

# **Web Site Specification**

**Reference: FAM001**

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## Document Version Control

Version	Updated Section(s)	Reason for Update	Updated By	Date
0.1	All	Initial document	Richard Head	03/07/2005

# 1 INTRODUCTION

## 1.1 BACKGROUND

The web site will, in simplest terms, provide an on-line fantasy football game. There are three main areas of functionality within the web site and this document is similarly split to detail the processing requirements of each functional area:

1. User management
2. Game management (player)
3. Game management (administrator)

In addition, it is imperative that the web site is designed in strict accordance with the documented standards for HTML, CSS, presentation, accessibility, etc.

## 1.2 SCOPE

This document details the required processing functionality, suggested database structure, HTML, CSS, etc. standards.

## 1.3 OUT OF SCOPE

This document does not address the PHP or MySQL standards or design. This is left to the developer to determine, however it is expected that all code will be protected (compiled to run under Zend, or similar protection) and that it will provide the processing requirements laid down within this document.

## 2 PROCESSING REQUIREMENTS

This section documents in detail the required processing functionality, where appropriate reference is made to appendices which should be read in conjunction with this narrative.

### 2.1 USER MANAGEMENT

User management is a general term for a number of functions that are required of the web site. These functions are:

- Automatic enrolment (creating new users)
- Logon validation
- Logon management

Taking each in turn:

#### 2.1.1 Automatic enrolment

Summary: automatic enrolment is a two stage process. The user will enter their name, a unique manager name and a valid email address. The web site will email a link to the user, which if followed within 30 days, will allow the manager to select a password and enter some personal 'reminder' information (for later use should the user lose or forget their password).

The following table documents the functional requirements for automatic enrolment:

Requirement	Description	Error (or confirmation) message narrative
1.	Users can auto-enrol (create a new team manager account)	N/A
2.	To enrol the user must supply their name, a unique manager name & a valid email address (the email address must be repeated to ensure it has not been mis-typed).	Error: Please enter your name – your name is a mandatory field, please correct and resubmit. Error: Please enter a manager name – the manager name is a mandatory field, please correct and resubmit. Error: Please enter your email address – your email address is a mandatory field, please correct and resubmit. Error: Please retype your email address – to validate your email address, please retype in the box provided and re-submit
3.	The user's own name must be a minimum of 4 characters and	Error: Invalid format for your name – your name must be

Requirement	Description	Error (or confirmation) message narrative
	must not exceed 100 characters. The user's name can only include alpha characters, but may contain embedded spaces. It may not contain any other non-alpha characters and may not have leading or trailing spaces.	at least 4 characters, but must not exceed 100 characters. Embedded spaces are permitted, but leading spaces and/or non alpha characters are not permitted, please correct and re-submit.
4.	The manager name must be a minimum of 5 characters and must not exceed 50 characters. The manager name can include alpha & numeric characters and may contain embedded spaces, but may not contain any other non-alphanumeric characters and may not have leading or trailing spaces.	Error: Invalid format for the manager name – the manager name must be at least 5 characters and must not exceed 50 characters. It can be made up of both alpha and numeric characters and may contain embedded spaces, but must not contain any other non-alphanumeric characters and may not have leading or trailing spaces.
5.	The manager name must be unique and cannot already exist within the database.	Error: Manager name chosen already in use – the manager name must be unique, please amend and re-submit.
6.	The email address must be valid (must contain at least one character before an "@" symbol and must contain at least one character followed by a stop (".") followed by at least one character.	Error: Invalid email address – please amend and re-submit.
7.	The repeated email address must be identical to the email address entered above.	Error: Second email address different – the second email address does not match the first email address entered, please amend and re-submit.
8.	The email address need not be unique (it can already exist within the database), however the combination of manager name AND email address must be unique (it cannot already exist within the database).	Error: Manager name chosen already in use – the manager name must be unique, please amend and re-submit.
9.	If an enrolment passes the validation, before the record is permanently added to the managers table (logical table: tblManager) the automatic enrolment process will send an email to the user, see appendix A1, asking them to confirm their enrolment. In the interim period the details will be held in a temporary table (logical table: tblTempManager).	Confirmation: Email sent requiring action – an email has been sent to the email address you supplied which requires your action to complete the sign-up process. The email should be received immediately, however in busy periods there may be a slight delay.
10.	If a user does not confirm their enrolment within 30 days, the temporary record will be deleted from the database, via a weekly CRON job. The earliest deletion will be 30 days, the maximum deletion will be 36 days.	No confirmation of this will occur

Requirement	Description	Error (or confirmation) message narrative
11.	The (enrolment successful) email sent in 9 above will contain a link, which will uniquely identify the user, so that if followed the enrolment process can be completed for that particular user.	N/A
12.	When the link is followed the user will be presented with a form containing the information they have already entered (their name, the manager name and their email address). All of this data will be able to be amended by the user. The same validation as applied originally will exist (including the need to repeat the email address).	Error: Same error messages as above (if validation failures occur).
13.	In addition the user will be presented with five additional boxes. <ol style="list-style-type: none"> <li>1. Password</li> <li>2. Repeat password</li> <li>3. Password hint</li> <li>4. Secret question</li> <li>5. Secret answer</li> </ol>	N/A
14.	The password input field will be masked (so that as characters are entered only "*" shows for each character). The password must be a minimum of 6 characters and must not exceed 12 characters. The password will be validated to ensure that only alpha and numeric characters can be input (no non-alpha characters or spaces will be permitted). In addition no single alpha or numeric may be repeated more than once (total character use is twice).	Error: Invalid password format – the password chosen must be at least 6 characters and must not exceed 12 characters. Only alphanumeric characters are permitted and no single character can be used more than twice (e.g. "aF7g89A" is permissible, but "aA7g89A" is not). Please correct and re-submit.
15.	The repeat password field will similarly be masked, but the only validation will be to ensure that this field is identical to the password field.	Error: Repeat password different – the repeat password does not match the first password entered, please amend and re-submit.
16.	The password hint field will be a free format box allowing for the entry of up to 100 characters. The only validation will be to ensure the field is non-blank.	Error: Password hint required – please enter a phrase or sentence that will help you remember the password.
17.	The secret question field will be a drop down box, containing a number of options. Validation will ensure that an option has	Error: Secret question must be selected – please select a

Requirement	Description	Error (or confirmation) message narrative
	<p>been selected:</p> <ol style="list-style-type: none"> <li>1. Mother's maiden name?</li> <li>2. Favourite colour?</li> <li>3. Favourite pet?</li> <li>4. Father's first name?</li> <li>5. First name of eldest child?</li> </ol>	secret question from the list of available questions.
18.	The secret answer field will be a free format field allowing for up to 100 characters to be input. The only validation will be to ensure that the field is non-blank.	Error: Secret answer must be entered – please input an answer to the secret question selected.
19.	If the validation is successful, the temporary record (logical table tblTempManager) will be deleted and the information will be stored as a permanent record (logical table tblManager) a second (confirmation) email, see appendix A2, will be sent to the user and the logon page will be displayed.	Confirmation: Registration successful – please check your email for full login details and retain the email in a safe place for future reference.

### 2.1.2 Logon validation

Summary: each and every logon attempt must be validated to ensure the details are correct and that only approved users can access (and amend) their team and/or personal details.

