login.
- The user is redirected to the application’s feed.

3.1.4 LIKELY ERRORS

- If the username is empty or is not of a valid format, Figure 1b will be shown.
- If the password is empty, Figure 2a will be shown.
- If the login credentials are incorrect, Figure 2b will be shown.
3.1.5 FIGURES

(a) LOGIN

(b) BAD CREDENTIALS

FIGURE 1: LOG IN SCREEN AND BAD CREDENTIALS ERROR

(a) NO PASSWORD

(b) INCORRECT CREDENTIALS

FIGURE 2: INCORRECT CREDENTIALS ERRORS
3.2 LOGGING OUT

3.2.1 FUNCTIONAL DESCRIPTION
A user that is logged into the app can log out of the system.

3.2.2 PROCEDURES
• The user opens the left side-menu, if not already opened.
• The user clicks Logout.
• The user will be logged out and will be redirected to the login screen.

3.3 RETRIEVING A LOST PASSWORD

3.3.1 FUNCTIONAL DESCRIPTION
A user can recover a password by creating a new one. By means of an authentication token, the password request is verified. This is done in the screen shown in Figure 3a.

3.3.2 CAUTIONS AND WARNINGS
A user has to know the email address that his/her account is linked to and be able to access this email address.

3.3.3 PROCEDURES
• The user clicks Forgot Password and gets redirected to a new screen
• The user enters a valid email address that is known to the system.
• The user clicks Send.
• The user will receive an email with a token.
• The user clicks I have already received a token in the app and will get redirected to a new screen.
• The user copy-pastes the token from the received email and pastes this in the ‘token-field’ in the app.

3.3.4 LIKELY ERRORS
• If the email address of the user is not known in the system, the user will be notified of this and will subsequently not be able to recover his password, as seen in Figure 3b.
• A token can only be used once and will throw an error if used twice.
• When no valid email address is specified an error will be shown, as seen in Figure 3b.

3.3.5 FIGURES

![The Screen](image1)

![No Valid Email](image2)

FIGURE 3: THE FORGOT PASSWORD SCREEN

3.4 THE SETTINGS PAGE

3.4.1 FUNCTIONAL DESCRIPTION

The user will be able to change personal preferences and settings. This page can be viewed in Figure 4.

3.4.2 PROCEDURES

• The user clicks Settings from the left side-menu.

• The user can choose to change settings for his preferred language. By means of a dropdown menu, a different language can be selected.
3.4.3 FIGURES

FIGURE 4: SETTINGS SCREEN

3.5 CREATING A FEED ITEM

3.5.1 FUNCTIONAL DESCRIPTION

A (coach)user is able to add feed items as seen in Figure 5 and 6.

3.5.2 CAUTIONS AND WARNINGS

- General: All fields have to be filled in before one is able to actually submit the form and create the feed item.

- Hero-item: the phone will prompt the user that the app is attempting to gain access to the photogallery after clicking the 'choose picture' button.

3.5.3 PROCEDURES

- In the feed, a coach user will see a big round plus button in the bottom-right corner. After clicking this, a popup will appear from which the user can select the type of feed item that he wishes to create.

- Depending on the feed item, a specific form is presented to the user that enables him to create the item.
- **Practicality-item:** By means of a dropdown-menu, the practicality-type and the practicality's repeat frequency can be chosen from a fixed list. In a textfield, the title, description and target-value can be specified. For more information on these fields, the user can click the corresponding questionmark.

- **Hero-item:** In a textfield, the title and description can be specified. A photo can be picked from the user’s phone gallery after pressing the 'choose picture' button.

- **Exercise Voting-item:** The training’s date can be selected by means of a dropdown menu. The title of the voting can be entered into a textfield. The deadline of the voting can be entered under 'deadline'. When clicking on this 'deadline'-field, a native date-picker element will open from which a date can be selected. There are 2 checkboxes that define whether the players can view intermediary results or results after the voting ends.

- **Sponsoring-item:** The title, description, and value can be entered in textfields. The deadline can be selected by means of a datepicker.

### 3.5.4 FIGURES

![New exercise voting poll](image1)

![New hero](image2)

**FIGURE 5:** THE FORMS TO FILL IN
3.6 EDITING A FEED ITEM

3.6.1 FUNCTIONAL DESCRIPTION

Each feed item that was created by a coach can be edited by its creator. Each of the 4 available feed items can be seen in Figure 7 and 8.

3.6.2 CAUTIONS AND WARNINGS

A coach that did not create the feed item is not able to edit the item. This is due to how the permissions are setup.

3.6.3 PROCEDURES

- The coach clicks the edit icon, which can be found on the top-right corner of a feed item.
- A popup with the original form that the coach used to initially create the feed item is presented.
- The coach can apply changes as desired.
3.6.4 FIGURES

(a) EXERCISE POLL

FIGURE 7: THE TO BE EDITED FORMS

(b) HEROES

FIGURE 8: THE TO BE EDITED FORMS
3.7 STICKYING ITEMS

3.7.1 FUNCTIONAL DESCRIPTION

A coach-user is able to make an item that he/she created '(un)stick' to the top as can be seen in figure 9b.

3.7.2 PROCEDURES

- In the feed-overview, the user has to click the triple-dot icon on the feed-item he/she wishes to reflect the changes upon. This will open a menu with more options as can be seen in figure 9a.

- The user has to click (un)sticky.

3.7.3 FIGURES

(a) FEEDITEM - EDIT MENU

(b) FEED WITH STICKY ITEM

FIGURE 9: STICKYING FEED ITEMS
3.8 DELETING A FEED ITEM

3.8.1 FUNCTIONAL DESCRIPTION

A user is able to delete a feed item that he created previously.

3.8.2 CAUTIONS AND WARNINGS

This action will permanently delete the item.

3.8.3 PROCEDURES

- The (coach)user clicks the triple dot icon that is in the top-right corner of the 'to-be-deleted'-feed item.

- An alert will be prompted to the user that asks the user to confirm his action. See Figure 10.

- After the user clicks OK button, the item will be deleted.

![Figure 10: The delete confirmation](image)
3.9 FILTERING THE FEED

3.9.1 FUNCTIONAL DESCRIPTION

Users can filter on item-categories. This entails that specific feed-items will not be displayed when turned off in the filter-settings menu.

3.9.2 CAUTIONS AND WARNINGS

There is no back-button when a user is in the filter settings view. The user has to click outside of the popup. This is in a sense not consistent with other alerts; here a button for ‘ok’ or ‘cancel’ should be pressed to get out of the alert.

3.9.3 PROCEDURES

- When a user is in the feed view, the user can the ‘filter’-icon in the top-right corner. A popup will open as can be seen in figure 11.
- The user can (de)select items from the list.
- The user can return to the feed by clicking outside of the filter-alert.

3.9.4 FIGURES

![FILTER MENU](image)

**FIGURE 11: FILTER MENU**
3.10 EXPANDING/CONDENSING FEED ITEMS

3.10.1 FUNCTIONAL DESCRIPTION

When the user first opens the feed, all feed items are condensed. A user can expand items by clicking the 'expand'-icon.

