TALLINN UNIVERSITY OF TECHNOLOGY

School of Information Technologies

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Sports training management system

Project in Web Applications with C# (ICD0024)

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Author's declaration of originality

I hereby certify that I am the sole author of this proposal and this proposal has not been presented for examination or submitted for defence anywhere else. All used materials, references to the literature and work of others have been cited.

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Introduction

As an active member of a sports team, the author is well-positioned to recognize the necessity for an application that facilitates the recording of participation in training sessions or competitions. Therefore, the goal of this project is to create an application that can manage sports trainings, competitions and other related deeds that may improve the quality of the entire event.

Several similar applications already exist on the market, but based on the author's experience, they often suffer from either poor user-friendliness or limited functionality.

The following section provides a detailed description of the application's functionality and its specific features. Additionally, the project includes an Entity-Relationship Diagram (ERD) and sketches illustrating the main positive flow screens for the client.

1 Application Functionalities and User Flow

This section offers an overview of the application's functionalities and presents the user's perspective on them. The yellow boxes indicate the positions where illustrative images are displayed on the website, while while gray boxes refer to texts, buttons, images that are described on them.

1.1 Home Page

The home page of the application presents as shown in figure 1 if the user hasn't logged in yet.
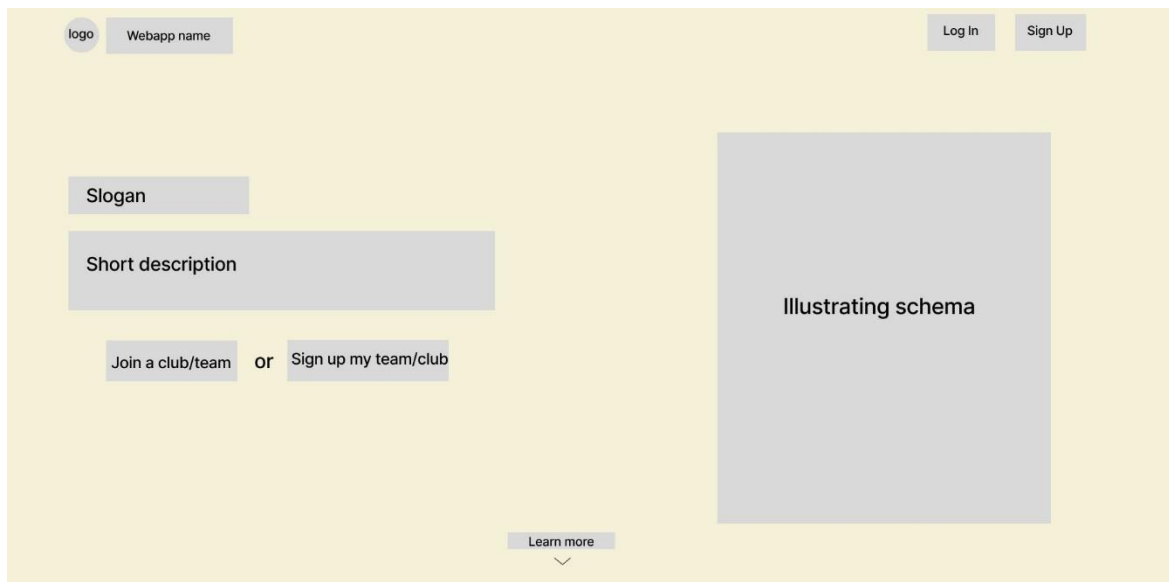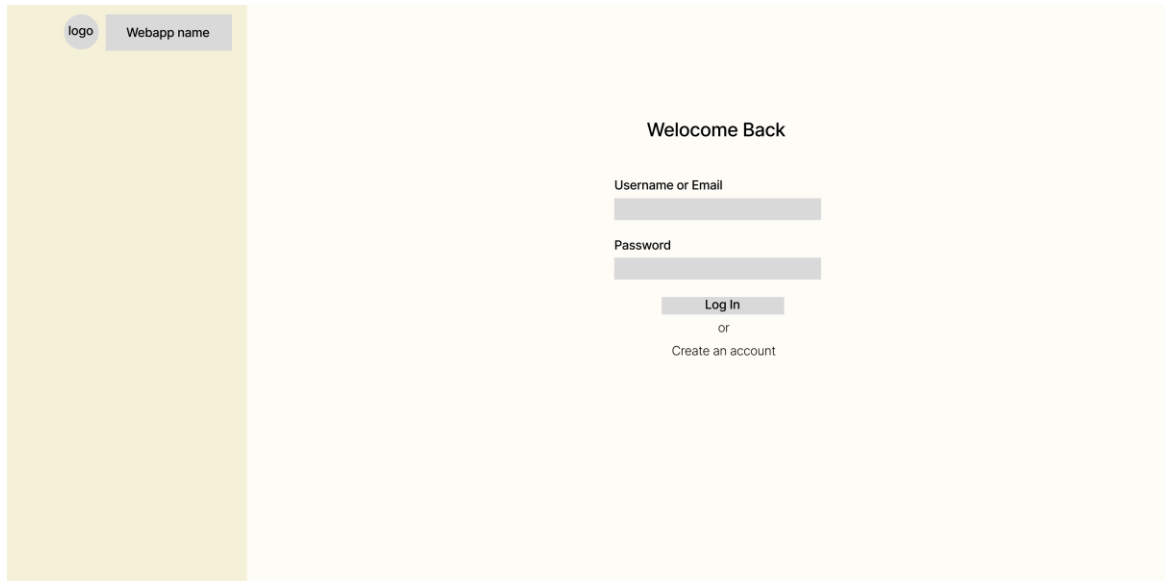