The following table documents the functional requirements for logon validation:

Requirement	Description	Error (or confirmation) message narrative
20.	The entry of an enrolment id is mandatory and must match an enrolment id held in the database. The enrolment id will always be a number (whole integers only), however no clues as to the structure of the enrolment id will be displayed.	Error: invalid enrolment id – the enrolment id supplied is invalid and has not been found in the database, please correct and re-submit.
21.	The entry of an email address is not required (unless the user is requesting a "password hint" or requires their logon details to be resent via email; for email address validation in such circumstances, see <a href="#">Logon management</a> below).	N/A
22.	The entry of a password is mandatory and must match the	Error: invalid password – the password supplied is invalid, please correct and re-submit. If you have forgotten your

Requirement	Description	Error (or confirmation) message narrative
23.	If both details are correctly entered (enrolment id and password) the user will be directed to the manager's home page.	N/A

### 2.1.3 Logon management

Summary: it is inevitable that users will forget their logon details, when such a situation arises, logon details, including password reminders and passwords will be provided to the user (either on screen in the case of reminder details or via email). In addition users may want to change their password, their password hint and/or their email address.

The following table documents the functional requirements for logon management:

Requirement	Description	Error (or confirmation) message narrative
24.	A reminder for the password (the password hint) will be displayed to the user if they have forgotten their password. The password reminder will only be displayed if their enrolment id and email address has been correctly entered and the "password hint" link has been selected.	<p>Error: Enrolment ID not found – the enrolment id supplied has not been found in the database, please correct and re-submit.</p> <p>Error: Email address not found – the email address supplied has not been found in the database, please correct and re-submit.</p> <p>Error: Enrolment ID / Email address mismatch – the combination or enrolment id and email address is incorrect, please check and re-submit.</p> <p>Error: Password hint cannot be displayed if enrolment id and email address have not been correctly entered.</p> <p>Confirmation: Your password hint is: {tbIManager.PasswordHint}, please re-submit your login details.</p>
25.	The logon details will be sent to the user if they cannot remember their enrolment id, or if after seeing the password hint they still cannot remember their password. The logon	Error: Email address not found – the email address supplied has not been found in the database, please correct and re-submit.

Requirement	Description	Error (or confirmation) message narrative
	<p>details will only be sent to a valid email address and the "forgotten logon details" link has been selected.</p> <p>An email, see appendix A3, will be sent to the user and the confirmation message will be displayed.</p>	<p>Error: Logon details cannot be re-sent unless a valid email address is entered, please correct and resubmit.</p> <p>Confirmation: Logon details resent – please check your email for full login details and retain the email in a safe place for future reference.</p>
<p>26.</p>	<p>If the user wants to amend any of their details they must first logon, see <a href="#">Logon validation</a> above. The manager's home page displayed will contain a link to "manage my logon details" if this link is clicked the user will be asked to re-submit their current password (which will be validated in the same way as documented in <a href="#">Logon validation</a> above). If the password is correctly entered a page displaying all of the manager's details will be displayed:</p> <ol style="list-style-type: none"> <li>1. Enrolment ID (protected, cannot be amended)</li> <li>2. Their name (unprotected, can be amended)</li> <li>3. Chosen manager name (unprotected, can be amended)</li> <li>4. Their email address (unprotected, can be amended)</li> <li>5. Their password hint (unprotected, can be amended)</li> <li>6. Their secret answer (protected, cannot be amended)</li> </ol> <p>In addition, the following fields will be displayed:</p> <ol style="list-style-type: none"> <li>1. New password</li> <li>2. Repeat new password</li> <li>3. Secret question (dropdown list with current selection highlighted; if amended the 'secret answer' field will become unprotected and will be 'blanked')</li> </ol> <p>If any details are amended the validation will be performed in the same way as detailed in <a href="#">Automatic enrolment</a> above.</p> <p>If the password is changed, the password must be repeated in the repeat new password field.</p>	<p>As listed above</p>

Requirement	Description	Error (or confirmation) message narrative
	On successful change, the logon details will be resent via email, see appendix A3 and the new details will be stored in the database.	

## 2.2 GAME MANAGEMENT (PLAYER)

Game management (player) is a general term for a number of functions that the player can, and is sometimes required to, perform. These functions are:

- Team selection / predicting
- Performance analysis

Taking each in turn:

### 2.2.1 Team selection / predicting

Summary: before the first, and then subsequently before each and every game, the player is required to decide who they think will play from the current available list of players and to decide who might score, get booked, be substituted, etc. The selection can only take place up to 90 minutes before kick-off. If a player does not make a selection, or does not make a selection in time, the previously selected team entered will be used, a complete history of every selection/prediction for every manager for every game will be retained.

The following table documents the functional requirements for team selection / prediction:

Requirement	Description	Error (or confirmation) message narrative
27.	After a successful login the manager will be presented with their home page. From this page it will be possible for the user to select a link to select a team and make predictions for the next game.	N/A
28.	A team selection/prediction is only possible if the date and time of the next game is not within xx minutes of the next game (next entry from tblMatch where MatchDate is not < today and KickOff less tblGlobalParameters.LeadTime not < current time.	Error: Changes to the team/predictions are not permitted within {tblGlobalParameters.LeadTime} of the next game. The next game (against {tblMatch.Opponent}) takes place on {tblMatch.MatchDate} at {tblMatch.KickOff}
29.	If the team selection is permitted, the user will be displayed with a screen displaying their last team selection. All players and substitutes, as selected last time, will be displayed, as will the managers predictions for each player. If the manager has never selected a team, the screen will be displayed blank	N/A

Requirement	Description	Error (or confirmation) message narrative
	<p>Specifically the information displayed will be:</p> <ol style="list-style-type: none"> <li>1. Players 1 to 11</li> <li>2. For each player: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> <li>o Substituted (off) (Y/N)</li> <li>o Substituted (off) first half (Y/N)</li> <li>o Man of the match (Y/N)</li> </ul> </li> <li>3. Substitutes 1 to 7</li> <li>4. For each substitute: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> <li>o Substituted (on) (Y/N)</li> <li>o Substituted (on) first half (Y/N)</li> <li>o Man of the match (Y/N)</li> </ul> </li> </ol>	
30.	<p>All player and substitute fields will be displayed as "drop-down" boxes containing all valid records from tblPlayer (highlighting all fields: number, name and whether a goalkeeper); with the previously selected records as the default values for each field. A valid record is defined as one where tblPlayer.CurrentPlayer is</p>	N/A

Requirement	Description	Error (or confirmation) message narrative
	true.	
31.	The manager must select all eleven players	Error: You must select all of the eleven outfield players
32.	If the match is a European game (tbIMatch.EuroYN is true) the manager must select the number of substitutes given in tbIGlobalParameters.NumberSubsEuro	Error: You must select {tbIGlobalParameters.NumberSubsEuro} of the seven substitutes
33.	If the match is not a European game (tbIMatch.EuroYN is false) the manager must select the number of substitutes given in tbIGlobalParameters.NumberSubsNonEuro	Error: You must select {tbIGlobalParameters.NumberSubsNonEuro} of the seven substitutes
34.	All prediction fields (except scored and conceded) will be displayed as "drop-down" boxes with valid values of "Y" or "N"; with the previously selected records as the default values for each field.	N/A
35.	The scored and conceded fields will be displayed as input fields; with the previously selected values (or zero, if nothing previously entered) displayed as the default value.	N/A
36.	The manager will be able to select (or modify) any value. The drop down boxes will be restricted to the entries displayed only (i.e. the manager cannot enter a new player).	Error: Please select from one of the listed values.
37.	The (goals) scored and conceded can only contain numeric values.	Error: The goals scored and goals conceded fields can only be numeric fields (zero permitted). Please correct and re-submit.
38.	The (goals) conceded can only be a non-zero (or non-null) value for the player and substitute whose tbIManagerPlayerPrediction.GoalkeeperYesNo is set to "Y"	Error: An outfield player cannot concede goals, this privilege is reserved for goalkeepers only. Please correct and re-submit.
39.	Only one of the players selected and only one of the substitutes selected can have their tbIManagerPlayerPrediction.GoalkeeperYesNo set to "Y"	Error: Only one outfield player and one substitute can be a goalkeeper, please correct and re-submit.
40.	One of the players and one of the substitutes MUST have their tbIManagerPlayerPrediction.GoalkeeperYesNo set to "Y"	Error: One of your outfield players and one of your substitutes MUST be a goalkeeper, please correct and re-submit.