3.10.2 CAUTIONS AND WARNINGS

Some feeditems do not expand much. This might seem confusing at first as this 'generalized functionality' seems unnecessary.

3.10.3 PROCEDURES

- In the feed-item overview, a user can click the 'expand'-icon that reads 'read more'. Subsequently, the item will expand as can be seen in figure 12a.

- The user can condense the item by clicking the same icon, that now will read: "read less" as can be seen in figure 12b.

3.10.4 FIGURES

![FEED ITEM - EXPANDED](a)

![FEED ITEM - CONDENSED](b)

**FIGURE 12: FEED ITEMS**
3.11 RESPONDING ON FEED ITEMS

3.11.1 FUNCTIONAL DESCRIPTION

A user is able to respond on some of the feed items. For example, a user can respond on requests that a coach made through posting practicality items or a user can vote on polls that the coach created.

3.11.2 CAUTIONS AND WARNINGS

- The voting feed-item does not allow their responses to be changed after submission.

3.11.3 PROCEDURES

- The user has to expand the item (see 'expanding/condensing a feed item').
- The user has to fill in the fields (these field vary for different item-types).
- The user has to submit the form by means of clicking the green button (the text of this button also varies for some item-types).
- Invalid user input for some of the fields could triger an error or may disable the user from submitting the form.

3.12 CHANGING PERSONAL INFORMATION

3.12.1 FUNCTIONAL DESCRIPTION

A user is able to change his or her personal information. At this point of writing, the only information that is changable is the password. See Figure 13a for this screen.

3.12.2 CAUTIONS AND WARNINGS

A security assumption was made here: As the user is already logged in and it is assumed that the user still knows his login-creditentials, the password can be changed without the need of a token that is send by email.

3.12.3 PROCEDURES

- Via the left side-bar menu, the profile can be accessed by clicking Profile. The user will be redirected to the profile screen.
- The user has to enter his current password, a new password and a confirmation for the password which checks wheter the new password’s input is correctly typed as intended by the user.
• By clicking Save, the user changes his password, an alert is prompted to the user that notifies the user of the successful password change. Subsequently, the user is logged out as being a security measurement.

### 3.12.4 LIKELY ERRORS

- The current password has to be correct.
- The content of the 'new password'-field and the 'confirmation of the new password'-field have to be equal as it confirms that the user’s intended password is indeed typed in the field. If this is not the case an error message will be shown, as seen in Figure 13b.
- The new password has to be at least 8 characters long, containing at least 1 letter and 1 number. If this is not the case an error message will be shown, as seen in Figure 14a.
- If the user does not type a confirmation at all the message shown in Figure 14b will be shown.

### 3.12.5 FIGURES

(a) PROFILE SCREEN

(b) PASSWORDS DO NOT MATCH

**FIGURE 13: THE PROFILE SCREEN**
(a) PASSWORD NOT STRONG ENOUGH

(b) NO CONFIRMATION

FIGURE 14: PROFILE SCREEN ERRORS
3.13 STARTING A NEW CHAT

3.13.1 FUNCTIONAL DESCRIPTION

A coach-user is able to communicate with teammembers through a chat module that serves as personal message platform.

3.13.2 CAUTIONS AND WARNINGS

- Coaches can only start a chat with members from their team and other coaches. Other players in the club are invisible for them and hence cannot be selected as a user to start a chat with.

- A first message has to be send in order for the chat-instance to be created.

3.13.3 PROCEDURES

- Open the left side-bar menu.

- The user has to click on Chat

- The user has to click on the ‘plus-icon’ that can be found in the top-right most corner when in the chat-overview window.

- A popup will be presented to the user that contains a list with possible users with whom a chat-session can be initiated as can be seen in figure 15. By clicking a user and sending the first message.

3.13.4 FIGURES

<table>
<thead>
<tr>
<th>New chat</th>
<th>Cancel</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Suraj Iyer" /> player</td>
<td></td>
</tr>
<tr>
<td><img src="image" alt="Player User" /> player</td>
<td></td>
</tr>
</tbody>
</table>

**FIGURE 15: START A NEW CHAT**
3.14  CHATTING WITH SOMEONE

3.14.1  FUNCTIONAL DESCRIPTION

After a chat is initiated via the process as stated above, both parties in the chat can start sending messages. There are 2 main chat views that are concerned with this: the ‘chat-overview’-window in Figure 16a and the ‘individual chat’-window shown in Figure 17b.

3.14.2  CAUTIONS AND WARNINGS

Chatting with another user is only possible when a chat-session was created between at least two users (see above).

3.14.3  PROCEDURES

• A user has to click on a chat-session in the ‘chat-overview’ window. A new window will open and display the specific chat-session (i.a. history of chat messages with their corresponding timestamp data).

• A user can send a message by typing into the textbox that can be found at the bottom of the screen. By pressing Send, the message will be send to the recipient(s).

• A coach-user that created a specific chat can open/close a chat. This results in the messages still being visible, but disables the recipient to send new messages.
3.14.4 FIGURES

(a) CHAT OVERVIEW

(b) OPEN A CLOSED CHAT

FIGURE 16: CHAT

(a) CLOSE AN OPEN CHAT

(b) CHATTING WITH SOMEONE

FIGURE 17: CHAT
4 WEB INTERFACE TUTORIALS

In this chapter, tutorials will be presented that will help end-users of the ClubNet web inter-
face in their endeavors to make use of all the functionality provided by ClubNet.

For every main functionality, there is a section that explains what can be done, procedures to
achieve the desired goal and things that might go wrong with explanations on what to do when
receiving error messages.

4.1 LOGGING IN

4.1.1 FUNCTIONAL DESCRIPTION

A user which has the account type set as PR can log in to the web interface through the login
screen (figure 4.1a) by entering his correct login credentials.

4.1.2 PROCEDURES

- The user enters his correct email address.
- The user enters his correct password.
- The user presses Login to login.
- The user is redirected to the web interface.
- If invalid credentials are specified, Figure 4.1b is shown.
- If the connection with the server and / or database is lost, nothing will happen and the
  user does not get logged in.
4.2 LOGGING OUT

4.2.1 FUNCTIONAL DESCRIPTION

A user that is logged in on the web interface can log out of the system.

4.2.2 CAUTIONS AND WARNINGS

Logging out without saving changes in, for example, Club Settings will result in a loss of those changes.

4.2.3 PROCEDURES

- The user decides to logout.
- The user presses Log Out on the left side menu.
- The user is redirected to the login screen.

4.2.4 LIKELY ERRORS

If the connection with the server is lost, a user will not be logged out, but will not be able to make any changes.
4.2.5 FIGURES

4.2 - logout button in the menu

4.3 RETRIEVING A LOST PASSWORD

4.3.1 FUNCTIONAL DESCRIPTION

A user has a possibility to reset his password from the login screen if he forgets it - Figure 4.1a.

4.3.2 CAUTIONS AND WARNINGS

A user has to know the email address that his account is linked to and have access to it.

4.3.3 PROCEDURES

• The user decides to reset his password without knowing it (for example, when the password is lost).

• The user presses the Forgot password? link in the login screen - Figure 4.1a.

• The forgot password popup shows up with an input box to type in the account's email address - Figure 4.3a.