Figure 1. Home Page of the Application.

As can be expected from the figure, individuals need to create a user account to access the application. Alternatively, if they already have an account, they must log in to access its features.

If a person wants to join a team or a club, they can easily press the descriptive button, provided they have the code that is given to them by the user who created the team or the club. Additionally, users have the option to directly register their club or team from the homepage. Of course, to access all the functionality mentioned above, individuals must have an account associated with the application.

1.2 Log In

Figure 2 shows what the application login page looks like.

Figure 2. Log In Page of the Application.

The individual needs to input a username or email along with a password for authentication. If they don't have an account, they can swiftly create one by selecting the "Create an Account" button.

1.3 Sign Up

Figure 3 shows what the application sign up page looks like.

To create an account, you need the individual's first and last name, desired username, email address, phone number for sending notifications and password.
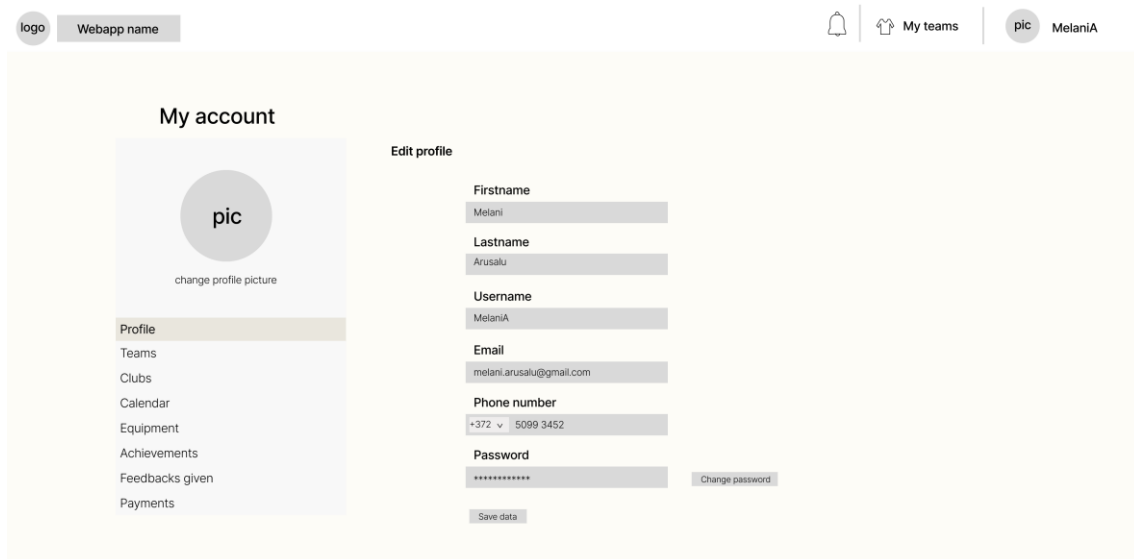
Figure 3. Sign Up Page of the Application.