Requirement	Description	Error (or confirmation) message narrative
41.	One of the players must have their tblManagerPlayerPrediction.ManOfTheMantch set to "Y"	Error: One player must be predicted to be man of the match, please correct and re-submit.
42.	No single player (from tblPlayer) can be duplicated in any manager's selection, in both the player AND the substitute selections (each of the 17 selections must be unique, no duplication is permitted).	Error: You are not permitted to duplicate player selections, each player can only be used once (as an outfield player AND as a substitute), please correct and re-submit.
43.	Each selection/prediction for each manager will be retained for each match. This is particularly important as there may be occasions when the actual data cannot be updated immediately by the administrator and there may be another match in a day or two; therefore the manager's selections must not be overridden by a subsequent match selection.	N/A

### 2.2.2 Performance analysis

Summary: each manager will be able to determine how close his selection was to the actual team that played and how good his predictions were for each game. The manager will be able to see his selection and prediction and the actual team and actual for bookings, goals, etc.. In addition, performance analysis of the players will be available (on a game by game basis) and performance analysis of the manager (his score and position in the league, on a game by game basis).

The following table documents the functional requirements for performance analysis:

Requirement	Description	Error (or confirmation) message narrative
44.	After a successful login the manager will be presented with their home page. This page will display performance analysis for the manager and provide links to allow further analysis to be displayed.	N/A
45.	The performance analysis displayed on the home page will be: <ol style="list-style-type: none"> <li>1. Manager's current league position</li> <li>2. Manager's total score</li> <li>3. Manager's score for the last game</li> <li>4. Movement in the league since the last game (+1, +2, -1, -2, 0, etc., according to the number of places up or</li> </ol>	N/A

Requirement	Description	Error (or confirmation) message narrative
	down, or no movement)	
46.	<p>Links will be provided to three separate analysis pages:</p> <ol style="list-style-type: none"> <li>1. Manager's trend analysis</li> <li>2. Detailed, match by match, manager analysis</li> <li>3. Detailed, match by match, player analysis</li> </ol>	N/A
47.	<p>The manager's trend analysis page will be unique for the manager and will display, on a match by match basis – most recent first, the date of the match, the opponent, the final (match) score, the score the manager attained, their position in the league and their league movement. Each row will be the position as at each match.</p>	N/A
48.	<p>The detailed, match by match, manager analysis will be unique for each manager and will initially display the analysis of the last match (with a link to a list of games, see 46 below). The analysis will display the manager's selection and predictions and for each, the score the manager attained for each selection and prediction and a total score for the match. A link will be provided which will open a new window (full size) displaying the player analysis for the last game (see 50 below), so this can be used as a side by side comparison.</p>	N/A
49.	<p>A list of matches will be displayed (date, opponent and result), starting with the most recent game. Each row will be a link to the detailed analysis for the manager for that match (in the same format as 48 above).</p>	N/A
50.	<p>The detailed, game by game, player analysis will be displayed in an identical format to the detailed, game by game, manager analysis in 48 above; the only exception being there will not be a total score displayed. The page will display the results for the last match played (with a link to a list of the games played, see 51 below). Each row on this page will be a row for each player that played (or was on a substitute), the row will give the player details, their actual bookings, goals, etc. and the cumulative</p>	N/A

Requirement	Description	Error (or confirmation) message narrative
51.	score for that player for that game. A list of games will be displayed (date, opponent and result), starting with the most recent game. Each row will be a link to the detailed analysis for the players for that game (in the same format as 50 above).	N/A

### 2.3 GAME MANAGEMENT (ADMINISTRATOR)

Game management (administrator) is a general term for a number of functions that only the administrator can perform. These functions are:

- Match administration
- Player administration
- Game administration

Taking each in turn:

#### 2.3.1 Match administration

Summary: a function available ONLY to the administrator, this permits the administrator to update the details of the matches (date, opponent, competition and whether home, away or neutral).

The following table documents the functional requirements for match administration:

Requirement	Description	Error (or confirmation) message narrative
52.	After a successful login the administrator will be presented with the administration home page. From this page it will be possible for the administrator to select a link to manage the matches. The page for administering matches will display (next game first) all future games. Each game will be displayed as a link, which if clicked, will open the match administration page (see 53 below). In addition the page will have links to "add a new match" (see 56 below) and "amend past matches" (see 57 below).	N/A
53.	The match administration page will display the full details for the match, it will be possible to amend all of the following details:	N/A

Requirement	Description	Error (or confirmation) message narrative
	<ol style="list-style-type: none"> <li>1. The match date</li> <li>2. The kick off time</li> <li>3. The opponent</li> <li>4. The competition</li> <li>5. Whether home, away or neutral</li> </ol> <p>Any changes to the fields are subject to the following validation</p>	
54.	The match date must be a valid date and valid format (dd-mm-ccyy).	Error: Invalid date, please correct (dd-mm-ccyy) and re-submit.
55.	The kick off time must be a valid time and valid format (hh:mm).	Error: Invalid time, please correct (hh:mm) and re-submit.
56.	The opponent is mandatory and will be selected from a drop down list, however it will not be restricted to the existing contents of the drop down list and if a new value is added (typed in), the new value will be stored in tblOpponent and subsequently displayed as a possible value each time the drop down list is opened.	Error: An opponent must be selected or entered, if the opponent is not listed, please enter the opponent's team name in the space provided.
57.	The competition is mandatory and is limited to the selection from a drop down list.	Error: Selection of the competition type is mandatory, please correct and re-submit.
58.	Whether home, away or neutral is mandatory and is limited to the selection from a drop down list.	Error: Selection of whether home, away or neutral is mandatory, please correct and re-submit.
59.	If the link to "add a new match" is selected from 49 above, the same page as referred to in 50 above will be displayed, except the initial values will be blank and can be input. Any values input (or selected from the lists) will be subject to the same validation as listed in 51 to 55 above.	As above
60.	If the link to "amend past matches" is selected from 49 above, a list of all past matches will be displayed (same format as the list of future matches referred to in 49 above), except the list will be sorted most recent (past) match first and oldest (past) match last. Each match will be displayed as a link which if	As above

Requirement	Description	Error (or confirmation) message narrative
	clicked, will open the same page as referred to in 50 above will be displayed. Any values amended will be subject to the same validation as listed in 51 to 55 above.	

### 2.3.2 Player administration

Summary: a function available ONLY to the administrator, this permits the administrator to add new, or amend the details of existing, players. When updating the administrator will be able to mark the player as non-current (rendering them not available for selection by the managers – but still available for viewing in previous history records).