• The user enters his account’s email address and presses Send.
The user sees a "Mail sent to ..." message confirming that the email with the link has been sent - Figure 4.3c.

The user receives an email containing the link to the forgot password screen.

The user presses the link and goes to the forgot password screen - Figure 4.3d.

The user enters his new password and repeats it and clicks Save password.

The user’s account password is changed, and the user is logged in and redirected to the web interface club members page.

### 4.3.4 LIKELY ERRORS

- The user types in a non existing email, then an error message is shown - Figure 4.3b.

- The user sends a password reset link more than once and gets a few different links. Only the newest one should be used; if the older link is clicked and the user tries to reset his password an error message is shown - Figure 4.3 e.

- The user types in a password that does not match the password criteria - every password must be alphanumerical with at least one letter and one digit and be at least 8 characters long. Wrong input of password will result to this error message - Figure 4.3f.

- The email goes to the user’s spam box so the user might not see or might not be able to find the email.

### 4.3.5 FIGURES

4.3 a - Forgot password popup

4.3 b - Non existing email error
4.4 CHANGING PASSWORD

4.4.1 FUNCTIONAL DESCRIPTION

A user who is logged in and knows his current password can change his password to a new one.

4.4.2 CAUTIONS AND WARNINGS

The user has to know his current password.
4.4.3 PROCEDURES

- The user decides to change his password while being logged in.
- The user presses the Profile link in the left side menu - Figure 4.2.
- The user types in his current password, a new password and repeats his new password - Figure 4.4a.
- The user presses Update password - Figure 4.4a.
- The user’s password is changed and a success message is shown - Figure 4.4b.

4.4.4 LIKELY ERRORS

- The user types in a password that is less than 8 characters long and/or does not contain at least one digit and letter. Then a password validation message is shown - Figure 4.3f.
- If the user does not fill in his current password, then an error is shown - Figure 4.4c.
- If the user does not fill in a new password, then an error is shown - figure 4.4d.
- If the user does not validate his new password, then an error is shown - figure 4.4e.

4.4.5 FIGURES

- 4.4 a - Change password screen
- 4.4 b - Password changed success message
- 4.4 c - No current password error
- 4.4 d - No new password error
- 4.4 e - No password confirmation error

4.5 CHANGING PERSONAL INFORMATION

4.5.1 FUNCTIONAL DESCRIPTION

A logged in user can change his personal information like first and last name as well as set a language preference.
4.5.2 CAUTIONS AND WARNINGS

4.5.3 PROCEDURES

- The user decides to change his personal information.
- The user presses on the Profile link in the left side menu - Figure 4.2.
- The user changes his first name or last name in the appropriate text fields, or selects a different default language from the language drop down menu - Figure 4.5a.
- The user presses the Update profile button.
- The new information is saved to the database.

4.5.4 LIKELY ERRORS

- If the user leaves the first name text field empty, then an error is shown - Figure 4.5b.
- If the user leaves the last name text field empty, then an error is shown - Figure 4.5c.

4.5.5 FIGURES

4.5 a - Change personal info

4.5 b - First name empty error

4.5 c - Empty last name error

4.6 SETTING THE CLUB NAME

4.6.1 FUNCTIONAL DESCRIPTION

A user can change the club's name in the Club options menu.

4.6.2 CAUTIONS AND WARNINGS

-
4.6.3 PROCEDURES

- The user decides to change the club name.
- The user clicks on the Club settings in the left side menu - Figure 4.2.
- The user enters a new club name in the Club name text field - Figure 4.6a.
- The user clicks the Save button.

4.6.4 LIKELY ERRORS

If the club name is left empty, then an error is shown - Figure 4.6b.

4.6.5 FIGURES

4.6 a - Club settings page

4.6 b - Club name empty error

4.7 UPLOADING A LOGO

4.7.1 FUNCTIONAL DESCRIPTION

A user can change (upload) the logo image of the club that is being used in both the application and web interface.

4.7.2 CAUTIONS AND WARNINGS

The image has to be less than 2MB and be an image of one of the following formats: *.jpg or *.png.

4.7.3 PROCEDURES

- The user decides to change the club logo.
- The user clicks on the Club settings in the left side menu - Figure 4.2.
- The user clicks on the Choose file button under the Clublogo label.
- The user chooses an image to upload from his PC.
- The user clicks the Save button.
4.7.4 LIKELY ERRORS

If one tries to upload an image that is bigger than 2MB or is not an image, an alert box indicating the error will show up.

4.8 CHOOSING A COLOR SCHEME

4.8.1 FUNCTIONAL DESCRIPTION

An user can change the color scheme for the club. There are three colors used - primary color, secondary color, and accent color. These colors are used in various places in the application and the web interface to make it consistent with the club colors.

4.8.2 CAUTIONS AND WARNINGS

Leaving the color input empty will result in the color being defaulted to white.

4.8.3 PROCEDURES

- The user decides to change the club colors.
- The user clicks on the Club settings in the left side menu - Figure 4.2.
- The user clicks on one of the three color boxes and chooses a color from the color picker. Or, the user can input a color code (HEX format) in the text input next to the color box - Figure 4.8.
- The user clicks the Save button.

4.8.4 LIKELY ERRORS

-
4.8.5  FIGURE

4.8 - Color picker

4.9  ADDING A USER

4.9.1  FUNCTIONAL DESCRIPTION

An user with PR manager rights can create user account to be used by a player or general member of his cub, and specify a team to which an account has to be related with (if player type).

4.9.2  CAUTIONS AND WARNINGS

The member will have the user type player if it is coupled to a team. If not, the member will have the user type general member.

4.9.3  PROCEDURES

- The user clicks Add member button in the members area - figure 4.9 c.

- User get redirected to a new page - add account page.

- User enters first name, last name, email address - figure 4.9 a.

- User chooses a team from a dropdown to which a new account will be assigned to - figure 4.9 a.

- User presses Add member.

- New account has been created and seen in the list - figure 4.9 b.
4.9.4 **LIKELY ERRORS**

- No first name is specified - figure 4.5 b.
- No last name is specified - figure 4.5 c.
- No or invalid email specified - figure 4.9 c.

4.9.5 **FIGURES**

4.9 a - Adding new member

4.9 b - List with member accounts

4.9 c - No valid email address

4.10 **EDITING A USER**

4.10.1 **FUNCTIONAL DESCRIPTION**

An user with PR manager rights can edit the details of already created user accounts of players and general members of his club.

4.10.2 **CAUTIONS AND WARNINGS**

Email address is not modifiable here.

4.10.3 **PROCEDURES**

- User clicks on yellow icon in the row of the user that is intended to be edited - figure 4.9 b.
- User is redirected to the page “Edit account” - figure 4.10.
- User change information (name, last name or team) of the edited user.
- User clicks save - figure 4.10.
4.10.4 LIKELY ERRORS
Same as 4.9

4.10.5 FIGURES

4.11 DELETING A USER

4.11.1 FUNCTIONAL DESCRIPTION
An user with PR manager rights can delete player's or general member's user account of his club.