1.4 User Account

Figure 4 exhibits the user profile data, which can also be modified on this page.

Figure 4. Edit Profile Page of the Application.

Figure 5 displays a comprehensive list of the user's team memberships, presenting essential details for each team: team name, type of sport that is played there, date that indicates when the user became a member through the application, member count in that

team including coaches and other staff, number of unread notifications sent through teams chat, and when team belongs to a club then also club name.
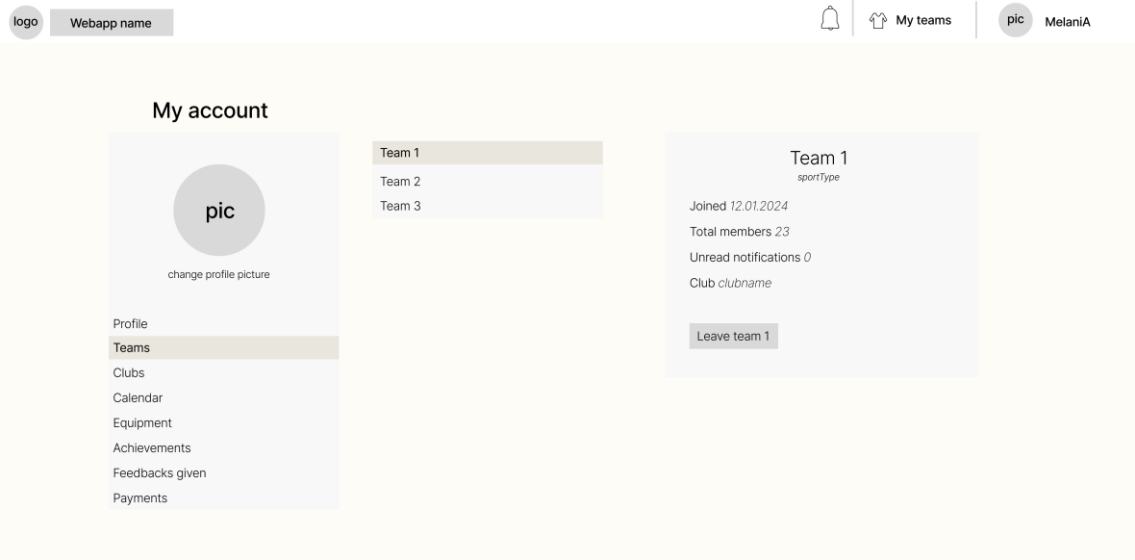

Figure 5. Team Display Page of the Application.