The following table documents the functional requirements for player administration:

Requirement	Description	Error (or confirmation) message narrative
61.	After a successful login the administrator will be presented with the administration home page. From this page it will be possible for the administrator to select a link to manage the players. The page for administering players will display all players (irrespective of whether tblPlayer.CurrentPlayer is true or false). Each player will be displayed as a link, which if clicked, will open the player administration page (see 59 below). In addition the page will have links to "add a new player" (see 64 below).	N/A
62.	On the player administration page, the details for the player selected (by clicking) from the list will be displayed. It will be possible for the administrator to amend the following details: <ol style="list-style-type: none"> <li>1. The player's number</li> <li>2. The player's name</li> <li>3. Whether the player is a goalkeeper</li> <li>4. Whether the player is current</li> </ol>	N/A
63.	The player's number will be mandatory and can be amended to any number above zero. This number is not unique, since players leave and new/existing players take their number; therefore it will be possible to have duplicate values, but not where the tblPlayer.CurrentPlayer value on both is true (i.e. only one of the records in tblPlayer that share a player number	Error: Player number is mandatory, please correct with any number and re-submit. Error: It is not possible to duplicate the player number for current players, only one of the players (sharing the player number) can be a current player, please correct and/or re-

Requirement	Description	Error (or confirmation) message narrative
	can have the current player value set to true, but many can exist that share a player number where the current player value is false).	submit.
64.	The player's name will be mandatory, is free format text and can be any valid text character, including embedded spaces, hyphens and apostrophes, but any other non-alpha characters, any numeric and/or any leading spaces are not permitted.	Error: Player name is mandatory, please correct and re-submit. The player name can comprise text characters, including embedded spaces, hyphens and apostrophes; but cannot include any other non-alpha characters, any numeric and/or any leading spaces.
65.	Whether the player is a goalkeeper will be mandatory and will be displayed as a drop down box containing the two values "Yes" and "No".	Error: It is mandatory to indicate whether the player is a goalkeeper, please correct and re-submit.
66.	Whether the player is current will be mandatory and will be displayed as a drop down box containing the two values "Yes" and "No".	Error: It is mandatory to indicate whether the player is current, please correct and re-submit.
67.	If the "add a new player" link is clicked, the same page as referred to in 59 above will be displayed, except all input fields will be null and all drop down boxes will be un-selected for the administrator to complete. All inputs will be validated in the same way as in 60 to 63 above.	As above

### 2.3.3 Game administration

Summary: a function available ONLY to the administrator, this is the core function of the site and is where the actual data for each match is input and, using the data input, the player's and manager's scores for the match are updated and the manager's positions in the league table are adjusted. The administrator will also be able to 'undo' the previous update (in the event that any information was incorrectly entered).

The following table documents the functional requirements for game administration:

Requirement	Description	Error (or confirmation) message narrative
68.	After a successful login the administrator will be presented with the administration home page. From this page it will be possible for the administrator to select a link to update the actual data following each match. The page for administering matches will display all past matches (with the most recent shown first), together with an indication of whether the actual data has	N/A

Requirement	Description	Error (or confirmation) message narrative
69.	<p>already been input for the match. Each match will be displayed as a link, which if clicked, will open the game administration page (see 66 below).</p> <p>When a match is clicked (where no actual data has yet been recorded), the administrator will be displayed with a blank screen allowing the capture of the following information:</p> <ol style="list-style-type: none"> <li>1. Players 1 to 11</li> <li>2. For each player: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> <li>o Substituted (off) (Y/N)</li> <li>o Substituted (off) first half (Y/N)</li> <li>o Man of the match (Y/N)</li> </ul> </li> <li>3. Substitutes 1 to 7</li> <li>4. For each substitute: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> <li>o Substituted (on) (Y/N)</li> <li>o Substituted (on) first half (Y/N)</li> <li>o Man of the match (Y/N)</li> </ul> </li> </ol>	N/A

Requirement	Description	Error (or confirmation) message narrative
70.	All player and substitute fields will be displayed as "drop-down" boxes containing all valid records from tblPlayer (highlighting all fields: number, name and whether a goalkeeper). A valid record is defined as one where tblPlayer.CurrentPlayer is true.	N/A
71.	All actual data fields (except scored and conceded) will be displayed as "drop-down" boxes with valid values of "Y" or "N".	N/A
72.	The scored and conceded fields will be displayed as input fields.	N/A
73.	The administrator will complete all player values and according to whether a European match the required number of the substitute values. The drop down boxes will be restricted to the entries displayed only (e.g. the administrator cannot enter a new player).	Error: At least eleven players must be selected and, for domestic competitions, at least ?? substitutes or for European competitions, at least ?? substitutes must be selected. Please correct and re-submit.
74.	The (goals) scored and conceded can only contain numeric values.	Error: The goals scored and goals conceded fields can only be numeric fields (zero permitted). Please correct and re-submit.
75.	The (goals) conceded can only be a non-zero (or non-null) value for the player and substitute whose tblPlayerMatch.GoalkeeperYesNo is set to "Y"	Error: An outfield player cannot concede goals, this privilege is reserved for goalkeepers only. Please correct and re-submit.
76.	Only one of the players selected and only one of the substitutes selected can have their tblPlayerMatch.GoalkeeperYesNo set to "Y"	Error: Only one outfield player and one substitute can be a goalkeeper, please correct and re-submit.
77.	One of the players and one of the substitutes MUST have their tblPlayerMatch.GoalkeeperYesNo set to "Y"	Error: One of your outfield players and one of your substitutes MUST be a goalkeeper, please correct and re-submit.
78.	No single player (from tblPlayer) can be duplicated in the administrator's selection, in both the player AND the substitute selections (each of the 18 selections must be unique, no duplication is permitted).	Error: You are not permitted to duplicate player selections, each player can only be used once (as an outfield player AND as a substitute), please correct and re-submit.
79.	Only one of the players selected can have their tblPlayerMatch.ManOfTheMatch set to "Y"	Error: Only one player can be named as man of the match, please correct and resubmit
80.	Once all the actual data has been completed and successfully	N/A

Requirement	Description	Error (or confirmation) message narrative
	<p>validated, the updates will be processed:</p> <ol style="list-style-type: none"> <li>1. Each manager's score is individually calculated using the manager's sections and the actual data input for the player</li> <li>2. The new positions in the league are calculated</li> <li>3. All data is saved</li> </ol> <p>Full details of the scoring system for each manager is shown in appendix C1.</p>	
81.	<p>Before each manager's score is calculated, the manager's selections need to exist. For each manager that has not made a selection, or not made a selection in time (for each manager in tblManager, if no record in tblManagerSelection exists where the tblManagerSelection.MatchDate is the same as the match date being scored), a record will be created using the previous record for the manager in tblManagerSelection. In such a case the record is copied, the "Points" fields are zeroised and the match date of the copied record is updated. If no previous record exists for the manager (the manager has never made a selection), the manager is ignored.</p>	N/A
82.	<p>The score per each selection and prediction for the manager, for the match, will be calculated and stored, see appendix C1</p>	N/A
83.	<p>The total score for the manager, for the match, will be calculated and stored in tblManagerScoreHistory.MatchScore.</p>	N/A
84.	<p>The overall total score for the manager will be calculated (as last score plus new score for this match) and stored in tblManagerScoreHistory.TotalScore.</p>	N/A
85.	<p>The overall standing in the league (after this match) will be calculated and stored. This can only be done once all manager's scores have been calculated and stored in tblManagerScore.PositionInTable.</p>	N/A
86.	<p>The movement in the league, since the last match, will be</p>	N/A

Requirement	Description	Error (or confirmation) message narrative
87.	<p>calculated and stored in <code>tbManagerScoreHistory.MovementSinceLastMatch</code>.</p> <p>All of the data will be held for each manager, for each match, to allow a full historic analysis and/or the administrator to correct any errors or omissions in the input of the actual data (see <code>tbManagerScoreHistory</code>).</p>	N/A
88.	<p>When a match is clicked (where previous actual data has been recorded), the administrator will be displayed with a blank screen allowing the capture of the following information:</p> <ol style="list-style-type: none"> <li>1. Players 1 to 11</li> <li>2. For each player: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> <li>o Substituted (off) (Y/N)</li> <li>o Substituted (off) first half (Y/N)</li> <li>o Man of the match (Y/N)</li> </ul> </li> <li>3. Substitutes 1 to 7</li> <li>4. For each substitute: <ul style="list-style-type: none"> <li>o Booking (Y/N)</li> <li>o Second booking (Y/N)</li> <li>o Red card (Y/N)</li> <li>o Scored (Number)</li> <li>o Conceded (Number)</li> </ul> </li> </ol>	