4.11.2 CAUTIONS AND WARNINGS
When deleted - user account and all the related data will be permanently deleted.

4.11.3 PROCEDURES
- User clicks red icon in the row of the user that is intended to be edited.
- User is shown an warning message "Are you sure?" - figure 4.11.
- User clicks Delete button.
- The member that was deleted is not shown in the list of members - figure 4.9 b.

4.11.4 LIKELY ERRORS
-
4.11.5 FIGURES

4.11 - Are you sure?
5 APP REFERENCES

5.1 LOG IN SCREEN

5.1.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user opens up the ClubNet application. It lets users enter their username (email) and password. By doing this and then pressing Log In a user can log in to ClubNet. It also lets a user press Forgot Password? or Enrollment which brings them to other pages.

5.1.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set email</td>
<td>Type in an email in the 'Email' field</td>
<td>The specified email will be used as the email when logging in.</td>
</tr>
<tr>
<td>Set password</td>
<td>Type in a password in the 'Password' field</td>
<td>The specified password will be used as the password when logging in.</td>
</tr>
<tr>
<td>Log In</td>
<td>Press Log In</td>
<td>The user will be logged in, using the specified Email and Password.</td>
</tr>
<tr>
<td>Enroll</td>
<td>Click on Enrollment</td>
<td>The user is taken to the enrollment screen.</td>
</tr>
<tr>
<td>Forgot Password</td>
<td>Click on Forgot Password</td>
<td>The user is taken to the forgot password screen.</td>
</tr>
</tbody>
</table>

**TABLE 1: LOG IN SCREEN ACTIONS**
5.2 RETRIEVE PASSWORD SCREEN

5.2.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses *Forgot Password?* on the log in screen. Here they can fill in their email address to send an email to reset the password. Then they can press *Send* or *I have already received a token*, which respectively sends the email and returns a user to the log in screen, and takes the user to the reset password screen.

5.2.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set email</td>
<td>Type in an email address in the 'Email' field</td>
<td>The specified email will be used as the receiver email when the email will be sent.</td>
</tr>
<tr>
<td>Send Email</td>
<td>Press <em>Send</em></td>
<td>An email with a link for password retrieval will be sent to the specified email address.</td>
</tr>
<tr>
<td>Already Received</td>
<td>Click on <em>I already received a token</em></td>
<td>The user will be taken to the reset password screen.</td>
</tr>
</tbody>
</table>

TABLE 2: RETRIEVE PASSWORD SCREEN ACTIONS
5.3  RESET PASSWORD SCREEN

5.3.1  FUNCTIONAL DESCRIPTION

This screen is shown after a user presses I have already received a token. Here a user can fill in the form and press Save. After doing so they will be returned to the log in screen.

5.3.2  FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set new password</td>
<td>Type a password in the 'New password' field</td>
<td>The new password will be set as a new password when confirmed.</td>
</tr>
<tr>
<td>Set new password confirm</td>
<td>Type in a password in the 'New password confirmation' field</td>
<td>The new password confirmation will be used to confirm the password when saving.</td>
</tr>
<tr>
<td>Set token</td>
<td>Paste the token into the 'token' field</td>
<td>The token will be used to verify the user account when saving the new password.</td>
</tr>
<tr>
<td>Save</td>
<td>Press Save</td>
<td>If the two passwords specified are the same and strong enough, and the token is still valid, the new password will be saved and the user will be taken to the log in screen.</td>
</tr>
</tbody>
</table>

**TABLE 3: RESET PASSWORD SCREEN ACTIONS**
### 5.4 ENROLLMENT SCREEN

#### 5.4.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses *Enrollment* on the log in screen. Here they can set a password by filling in the form and pressing *Enroll*. Doing so will return them to the login screen where they can then log in with the newly set password.

#### 5.4.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set password</td>
<td>Type a password in the 'Password' field</td>
<td>The password will be set as the password when confirmed.</td>
</tr>
<tr>
<td>Set password confirm</td>
<td>Type in a password in the 'Password confirmation' field</td>
<td>The password confirmation will be used to confirm the password when saving.</td>
</tr>
<tr>
<td>Set token</td>
<td>Paste the token into the 'token' field</td>
<td>The token will be used to verify the user account when saving the password.</td>
</tr>
<tr>
<td>Enroll</td>
<td>Press <em>Enroll</em></td>
<td>If the passwords match and the password is strong enough the user will be enrolled in the database, and the specified password will be used as a password for this user.</td>
</tr>
</tbody>
</table>

**TABLE 4: ENROLLMENT SCREEN ACTIONS**
5.5 FEED SCREEN

5.5.1 FUNCTIONAL DESCRIPTION

This screen is shown after a user logs in. A coach can Add, Edit, Delete, and (un)Sticky items here. All users can respond on feed items visible to them and filter them, each item can also be expanded and collapsed again. Any user can also press the menu button to open the menu.
### 5.5.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open Filter</td>
<td>Click on the filter icon</td>
<td>The filter drop down will open</td>
</tr>
<tr>
<td>Filter on items</td>
<td>Select or deselect any item in the filter drop down</td>
<td>The selected items will show in the feed, the deselected items will be hidden in the feed.</td>
</tr>
<tr>
<td>Close Filter</td>
<td>Click on the filter icon again, or click anywhere next to the drop down</td>
<td>The filter drop down menu will be closed.</td>
</tr>
<tr>
<td>Respond</td>
<td>After expanding click on the button to respond, specifying a value according to the feed item type</td>
<td>The response will be saved and in most cases will be shown to the user as the feed item is updated automatically.</td>
</tr>
<tr>
<td>Expand</td>
<td>Click on <em>Read more</em>, or on the feed item</td>
<td>The feed item clicked on to expand will become bigger and show all its contents, also <em>Read more</em> will change into <em>Read less</em>.</td>
</tr>
<tr>
<td>Collapse</td>
<td>Click on <em>Read less</em>, or on the 4 arrow icon</td>
<td>The feed item clicked on to collapse will become smaller and hide parts of its content, also <em>Read less</em> will change into <em>Read more</em>.</td>
</tr>
<tr>
<td>Open add items</td>
<td>Click on the plus icon</td>
<td>The add items drop up menu will open up.</td>
</tr>
<tr>
<td>Close add items</td>
<td>Click on the plus icon again</td>
<td>The add items drop up menu will close.</td>
</tr>
<tr>
<td>Add item</td>
<td>Click any of the four item types in the drop up menu</td>
<td>A screen with the form of the respective item will open.</td>
</tr>
<tr>
<td>Open manipulate</td>
<td>Press the triple dots icon</td>
<td>The manipulation drop down menu will appear.</td>
</tr>
<tr>
<td>Edit items</td>
<td>In the manipulation menu press <em>Edit</em></td>
<td>A screen according to the feed item type opens up.</td>
</tr>
<tr>
<td>Delete items</td>
<td>In the manipulation menu press <em>Delete</em>, press OK</td>
<td>The feed item is now deleted.</td>
</tr>
<tr>
<td>(un)Sticky items</td>
<td>In the manipulation menu press *(un)*Sticky</td>
<td>The feed item is now (un)stickied, putting it on top of the feed (or back where it was originally).</td>
</tr>
<tr>
<td>Go to Menu</td>
<td>Press the menu icon</td>
<td>The sidemenu opens up.</td>
</tr>
</tbody>
</table>

**TABLE 5: FEED SCREEN ACTIONS**
5.6 EXERCISE POLL SCREEN

5.6.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Exercise Poll in the new item drop up menu, or when a user clicks edit in the manipulation menu of an Exercise Poll feed item. Here users can fill out or edit a form with the values needed for an exercise poll feed item. Pressing Create will close the screen and return to the feed, and post the new feed item. Pressing Close will simply close the screen.