Figure 6 showcases the user's current club memberships, revealing detailed information for each club. It includes the club name for clear identification, the date signifying when the user joined through the application, the count of unread notifications within the club, the list of club teams the user is part of, and the contact details for easy communication with the club.
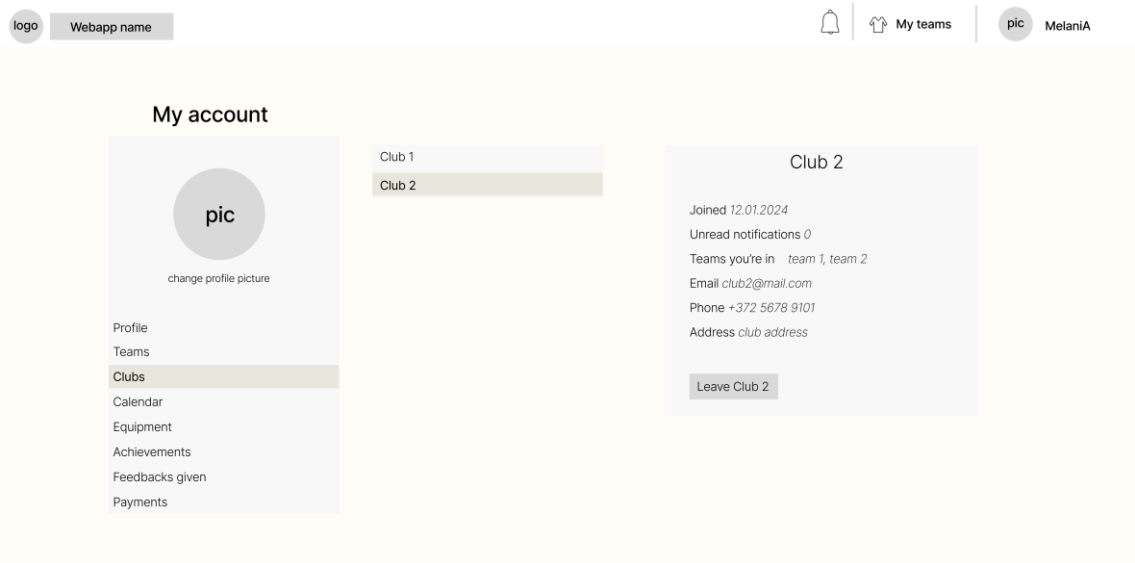

Figure 6. Club Display Page of the Application.

The project also covers a functionalitie such as Achievements. The Achievements section highlights the user's accomplishments related to their teams or clubs. All this is illustrated in figure 7.
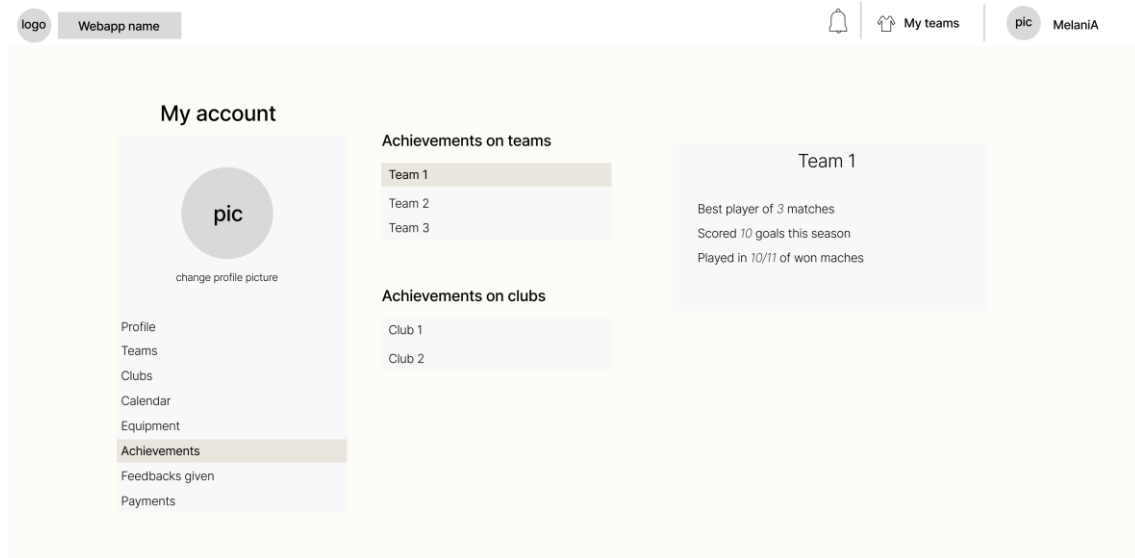

Figure 7. Users Achievements Page of the Application.

1.5 Participation marking

Figure 8 represents the main functionality of the application, which is the user's ability to mark their status about training or taking part of a competition. The page also displays the event's location, time, and necessary equipment. Within the current project, equipment tracking will not be implemented. Below, users are categorized based on their participation status: those who have confirmed their participation, those who have declined, and those who are undecided or have not responded yet.

Figure 8. Participation Marking Page of the Application.