Requirement	Description	Error (or confirmation) message narrative
	<ul style="list-style-type: none"> <li>o Substituted (on) (Y/N)</li> <li>o Substituted (on) first half (Y/N)</li> </ul> <p>5. Man of the match (Y/N)</p>	
89.	<p>Provided the match selected was the last match played (there are no later matches that have actual data recorded), the administrator will have the option to amend the actual data and re-apply the scoring. The re-selection and/or re-input of the new actual data will be subject to the same validation as is listed above.</p>	
90.	<p>If the match selected was not the last match played, the administrator will not be able to amend any data.</p>	
91.	<p>The only difference between an update of actual data (where it had previously been recorded) and the input of actual data (where it did not previously exist), is that the former needs to 'undo' the previous scoring.</p>	
92.	<p>The information contained within tblPlayerMatch will simply be overwritten with the new information entered by the administrator for this match.</p>	
93.	<p>Each manager's entry contained within the tblManagerScoreHistory will be deleted (i.e. all records where the tblManagerScoreHistory.MatchDate is the same as the match being scored).</p>	
94.	<p>All 'Points' entries in tables tblManagerSelection, tblManagerPlayerPrediction and tblManagerSubsPrediction will be zeroised.</p>	
95.	<p>The standard scoring process referred to above can now be invoked.</p>	

## **3 GENERAL DESIGN PRINCIPLES**

### **3.1 GENERAL PRINCIPLES FOR ERROR & CONFIRMATION MESSAGES**

All error and confirmation messages should be displayed in message boxes (using windows dialog boxes or layers, rather than new browser windows as often pop ups are disabled by the user). The message boxes will be capable of being moved (if relevant, this will allow the error in the underlying web page to be viewed).

The message should be as descriptive as possible (preferably using the text supplied).

Where more than one error occurs, as many messages as possible should be displayed (in the same order as the cause of the error appears on the underlying web page).

In the case of multiple error messages, if it is not possible to display all of the errors, the fact that more errors occurred should be made obvious to the user (i.e., an additional line at the bottom of the message box should state "More errors than can be displayed were encountered, please review all input, correct and re-submit").

It is not anticipated that multiple confirmation messages will be displayed.

Error messages should be immediately identifiable as such (and distinct from confirmation messages), whether through the choice of colour or through the use of appropriate icon/image in the message box.

### **3.2 GENERAL PRINCIPLES FOR EMAIL MESSAGES**

All email messages are to be sent in plain text using ASCII characters only.

The "sent from" and "reply to" email address on ALL outgoing emails will be taken from the global parameters table (logical table tblGlobalParameters.EmailAddress or tblGlobalParameters.HideEmailAddress).

### **3.3 GENERAL PRINCIPLES FOR STYLE & HTML**

ALL styling on the web site will be achieved via external cascading style sheet (CSS). Under no circumstances will any styling (for example, but not limited to, font face, font size, font colour, etc.), be hard coded. The external CSS is included in appendix D1. All HTML will be presented such that it complies with the W3C standard for HTML4.01 (strict), the examples attached in appendices have been validated and comply. All pages will be designed as separate templates, or will be served from a common template.

### **3.4 GENERAL PRINCIPLES FOR SERVER**

The server on which the web site will be a UNIX server located anywhere in the world, for this reason, functionality is required to enable the server time to be offset (plus or minus "x" hours to align the server time with the local time).

# APPENDICES

## A – EMAIL WORDING

### A1 – Registration email (part 1 of auto-enrolment)

From: {tblGlobalParameters.HideEmailAddress}

To: {tblTempManager.EmailAddress}

Subject: Fantasy {tblGlobalParameters.TeamName} Manager – Enrolment, ACTION  
REQUIRED

Content:

\* DO NOT REPLY, THIS IS AN AUTOMATED EMAIL FROM A MAILBOX THAT IS NOT SEEN BY  
HUMAN EYES \*

Dear {tblTempManager.Name},

Thank you for enrolling in this season's Fantasy {tblGlobalParameters.TeamName} Manager  
game. To complete your enrolment please follow the link below and complete all of the  
details requested.

{auto-enrolment link specific to this user}

Good luck in this season's game!

If you did not request this enrolment, or have changed your mind, please rest assured you  
will not be contacted by us again, your registration details will be deleted in approximately  
30 days if you do not complete your enrolment.

**A2 – Successful enrolment**

From: {tblGlobalParameters.HideEmailAddress}

To: {tblManager.EmailAddress}

Subject: Fantasy {tblGlobalParameters.TeamName} Manager – Welcome!

Content:

\* DO NOT REPLY, THIS IS AN AUTOMATED EMAIL FROM A MAILBOX THAT IS NOT SEEN BY HUMAN EYES \*

Dear {tblManager.Name},

Thank you for enrolling in this season's Fantasy {tblGlobalParameters.TeamName} Manager game.

Please store these details in a safe place, you will need these details to play the game:

Your Enrolment ID is: {tblManager.EnrolmentID}

Your chosen Manager Name is: {tblManager.ManagerName}

Your chosen Password is: {tblManager.Password}

To play the game, you will need to login here:

{general link for home page (taken from tbl.GlobalParameters.SiteURL)}

Good luck in this season's game!

**A3 – Logon details resent**

From: {tblGlobalParameters.HideEmailAddress}

To: {tblManager.EmailAddress}

Subject: Fantasy {tblGlobalParameters.TeamName} Manager – Logon details

Content:

\* DO NOT REPLY, THIS IS AN AUTOMATED EMAIL FROM A MAILBOX THAT IS NOT SEEN BY HUMAN EYES \*

Dear {tblManager.Name},

As requested, here are your logon details for the Fantasy {tblGlobalParameters.TeamName} Manager game.

Please store these details in a safe place, you will need these details to play the game:

Your Enrolment ID is: {tblManager.EnrolmentID}

Your chosen Manager Name is: {tblManager.ManagerName}

Your chosen Password is: {tblManager.Password}

To play the game, you will need to login here:

{general link for home page (taken from tbl.GlobalParameters.SiteURL)}

## B – LOGICAL DATABASE

### B1 – User details

Table / Field name	Description	Attributes
<b>tblGlobalParameters</b>	Stores global parameters as required for the general processing	
TeamName	The short name of the football team used for this installation of the game (e.g. Arsenal)	Mandatory, Char(30)
HideEmailAddress	The 'no-reply' email address for the web site	Mandatory, Char(100)
EmailAddress	The site owner's email address (hidden and only used for admin purposes).	Mandatory, Char(100)
SiteURL	The URL for the root of the web site, e.g. <a href="http://www.fantasyarsenal.com">http://www.fantasyarsenal.com</a>	Mandatory, Char(100)
LeadTime	The amount of time (in minutes) before the next game outside of which is it possible to amend the team.	Mandatory, Int(3)
NumberSubsEuro	The number of substitutes allowed to be named if the match is a European game	Mandatory, Int(1)
NumberSubsNonEuro	The number of substitutes allowed to be named if the match is NOT a European game	Mandatory, Int(1)
LastMatchUpdated	The date of the last match that has been 'updated' by the administrator	Mandatory, DateTime
<b>tblTempManager</b>	Stores temporary enrolment details	
Name	The user's name	Mandatory, Char(100)
ManagerName	The user's chosen manager name	Mandatory, Char(50)
EmailAddress	The user's email address	Mandatory, Char(100)
<b>tblManager</b>	Stores user details which uniquely identify the user.	
EnrolmentID	Automatically generated unique id for this user.	Mandatory, Int(20)
Name	The user's name	Mandatory, Char(100)
ManagerName	The user's chosen manager name	Mandatory, Char(50)