5.6.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Training</td>
<td>Select a training from the &quot;Training&quot; drop down menu</td>
<td>The selected training will be used as training for which pupils can vote for an exercise.</td>
</tr>
<tr>
<td>Set Title</td>
<td>Type in a title in the 'title' field</td>
<td>The title will be used as a title for the feed item.</td>
</tr>
<tr>
<td>Set Deadline</td>
<td>Pick a date from the datepicker</td>
<td>The chosen date will be used as a deadline for responding on the feed item.</td>
</tr>
<tr>
<td>Set Intermediate Results</td>
<td>Check or uncheck the 'Show Intermediate Results’ checkbox</td>
<td>The intermediate results of this feed item will be respectively shown or not shown.</td>
</tr>
<tr>
<td>Set Final Results</td>
<td>Check or uncheck the 'Show results after the end’ checkbox</td>
<td>The final results of this feed item will be respectively shown or not shown.</td>
</tr>
<tr>
<td>Create</td>
<td>Press Create</td>
<td>This will post the feed item to the feed with all the specified values, and returns the user to the feed.</td>
</tr>
<tr>
<td>Close</td>
<td>Press Close</td>
<td>This will simply close the screen and return the user to the feed.</td>
</tr>
</tbody>
</table>

TABLE 6: EXERCISE POLL SCREEN ACTIONS
5.7 PRACTICALITY FORM SCREEN

5.7.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Practicality Form in the new item drop up menu, or when a user clicks edit in the manipulation menu of a Practicality Form feed item. Here users can fill out or edit a form with the values needed for a Practicality Form feed item. Pressing Create will close the screen and return to the feed, and post the new feed item. Pressing the Close will simply close the screen.

5.7.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Type</td>
<td>Select a type from the 'Select type' drop down menu</td>
<td>This type will be the type of practicality for this feed item when posted.</td>
</tr>
<tr>
<td>Set Repeat Interval</td>
<td>Select a repeat interval from the 'repeat interval' drop down menu</td>
<td>This is how often the practicality form will be repeated when posted.</td>
</tr>
<tr>
<td>Set Title</td>
<td>Type in a title in the 'title' field</td>
<td>The title will be used as a title for the feed item.</td>
</tr>
<tr>
<td>Set Description</td>
<td>Type in a description in the 'Description' field</td>
<td>The description will be used as a description for the feed item.</td>
</tr>
<tr>
<td>Set Target Value</td>
<td>Set a value according to the target needed for this form</td>
<td>The set value will be set as the target value for this feed item, so that users can see how much more needs to be contributed.</td>
</tr>
<tr>
<td>Create</td>
<td>Press Create</td>
<td>This will post the feed item to the feed with all the specified values, and returns the user to the feed.</td>
</tr>
<tr>
<td>Close</td>
<td>Press Close</td>
<td>This will simply close the screen and return the user to the feed.</td>
</tr>
</tbody>
</table>

TABLE 7: PRACTICALITY FORM SCREEN ACTIONS
5.8 HEROES SCREEN

5.8.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Heroes in the new item drop up menu, or when a user clicks edit in the manipulation menu of a Heroes feed item. Here users can fill out or edit a form with the values needed for a Heroes feed item. Pressing Create will close the screen and return to the feed, and post the new feed item. Pressing the Close will simply close the screen. Pressing Choose picture will prompt the phone to use its gallery to select an image to upload.

5.8.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Title</td>
<td>Type in a title in the 'title' field</td>
<td>The title will be used as a title for the feed item.</td>
</tr>
<tr>
<td>Set Description</td>
<td>Type in a description in the 'Description' field</td>
<td>The description will be used as a description for the feed item.</td>
</tr>
<tr>
<td>Choose picture</td>
<td>Press Choose picture and select an image from your phone</td>
<td>The chosen picture will be uploaded with the heroes feed item so that all users can appreciate it.</td>
</tr>
<tr>
<td>Create</td>
<td>Press Create</td>
<td>This will post the feed item to the feed with all the specified values, and returns the user to the feed.</td>
</tr>
<tr>
<td>Close</td>
<td>Press Close</td>
<td>This will simply close the screen and return the user to the feed.</td>
</tr>
</tbody>
</table>

TABLE 8: HEROES SCREEN ACTIONS
5.9 SPONSORING SCREEN

5.9.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Sponsoring in the new item drop up menu, or when a user clicks edit in the manipulation menu of a Sponsoring feed item. Here users can fill out or edit a form with the values needed for a Sponsoring feed item. Pressing Create will close the screen and return to the feed, and post the new feed item. Pressing the Close will simply close the screen.

5.9.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Title</td>
<td>Type in a title in the 'title' field</td>
<td>The title will be used as a title for the feed item.</td>
</tr>
<tr>
<td>Set Description</td>
<td>Type in a description in the 'Description' field</td>
<td>The description will be used as a description for the feed item.</td>
</tr>
<tr>
<td>Set Deadline</td>
<td>Pick a date from the datepicker</td>
<td>The chosen date will be used as a deadline for responding on the feed item.</td>
</tr>
<tr>
<td>Set Target</td>
<td>Type in a wanted amount of money to be sponsored</td>
<td>The amount typed in will be shown in the feed item, with users seeing how much is left over to sponsor.</td>
</tr>
<tr>
<td>Create</td>
<td>Press Create</td>
<td>This will post the feed item to the feed with all the specified values, and returns the user to the feed.</td>
</tr>
<tr>
<td>Close</td>
<td>Press Close</td>
<td>This will simply close the screen and return the user to the feed.</td>
</tr>
</tbody>
</table>

**TABLE 9: HEROES SCREEN ACTIONS**
5.10 CHAT SCREEN

5.10.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Chat in the menu. Here they can chat with other users. In case of a coach he can start a new chat, or open/close an existing chat. Again, any user can go back to the menu by pressing the menu icon. Starting a new chat will take a user to the in chat screen.

5.10.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open an existing chat with someone</td>
<td>Click on a chat with a user</td>
<td>The chat with the respective user will be opened, and the user will be taken to the In Chat screen.</td>
</tr>
<tr>
<td>Close a chat</td>
<td>Drag an &quot;open&quot; chat to the left and press Close</td>
<td>The chat is now closed, and new messages can no longer be sent. However, old messages can still be viewed.</td>
</tr>
<tr>
<td>Open a chat</td>
<td>Drag a &quot;closed&quot; chat to the left and press Open</td>
<td>The chat is now open (again), and new messages can now be sent again.</td>
</tr>
<tr>
<td>Start new chat</td>
<td>Click on the plus icon, and then click on a user</td>
<td>A new chat is opened with the selected user, and the user is taken to the In Chat screen with this user.</td>
</tr>
<tr>
<td>Go to Menu</td>
<td>Press the menu icon</td>
<td>The sidemenu is opened.</td>
</tr>
</tbody>
</table>

TABLE 10: CHAT SCREEN ACTIONS
5.11 IN CHAT SCREEN

5.11.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses an existing chat, or when a user presses a user to start a new chat with. Here they can send messages to other users to communicate with them. They can also go back to the Chat screen where they can then open the menu again.