2 ERD

Figure 9 depicts the Entity-Relationship Diagram (ERD) of the application. Red entities signify tables that are not fully implemented within the current scope but are essential for a complete workforce application. Blue entities represent user system entities provided by the subject lecturer, while brown entities serve as intermediary or guide tables. White tables contain fundamental information.
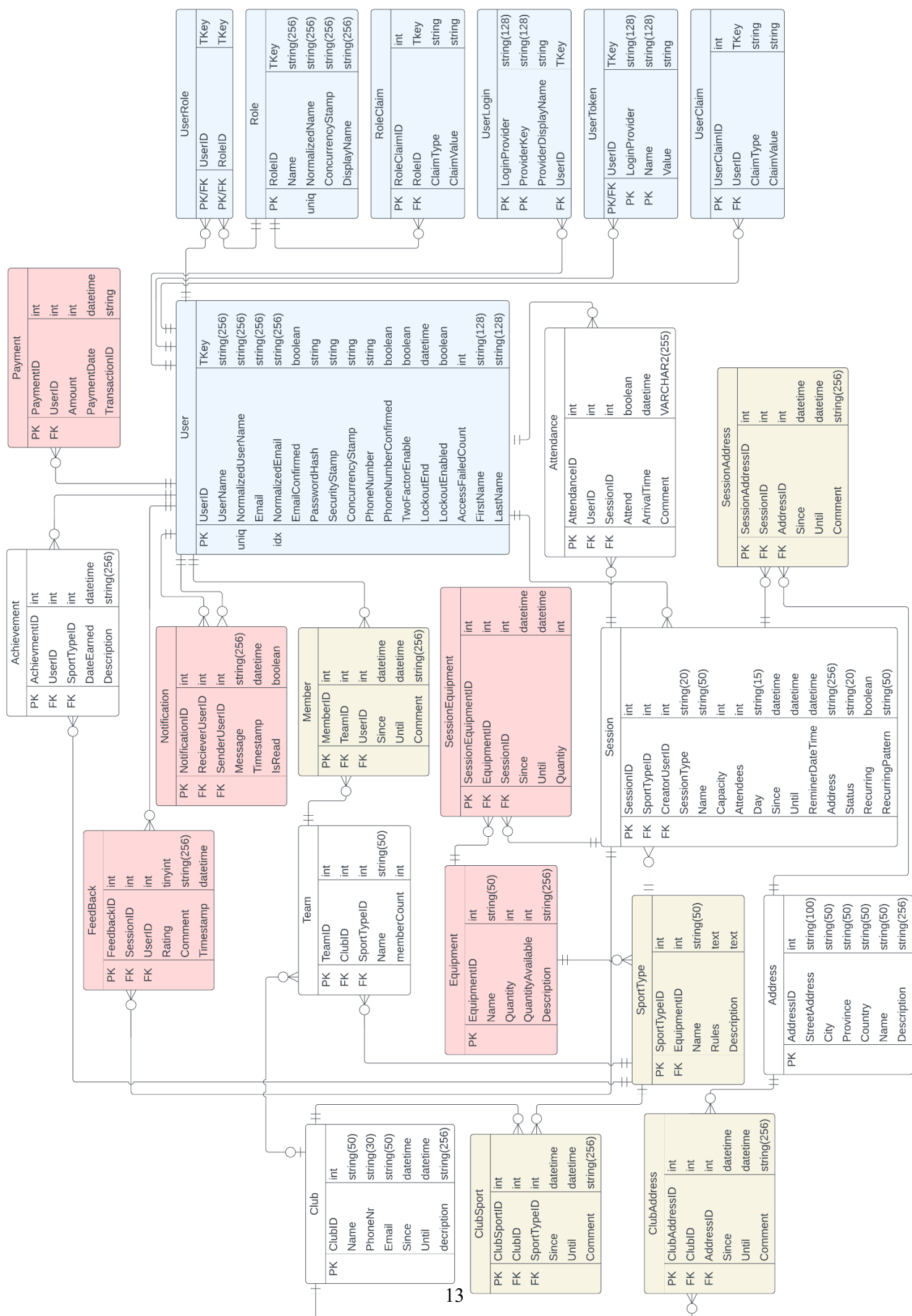
Figure 9. Entity-Relationship Diagram of the Application