Table / Field name	Description	Attributes
ManagerPoints	The total number of points attained to date for this manager	Mandatory, Int(5)
CurrentLeagueStanding	The current position in the league for the manager	Mandatory, Int(5)
EmailAddress	The user's email address	Mandatory, Char(100)
Password	The password entered by the user	Mandatory, Char(12)
PasswordHint	The password hint as entered by the user.	Mandatory, Char(100)
SecretQuestionID	Link to the secret question selected by the user, as held in tblSecretQuestions	Mandatory, Int(3)
SecretAnswer	The answer supplied by the user for the secret question	Mandatory, Char(100)
<b>tblSecretQuestion</b>	Stores the list of possible secret questions	
SecretQuestionID	Unique identifier for the secret question	Mandatory, Int(3)
SecretQuestion	The secret question as it will be displayed in the selection list for the user on the logon and registration pages	Mandatory, Char(100)
<b>tblPlayer</b>	Stores the player information	
UniqueID	An internal identifier to make the record unique (player number may be duplicated when players leave)	Mandatory, Int(3)
PlayerNumber	Identifier for the player	Mandatory, Int(2)
PlayerName	The name of the player	Mandatory, Char(100)
GoalkeeperYesNo	Whether the player is a goalkeeper	Mandatory, Boolean
CurrentPlayer	Whether the player is current (available for selection)	Mandatory, Boolean
<b>tblMatch</b>	Stores the match information (future and past)	
MatchDate	The date of the next/last match	Mandatory, DateTime
Opponent	Who the team will play/played in the last match	Mandatory, Char(100)
EuroYN	Whether the match is a European game (Y/N)	Mandatory, Boolean
KickOff	The time of kick off of the next match	Mandatory, DateTime (Time)

Table / Field name	Description	Attributes
HomeAwayNeutral	Whether the match will be/was home, away or neutral	Mandatory, Char(1), values "H", "A" or "N"
WonLostDrawn	Whether the match was won, lost or drawn	Optional, Char(1), values "W", "L" or "D"
Scored	The goals scored	Optional, Char(5)
Conceded	The goals conceded	Optional, Char(5)
<b>tblPlayerMatch</b>	Stores the player information for each past match	
PlayerNumber	Unique identifier for the player in tblPlayer	Mandatory, Int(2)
MatchDate	Unique identifier for the match in tblMatch	Mandatory, DateTime
Played	Whether the player played (not a substitute) in this game	Mandatory, Boolean
Substitute	Whether the player was named as a substitute, but did not play, in this game	Mandatory, Boolean
PlayerScore	The total score for this player for the match	Mandatory, Int(5)
Scored	Whether the player scored in this game (only applicable if GoalkeeperYesNo is false)	Optional, Boolean
GoalsScored	If Scored is true, the number of goals the player scored	Optional, Integer(3)
Conceded	Whether the player conceded in this game (only applicable if GoalkeeperYesNo is true)	Optional, Boolean
GoalsConceded	If Conceded is true, the number of goals the player conceded	Optional, Integer(3)
Substituted	Whether the player was taken off and replaced	Optional, Boolean
SubstitutedFirstHalf	If Substituted is true, whether the substitution took place in the first half of the game	Optional, Boolean
Booked	Whether the player was booked	Optional, Boolean
SecondBooking	Whether the player was booked a second time	Optional, Boolean
SentOff	Whether the player was sent off	Optional, Boolean
ManOfTheMatch	Whether the player received man of the match	Optional, Boolean
<b>tblManagerSelection</b>	Stores the team selection for each manager for each game	

Table / Field name	Description	Attributes
EnrolmentID	The unique identifier for the manager in tblManager	Mandatory, Int(20)
MatchDate	The date of the next match and the unique identifier for the match in tblMatch	Mandatory, DateTime
Player1	The number of the player selected as the goalkeeper who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player2	The number of the player selected as the first outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player3	The number of the player selected as the second outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player4	The number of the player selected as the third outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player5	The number of the player selected as the fourth outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player6	The number of the player selected as the fifth outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player7	The number of the player selected as the sixth outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player8	The number of the player selected as the seventh outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player9	The number of the player selected as the eighth outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Player10	The number of the player selected	Mandatory, Int(2)

Table / Field name	Description	Attributes
	as the ninth outfield player who will start the game and the unique identifier for the player in tblPlayer	
Player11	The number of the player selected as the tenth outfield player who will start the game and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute1	The number of the player selected as the substitute goalkeeper and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute2	The number of the player selected as the first substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute3	The number of the player selected as the second substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute4	The number of the player selected as the third substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute5	The number of the player selected as the fifth substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute6	The number of the player selected as the sixth substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
Substitute7	The number of the player selected as the seventh substitute outfield player and the unique identifier for the player in tblPlayer	Mandatory, Int(2)
PointsPlayer1	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer2	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer3	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer4	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer5	The points awarded to (or	Optional, Int(5)

Table / Field name	Description	Attributes
	deducted from) this manager for this selection	
PointsPlayer6	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer7	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer8	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer9	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer10	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsPlayer11	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute1	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute2	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute3	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute4	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute5	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute6	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
PointsSubstitute7	The points awarded to (or deducted from) this manager for this selection	Optional, Int(5)
<b>tblManagerPlayerPrediction</b>	Stores the manager's prediction for each player selected to play for each game.	
EnrolmentID	The unique identifier for the manager in tblManager	Mandatory, Int(20)
MatchDate	The date of the next match and	Mandatory, DateTime

Table / Field name	Description	Attributes
	the unique identifier for the match in tblMatch	
PlayerNumber	The cross reference from tblManagerSelection (each of the 11 players selected in tblManagerSelection.Player1 to tblManagerSelection.Player11 will have an entry in this table for the same manager (EnrolmentID) and MatchDate).	Mandatory, Int(2)
Booked	Whether the player is predicted to receive a booking.	Mandatory, Boolean
SecondBooking	Whether the player is predicted to receive a second booking.	Mandatory, Boolean
RedCard	Whether the player is predicted to receive a straight red card	Mandatory, Boolean
GoalsScored	How many goals this player is predicted to score	Mandatory, Int(2)
GoalsConceded	How many goals this player is predicted to concede (only relevant for goalkeepers)	Mandatory, Int(2)
Substituted	Whether the player is predicted to be substituted	Mandatory, Boolean
SubstitutedFirstHalf	Whether the player is predicted to be substituted in the first half	Mandatory, Boolean
ManOfTheMatch	Whether the player is predicted to be named man of the match	Optional, Int(5)
PointsBooked	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsSecondBooking	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsRedCard	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsGoalsScored	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsGoalsConceded	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsSubstituted	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsManOfTheMatch	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)