5.11.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Send a message</td>
<td>Press <em>Send</em></td>
<td>If the message field is not empty the message will be sent and displayed on the screen.</td>
</tr>
<tr>
<td>Set message</td>
<td>Type a message in the 'Message' field</td>
<td>The typed message will be used as a message when <em>Send</em> is pressed.</td>
</tr>
<tr>
<td>Go to Chat screen</td>
<td>Press the back arrow</td>
<td>The In Chat Screen is closed and the Chat Screen is opened.</td>
</tr>
</tbody>
</table>

*TABLE 11: IN CHAT SCREEN ACTIONS*
5.12 PROFILE SCREEN

5.12.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Profile in the sidemenu. Here they can change their personal information, for now only their password. This is done by filling in the form and pressing Save. This will take them back to the Feed screen.

5.12.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Old password</td>
<td>Fill in your current password in the 'Old password' field</td>
<td>The typed in password will be used as the old password to verify that the user still knows his password when changing it.</td>
</tr>
<tr>
<td>Set new password</td>
<td>Fill in a new password in the 'New password' field</td>
<td>The typed in password will be used as the new password for the user when Save is pressed.</td>
</tr>
<tr>
<td>Set new password confirmation</td>
<td>Fill in the same new password in the 'New password confirmation' field</td>
<td>The typed in password will be used to confirm the new password when Save is pressed.</td>
</tr>
<tr>
<td>Save</td>
<td>Press Save</td>
<td>When the old password is correct and the new passwords match and are strong enough the new password will be saved and can now be used by the user; The user is taken back to the feed screen.</td>
</tr>
<tr>
<td>Go to Menu</td>
<td>Press the menu icon</td>
<td>The sidemenu is opened</td>
</tr>
</tbody>
</table>

TABLE 12: PROFILE SCREEN ACTIONS
5.13 SETTINGS SCREEN

5.13.1 FUNCTIONAL DESCRIPTION

This screen is shown when a user presses Settings in the sidemenu. Here they can set some settings, like the preferred language. They can also go back to the menu again by pressing the menu icon.

5.13.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change Language</td>
<td>Open drop-down and select a language</td>
<td>The selected language will now be applied throughout the entire application.</td>
</tr>
<tr>
<td>Go to Menu</td>
<td>Press the menu icon</td>
<td>The sidemenu is opened.</td>
</tr>
</tbody>
</table>

TABLE 13: SETTINGS SCREEN ACTIONS
5.14 MENU SCREEN

5.14.1 FUNCTIONAL DESCRIPTION

This screen is shown whenever a user presses the menu icon in the top left corner of the screen. Here they can navigate through the app and log out. They can navigate to the Feed screen by pressing Feed, to the Profile page by pressing Profile, to the Chat page by pressing Chat, and to the Settings screen by pressing Settings. Finally, they can log out by pressing Log Out. To close the menu a user simply has to press next to the menu.

5.14.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to Feed</td>
<td>Press Feed</td>
<td>The menu closes, and the feed screen opens up.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press Profile</td>
<td>The menu closes, and the profile screen opens up.</td>
</tr>
<tr>
<td>Go to Chat</td>
<td>Press Chat</td>
<td>The menu closes, and the chat screen opens up.</td>
</tr>
<tr>
<td>Go to Settings</td>
<td>Press Settings</td>
<td>The menu closes, and the settings screen opens up.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press Log out</td>
<td>The user is now logged out and will be shown the Log in screen.</td>
</tr>
<tr>
<td>Close menu</td>
<td>Press next to the menu, or press any of the buttons in the menu</td>
<td>The menu will be closed and the user will be returned to the screen he/she was previously viewing.</td>
</tr>
</tbody>
</table>

TABLE 14: MENU SCREEN ACTIONS
6 WEB INTERFACE REFERENCES

6.1 LOG IN PAGE

This page is shown when a user opens up the ClubNet web interface. It lets users enter their username (email) and password. By doing this and then pressing Log In a user can log in to ClubNet. It also lets a user press Forgot Password? which shows a forgot password pop up. When a user logs in he gets taken to the Members page.

6.1.1 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set email</td>
<td>Type in an email in the 'Email' field</td>
<td>The specified email will be used as the email when logging in</td>
</tr>
<tr>
<td>Set password</td>
<td>Type in a password in the 'Password' field</td>
<td>The specified password will be used as the password when logging in</td>
</tr>
<tr>
<td>Log In</td>
<td>Press Log IN</td>
<td>The user will be logged in using the specified Email and Password.</td>
</tr>
<tr>
<td>Forgot Password</td>
<td>Click on Forgot Password</td>
<td>The forgot password screen is displayed on top of the log in screen.</td>
</tr>
</tbody>
</table>

TABLE 15: LOG IN SCREEN ACTIONS
6.2 FORGOT PASSWORD POP UP

6.2.1 FUNCTIONAL DESCRIPTION

This pop up is shown when a user presses *Forgot password?*. Here they can fill in their email address and press *Send* to send a password retrieval email, or press *Cancel* to close the pop up. They can also close the pop up by clicking next to it.

6.2.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set email</td>
<td>Type in an email address</td>
<td>The specified email address will be used to reset the password of the account belonging to the email address.</td>
</tr>
<tr>
<td>Send email</td>
<td>Click the <em>Send</em> button</td>
<td>An email is sent to the specified email with instructions on how to reset the password.</td>
</tr>
<tr>
<td>Close pop up</td>
<td>Click on <em>Cancel</em>, or next to the pop up</td>
<td>The forgot password display is closed and the user is returned to the log in screen.</td>
</tr>
</tbody>
</table>

**TABLE 16: FORGOT PASSWORD POP UP ACTIONS**
6.3 FORGOT PASSWORD PAGE

6.3.1 FUNCTIONAL DESCRIPTION

This page is shown when a user presses the link in the email send from the forgot password pop up. Here they can set a new password by specifying a new password and a confirmation, and then pressing Reset Password.

6.3.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify password</td>
<td>Type the desired new password in the new password field</td>
<td>The specified password will be used as the new password if other steps are done correctly.</td>
</tr>
<tr>
<td>Specify confirmation</td>
<td>Type the same password in the confirm password field</td>
<td>The specified password will be checked against the specified password in the new password field.</td>
</tr>
<tr>
<td>Set new password</td>
<td>Click the Set password button</td>
<td>If the two passwords specified are the same, the password is strong enough and the token is still valid, the new password will be saved and the user is directly logged in.</td>
</tr>
</tbody>
</table>

TABLE 17: FORGOT PASSWORD PAGE ACTIONS
6.4 MEMBERS PAGE

6.4.1 FUNCTIONAL DESCRIPTION

This page is shown after a user logs in, or when a user presses Members in the sidemenu. Here they can press the edit icon for a member which takes them to the Edit member page, delete members, and press Add member which takes them to the Add Member page. From this page the user can also navigate to the Members page, the Club Settings page, and the Profile page, and can Log out.