Table / Field name	Description	Attributes
<b>tblManagerSubsPrediction</b>	Stores the manager's prediction for each substitute selected to be on the bench for each game.	
EnrolmentID	The unique identifier for the manager in tblManager	Mandatory, Int(20)
MatchDate	The date of the next match and the unique identifier for the match in tblMatch	Mandatory, DateTime
PlayerNumber	The cross reference from tblManagerSelection (each of the players selected in tblManagerSelection.Substitute1 to tblManagerSelection.Substitute7 will have an entry in this table for the same manager (EnrolmentID) and MatchDate).	Mandatory, Int(2)
Booked	Whether the player is predicted to receive a booking.	Mandatory, Boolean
SecondBooking	Whether the player is predicted to receive a second booking.	Mandatory, Boolean
RedCard	Whether the player is predicted to receive a straight red card	Mandatory, Boolean
GoalsScored	How many goals this player is predicted to score	Mandatory, Int(2)
GoalsConceded	How many goals this player is predicted to concede (only relevant for goalkeepers)	Mandatory, Int(2)
Substituted	Whether the player is predicted to be substituted (on)	Mandatory, Boolean
SubstitutedFirstHalf	Whether the player is predicted to be substituted (on) in the first half	Mandatory, Boolean
ManOfTheMatch	Whether the player is predicted to be named man of the match	Mandatory, Boolean
PointsBooked	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsSecondBooking	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsRedCard	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsGoalsScored	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)

Table / Field name	Description	Attributes
PointsGoalsConceded	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsSubstituted	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
PointsManOfTheMatch	The points awarded to (or deducted from) this manager for this prediction	Optional, Int(5)
<b>tblManagerScoreHistory</b>	Stores the manager's score for each game.	
EnrolmentID	The unique identifier for the manager in tblManager	Mandatory, Int(20)
MatchDate	The date of the match and the unique identifier for the match in tblMatch	Mandatory, DateTime
MatchScore	The total score for the manager for this particular match (can be positive or negative)	Mandatory, Signed, Int(5)
TotalScore	The total score for the manager overall (can be positive or negative)	Mandatory, Signed, Int(5)
PositionInTable	The manager's position in the table at the point this match was scored	Mandatory, Int(5)
MovementSinceLastMatch	The number of positions in the table that the manager has moved this match (can be positive or negative)	Mandatory, Signed, Int(5)

## C – SCORING SYSTEM

### C1 – Scoring the Managers

After each game, the managers are all 'scored'. Each manager's selection and prediction is matched against the actual data entered for the match. The scoring is in two sections, the managers are scored for their selection and then for their predictions.

Selection scoring:

1. For each player the manager selected to start the game, that did actually start the game, the manager will be awarded 10 points. This will be recorded in tblManagerSelection.PointsPlayer1 to tblManagerSelection.PointsPlayer11 as appropriate.
2. For each player the manager selected to start the game, that did not actually start the game, the manager will be deducted 20 points. This will be recorded in tblManagerSelection.PointsPlayer1 to tblManagerSelection.PointsPlayer11 as appropriate.
3. For each player the manager selected to be a substitute, that was named as a substitute, the manager will be awarded 5 points. This will be recorded in tblManagerSelection.PointsSubstitute1 to tblManagerSelection.PointsSubstitute7 as appropriate.
4. For each player the manager selected to be a substitute, that was not named as a substitute, the manager will be deducted 10 points. This will be recorded in tblManagerSelection.PointsSubstitute1 to tblManagerSelection.PointsSubstitute7 as appropriate.

Prediction scoring, note: this section is ONLY applied to the players that the manager correctly selected in their team selection (irrespective of whether they got the player correctly selected as starting or a substitute – if the player appears anywhere in the manager's selection (either as a player who starts, or as a player on the substitutes bench) and the player did actually play (either started the match or was a substitute, irrespective of whether they played or not); the following scoring applies):

5. If a manager correctly predicts that a player will be substituted off the pitch, and predicts the correct half, they will be awarded 5 points. This will be recorded in tblManagerPlayerPrediction.PointsSubstituted for the appropriate player entry.
6. If a manager correctly predicts that a player will be substituted off the pitch, but does not predict the correct half, they will be awarded 3 points. This will be recorded in tblManagerPlayerPrediction.PointsSubstituted for the appropriate player entry.
7. If a manager predicts a player will be substituted off the pitch and they remain in the pitch, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsSubstituted for the appropriate player entry.
8. If a manager predicts a player will remain on the pitch and they are substituted off, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsSubstituted for the appropriate player entry.
9. If a manager correctly predicts that a player will remain on the substitutes bench, unused, they will be awarded 5 points. This will be recorded in tblManagerSubsPrediction.PointsSubstituted for the appropriate player entry.
10. If a manager correctly predicts that a player will be substituted onto the pitch, but does not predict the correct half, they will be awarded 3 points. This will be recorded in tblManagerSubsPrediction.PointsSubstituted for the appropriate player entry.
11. If a manager predicts a player will be substituted on the pitch and they remain on the bench, they will be deducted 1 point. This will be recorded in tblManagerSubsPrediction.PointsSubstituted for the appropriate player entry.

12. If a manager predicts a player will remain on the bench and they are substituted on, they will be deducted 1 point. This will be recorded in tblManagerSubsPrediction.PointsSubstituted for the appropriate player entry.
13. If a manager correctly predicts that a player will be booked, they will be awarded 2 points. This will be recorded in tblManagerPlayerPrediction.PointsBooked or tblManagerSubsPrediction.PointsBooked as appropriate.
14. If a manager predicts a player will be booked and they are not, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsBooked or tblManagerSubsPrediction.PointsBooked as appropriate.
15. If a manager does not predict a player will be booked and they are, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsBooked or tblManagerSubsPrediction.PointsBooked as appropriate.
16. If a manager correctly predicts that a player will receive a second booking, they will be awarded 2 points. This will be recorded in tblManagerPlayerPrediction.PointsSecondBooking or tblManagerSubsPrediction.PointsSecondBooking as appropriate.
17. If a manager predicts a player will receive a second booking and they do not, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsSecondBooking or tblManagerSubsPrediction.PointsSecondBooking as appropriate.
18. If a manager does not predict a player will receive a second booking and they do, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsSecondBooking or tblManagerSubsPrediction.PointsSecondBooking as appropriate.
19. If a manager correctly predicts that a player will receive a straight red card, they will be awarded 2 points. This will be recorded in tblManagerPlayerPrediction.PointsRedCard or tblManagerSubsPrediction.PointsRedCard as appropriate.
20. If a manager predicts a player will receive a straight red card and they do not, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsRedCard or tblManagerSubsPrediction.PointsRedCard as appropriate.
21. If a manager does not predict a player will receive a straight red card and they do, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsRedCard or tblManagerSubsPrediction.PointsRedCard as appropriate.
22. For each goal the manager correctly predicts the player will score, they will be awarded 2 points. This will be recorded in tblManagerPlayerPrediction.PointsGoalsScored or tblManagerSubsPrediction.PointsGoalsScored as appropriate.
23. For each goal that a manager predicts a player will score that they do not, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsGoalsScored or tblManagerSubsPrediction.PointsGoalsScored as appropriate.
24. For each goal that a manager fails to predict for each player, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsGoalsScored or tblManagerSubsPrediction.PointsGoalsScored as appropriate.
25. For each goal the manager correctly predicts the goalkeeper will concede, they will be awarded 2 points. This will be recorded in tblManagerPlayerPrediction.PointsGoalsConceded or tblManagerSubsPrediction.PointsGoalsConceded as appropriate.

26. For each goal that a manager predicts a goalkeeper will concede that they do not, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsGoalsConceded or tblManagerSubsPrediction.PointsGoalsConceded as appropriate.
27. For each conceded goal that a manager fails to predict, they will be deducted 1 point. This will be recorded in tblManagerPlayerPrediction.PointsGoalsConceded or tblManagerSubsPrediction.PointsGoalsConceded as appropriate.
28. If a manager correctly predicts that a player is named man of the match, they will be awarded 5 points. This will be recorded in tblManagerPlayerPrediction.PointsManOfTheMatch or tblManagerSubsPrediction.PointsManOfTheMatch as appropriate.
29. If a manager predicts a player will be named man of the match and they are not, they will be deducted 2 points. This will be recorded in tblManagerPlayerPrediction.PointsManOfTheMatch or tblManagerSubsPrediction.PointsManOfTheMatch as appropriate.
30. If a manager does not predict that a player will be named as man of the match, and they are named as such, they will be deducted 2 points. This will be recorded in tblManagerPlayerPrediction.PointsManOfTheMatch or tblManagerSubsPrediction.PointsManOfTheMatch as appropriate.