6.4.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to Edit Member</td>
<td>Press the edit icon at a member</td>
<td>User is redirected to the Edit Member page.</td>
</tr>
<tr>
<td>Open delete member popup</td>
<td>Press the delete icon at a member</td>
<td>The delete member popup is displayed.</td>
</tr>
<tr>
<td>Delete member</td>
<td>Press the Delete button</td>
<td>The member is deleted from the database</td>
</tr>
<tr>
<td>Cancel member deletion</td>
<td>Press the Cancel button</td>
<td>The delete member popup is closed and the user is returned to the Members page.</td>
</tr>
<tr>
<td>Go to Add Member</td>
<td>Press Add member</td>
<td>The user is redirected to the Add Members page.</td>
</tr>
<tr>
<td>Go to Members</td>
<td>Press Members in the sidemenu</td>
<td>The user stays on the Members page.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press Profile in the sidemenu</td>
<td>The user is redirected to the Profile page.</td>
</tr>
<tr>
<td>Go to Club settings</td>
<td>Press Club settings in the sidemenu</td>
<td>The user is redirected to the Club settings page.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press Log out</td>
<td>The user is logged out and redirected to the Log in page.</td>
</tr>
</tbody>
</table>

TABLE 18: MEMBERS PAGE ACTIONS
6.5 ADD MEMBERS PAGE

6.5.1 FUNCTIONAL DESCRIPTION

This page is shown when a user presses *Add member* on the Members page. Here they can specify a first name, last name, email address, and team for a new member. Then pressing *Add member* results in the new member being added to the system, and the user being returned to the Members page. From this page the user can also navigate to the Members page, the Club Settings page, and the Profile page, and can Log out.

6.5.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set first name</td>
<td>Fill in the ‘First name’ field</td>
<td>The specified first name will be the first name of the user to be created.</td>
</tr>
<tr>
<td>Set last name</td>
<td>Fill in the ‘Last name’ field</td>
<td>The specified last name will be the last name of the user to be created.</td>
</tr>
<tr>
<td>Set email address</td>
<td>Fill in the ‘Email address’ field</td>
<td>The specified email address will receive an enrollment email after creation.</td>
</tr>
<tr>
<td>Set team</td>
<td>From the <em>Team</em> dropdown menu, either select a team or select none</td>
<td>The to be created user will be a player with corresponding team or a general member according to selection.</td>
</tr>
<tr>
<td>Create user</td>
<td>Click the <em>Add member</em> button</td>
<td>The user is created and an email is sent to the specified email address. The user is then redirected to the Members page.</td>
</tr>
<tr>
<td>Go to Members</td>
<td>Press <em>Members</em> in the sidemenu</td>
<td>The user is redirected to the Members page.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press <em>Profile</em> in the sidemenu</td>
<td>The user is redirected to the Profile page.</td>
</tr>
<tr>
<td>Go to Club settings</td>
<td>Press <em>Club settings</em> in the sidemenu</td>
<td>The user is redirected to the Club settings page.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press <em>Log out</em></td>
<td>The user is logged out and redirected to the Log in page.</td>
</tr>
</tbody>
</table>

**TABLE 19: ADD MEMBER PAGE ACTIONS**
6.6 EDIT MEMBERS PAGE

6.6.1 FUNCTIONAL DESCRIPTION

This page is shown when a user presses the edit member icon on the Members page. Here they can edit a members information (first name, last name, and team). Pressing Save will save the new information and takes the user back to the Members page. From this page the user can also navigate to the Members page, the Club Settings page, and the Profile page, and can Log out.

6.6.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set first name</td>
<td>Change the 'First name' field</td>
<td>The specified first name will be the first name of the user to be edited.</td>
</tr>
<tr>
<td>Set last name</td>
<td>Change the 'Last name' field</td>
<td>The specified last name will be the last name of the user to be edited.</td>
</tr>
<tr>
<td>Set team</td>
<td>From the Team dropdown menu, either select a team or select none</td>
<td>The to be edited user will be a player with corresponding team or a general member according to selection.</td>
</tr>
<tr>
<td>Edit user</td>
<td>Click the Save button</td>
<td>The user information is updated in the database.</td>
</tr>
<tr>
<td>Go to Members</td>
<td>Press Members in the sidemenu</td>
<td>The user is redirected to the Members page.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press Profile in the sidemenu</td>
<td>The user is redirected to the Profile page.</td>
</tr>
<tr>
<td>Go to Club settings</td>
<td>Press Club settings in the side-menu</td>
<td>The user is redirected to the Club settings page.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press Log out</td>
<td>The user is logged out and redirected to the Log in page.</td>
</tr>
</tbody>
</table>

TABLE 20: EDIT MEMBER PAGE ACTIONS
6.7 CLUB SETTINGS PAGE

6.7.1 FUNCTIONAL DESCRIPTION

This page is shown when a user presses Club settings in the sidemenu. Here they can specify a club name, color scheme, and upload a (new) club logo. Pressing Save will save the changes made and apply them to the whole club. From this page the user can also navigate to the Members page, the Club Settings page, and the Profile page, and can Log out.

6.7.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set club name</td>
<td>Change the content of the 'Club name' field</td>
<td>The specified Club name will be used after saving.</td>
</tr>
<tr>
<td>Set color scheme</td>
<td>Choose new colors using the color pickers</td>
<td>The specified colors will be used after saving.</td>
</tr>
<tr>
<td>Upload a logo</td>
<td>Press Choose file and select a file</td>
<td>The specified logo will be used after saving.</td>
</tr>
<tr>
<td>Save changes</td>
<td>Press the Save button</td>
<td>The changes are saved in the database and the changes can be seen in the menu.</td>
</tr>
<tr>
<td>Go to Members</td>
<td>Press Members in the sidemenu</td>
<td>The user is redirected to the Members page.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press Profile in the sidemenu</td>
<td>The user is redirected to the Profile page.</td>
</tr>
<tr>
<td>Go to Club settings</td>
<td>Press Club settings in the sidemenu</td>
<td>The user stays on the Club settings page.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press Log out</td>
<td>The user is logged out and redirected to the Log in page.</td>
</tr>
</tbody>
</table>

TABLE 21: CLUB SETTINGS PAGE ACTIONS
6.8 PROFILE PAGE

6.8.1 FUNCTIONAL DESCRIPTION

This page is shown when a user presses Profile in the sidemenu. Here they can choose a language, change their first and last name and save it by pressing Update profile, and change their password by filling in the form and pressing Update password. From this page the user can also navigate to the Members page, the Club Settings page, and the Profile page, and can Log out.
### 6.8.2 FORMAL DESCRIPTION

<table>
<thead>
<tr>
<th>Operation</th>
<th>Steps</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choose Language</td>
<td>Open drop-down and select a language</td>
<td>The selected language is used for all the text of the web interface.</td>
</tr>
<tr>
<td>Update first name</td>
<td>Change the content of the 'First name' field</td>
<td>The specified first name is used as the new first name of the user after saving the changes.</td>
</tr>
<tr>
<td>Update last name</td>
<td>Change the content of the 'Last name' field</td>
<td>The specified last name is used as the new last name of the user after saving the changes.</td>
</tr>
<tr>
<td>Update profile</td>
<td>Click the <em>Update profile</em> button</td>
<td>If there were any changes in the first name and last name fields, the user information is updated in the database.</td>
</tr>
<tr>
<td>Set current password</td>
<td>Fill in the current password</td>
<td>The specified current password is checked when updating the password.</td>
</tr>
<tr>
<td>Set new password</td>
<td>Fill in the desired new password in the 'New password' field</td>
<td>The specified new password is used when updating the password.</td>
</tr>
<tr>
<td>Confirm password</td>
<td>Fill in the same password as in the 'New password' field in the 'Confirm password' field</td>
<td>The specified confirmation password is checked against the new password when updating the password.</td>
</tr>
<tr>
<td>Update password</td>
<td>Click the <em>Update password</em> button</td>
<td>If the new password and the confirmation password are the same, and the password is strong enough, the password will be updated in the database.</td>
</tr>
<tr>
<td>Go to Members</td>
<td>Press <em>Members</em> in the sidemenu</td>
<td>The user is redirected to the Members page.</td>
</tr>
<tr>
<td>Go to Profile</td>
<td>Press <em>Profile</em> in the sidemenu</td>
<td>The user stays on the Profile page.</td>
</tr>
<tr>
<td>Go to Club settings</td>
<td>Press <em>Club settings</em> in the sidemenu</td>
<td>The user is redirected to the Club settings page.</td>
</tr>
<tr>
<td>Log Out</td>
<td>Press <em>Log out</em></td>
<td>The user is logged out and redirected to the Log in page.</td>
</tr>
</tbody>
</table>

**TABLE 22: PROFILE PAGE ACTIONS**
A ERROR MESSAGES AND RECOVERY PROCEDURES

• Please fill in a valid email address
  – Diagnosis: This error is caused when a user does not specify a valid email. This may be an email that is not in the system or an email that is not in the right format.
  – Recovery Procedure: Press OK

• Please fill in a password
  – Diagnosis: This error is caused by a user not filling in a password before pressing Log in.
  – Recovery Procedure: Press OK.

• Incorrect credentials
  – Diagnosis: This is caused when a user specifies a wrong email and password combination.
  – Recovery Procedure: Press OK.

• New passwords do not match
  – Diagnosis: Occurs when a user sets a new password and the password and its confirmation do not match.
  – Recovery Procedure: Press OK.

• New password not strong enough
  – Diagnosis: Occurs when a user sets a new password and the password is shorter than 8 characters, or does not contain at least 1 letter and 1 number.
  – Recovery Procedure: Press OK.

• Please confirm your new password
  – Diagnosis: Occurs when a user did not type a confirmation for his new password.
  – Recovery Procedure: Press OK.

• Link expired
  – Diagnosis: Occurs when a user tries to reset his password through the password retrieval system, but uses the same link for the second time.
  – Recovery Procedure: Request a new link.
• Current password not specified
  - Diagnosis: Occurs when a PR user tries to change his password without specifying his current password.
  - Recovery Procedure: Specify current password and try again.

• No new password specified
  - Diagnosis: Occurs when a PR user tries to change his password without specifying a new password.
  - Recovery Procedure: Specify a new password, and a confirmation, and try again.

• No password confirmation specified
  - Diagnosis: Occurs when a PR user tries to change his password without specifying a password confirmation.
  - Recovery Procedure: Specify a password confirmation and try again.

• No first name specified
  - Diagnosis: Occurs when a PR user tries to change his personal information without specifying a first name.
  - Recovery Procedure: Specify a first name and try again.

• No last name specified
  - Diagnosis: Occurs when a PR user tries to change his personal information without specifying a last name.
  - Recovery Procedure: Specify a last name and try again.

• No club name specified
  - Diagnosis: Occurs when a PR user tries to change the club information without specifying a club name.
  - Recovery Procedure: Specify a club name and try again.

No other errors exist. In case the web interface does not load we recommend pressing F5 on your keyboard, to refresh the page. If that does not help, we advise to contact Intuitive Technologies B.V. or to try again later.

In case the app does not load we advise closing the app, rebooting your device, and opening the app again. If this does not help you can try to delete the app from your device completely, and reinstall it. If both of these options did not work we advise to try again later. If after a while the app still does not load we advise contacting Intuitive Technologies B.V.
B  GLOSSARY

SHA256-encryption: SHA-256 (256 bit) is part of SHA-2 set of cryptographic hash functions, designed by the U.S. National Security Agency (NSA) and published in 2001 by the NIST as a U.S. Federal Information Processing Standard (FIPS). A hash function is an algorithm that transforms (hashes) an arbitrary set of data elements, such as a text file, into a single fixed length value (the hash). The computed hash value may then be used to verify the integrity of copies of the original data without providing any means to derive said original data. Irreversible, a hash value may be freely distributed, stored and used for comparative purposes. SHA stands for Secure Hash Algorithm. SHA-2 includes a significant number of changes from its predecessor.

Application Feed: The main feature of the app. This screen displays all the posts within ClubNet, like the newsfeed in Facebook or Twitter.

Feed Item: A post within the (application) feed. This can hold information valuable to players or coaches, or general club members. This can be one of the following four: Exercise Poll, Heroes, Sponsoring Event, Practicality Form.

Sticky: This is a functionality that puts a feed item on top of the (application) feed for everyone that can see that feed item. This item will then appear yellow instead of the normal white. This can be undone by unstickying an item.
INDEX

- Changing Password, 21, 31, 52, 62
  - Application, 21, 52
  - Web Interface, 31, 62
- Changing Personal Information, 21, 32, 52, 62
  - Application, 21, 52
  - Web Interface, 32, 62
- Chat, 24, 25, 50, 51
  - Close chat, 25, 50
  - New chat, 24, 50
  - Open chat, 25, 50
  - Chat with someone, 25, 51
- Club Settings, 33, 34, 35, 61
  - Club name, 33, 61
  - Color scheme, 35, 61
  - Club logo, 34, 61
- Feed Items, 13, 15, 17, 18, 19, 20, 21, 44, 46, 47, 48, 49
  - Create, 13, 44, 46, 47, 48, 49
  - Delete, 18, 44
  - Edit, 15, 44, 46, 47, 48, 49
  - Expanding/Condensing, 20, 44
  - Filtering, 19, 44
  - Responding, 21, 44
  - Sticky, 17, 44
- Log In, 9, 27, 40, 55
  - Application, 9, 40
  - Web Interface, 27, 55
- Log Out, 11, 28
• Member management, 36, 37, 38, 58, 59, 60, 61
  - Add user, 36, 59
  - Delete user, 38, 60
  - Edit user, 37, 61

• Password Retrieval, 11, 29, 41, 42, 56, 57
  - Application, 11, 41, 42
  - Web Interface, 29, 56, 57

• Profile, 21, 31, 32, 52, 62
  - Application, 21, 52
  - Web Interface, 31, 32, 62

• Settings, 12, 53