## D – EXTERNAL STYLE SHEET

### D1 – The external cascading style sheet for the web site

The following style sheet (saved in the /assets directory) will be referenced as stysheet.css (e.g. <http://www.domainname.ext/assets/stysheet.css>)

```
/**/  
/* Start of external style sheet      */  
/* Copyright, Richard Head 2005      */  
/* Body background colour definition */  
/**/  
/**/  
body {  
    background-color : #FFF;  
}  
/**/  
/**/  
/* The class for the main layer */  
/* Basic definition of the font and padding */  
.mainDiv {  
    font-family: "Trebuchet MS", Arial, Helvetica, sans-serif;  
    font-size : 13px;  
    padding-left : 48px;  
    padding-right : 36px  
}  
/* Basic definition for paragraphs */  
.mainDiv p {  
    line-height : 120%;  
    margin-top : 6px  
}  
/* Heading 1 */  
.mainDiv h1 {  
    font-family : "Trebuchet MS", Arial, Helvetica, sans-serif;  
    font-size : 16px;  
    margin-bottom : 6px;  
    margin-top : 0px  
}  
/* Hyperlinks, highlighted blue unless hovered, then red */  
.mainDiv a:link {  
    color : Blue  
}
```

```
.mainDiv a:visited {
    color : Blue
}
.mainDiv a:hover {
    color : Red
}
/**/
/**/
/* The basic definition for the navigation layer */
.navDiv {
    color : #666;
    font-family: "Trebuchet MS", Arial, Helvetica, sans-serif;
    font-size : 13px
}
/* Paragraphs in the navigation layer */
.navDiv p {
    margin-bottom : 13px;
    margin-top : 6px
}
/* The definition for the main navigation links (text that "appears" to be a button) */
/* The font within the "button" */
p.navButts {
    color : #333;
    font-family : "Trebuchet MS", Arial, Helvetica, sans-serif;
    font-size : 13px;
    margin-bottom : 4px;
    margin-top : 6px
}
/* Hyperlink definition, looks like a button */
.navButts a {
    background-color : Red;
    border : 1px solid #999;
    color : #FFF;
    display : block;
    padding-bottom : 2px;
    padding-left : 12px;
    padding-top : 2px;
    text-decoration : none;
    width : 100%
```

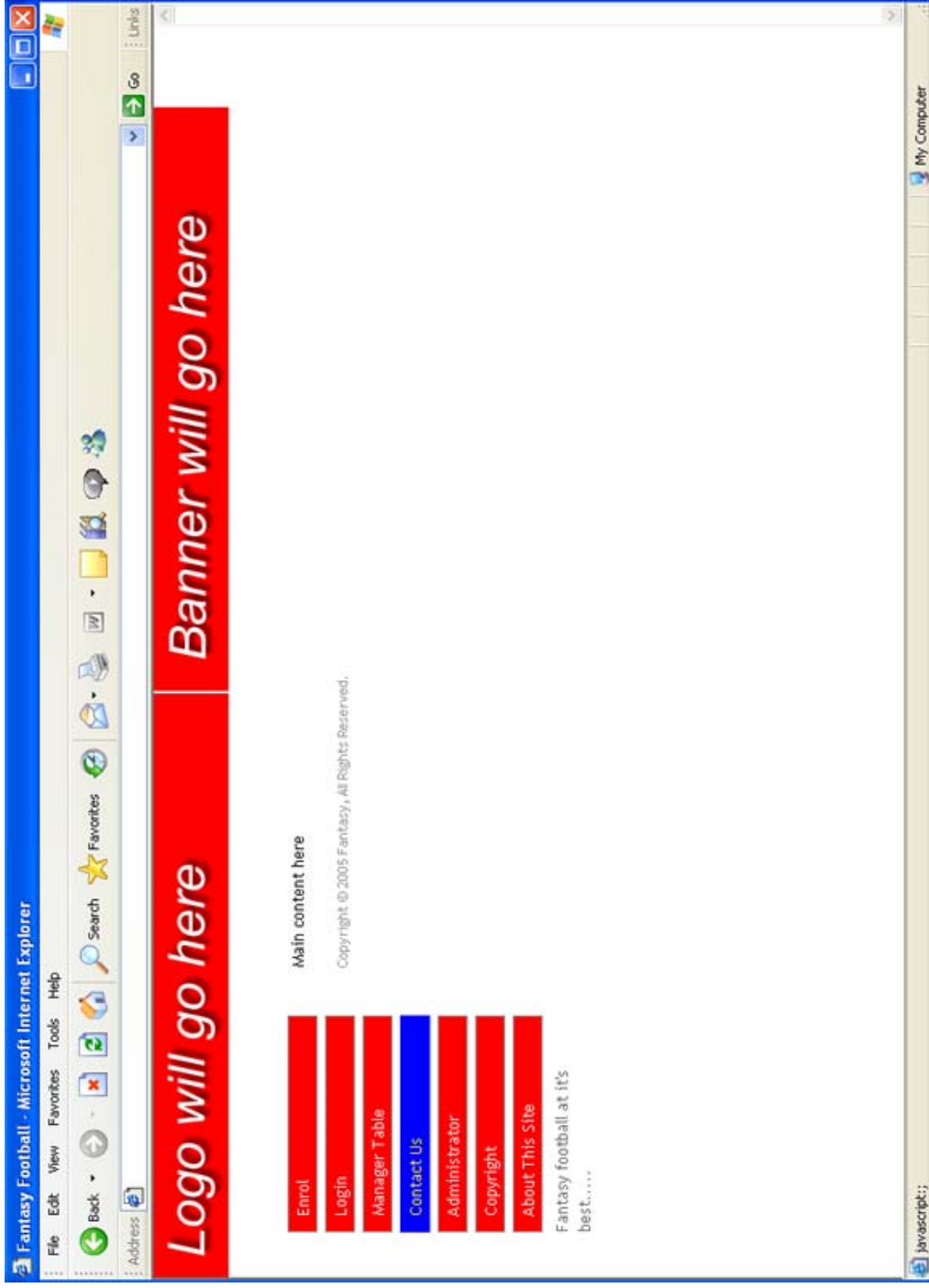
```
}
/* Change of button colour when the hyperlink is hovered */
.navButts a:hover {
    background-color : Blue;
    border : 1px solid Blue;
    color : Yellow;
    text-decoration : none
}
/* Class used to highlight the current page or section */
/* Font definition */
p.navViz {
    color : #333;
    font-family : "Trebuchet MS", Arial, Helvetica, sans-serif;
    font-size : 13px;
    font-weight : normal;
    margin-bottom : 6px;
    margin-left : 0px;
    margin-top : 6px
}
/* "Button" definition */
.navViz a {
    background-color : #B22222;
    border : 1px solid #999;
    color : #FFF;
    display : block;
    padding-bottom : 2px;
    padding-left : 12px;
    padding-top : 4px;
    text-decoration : none;
    width : 100%
}
/**/
/**/
/* Small discrete font for the copyright disclaimer on the foot of each page */
p.copyrights {
    color : #999;
    font-family : "Trebuchet MS", Arial, Helvetica, sans-serif;
    font-size : 11px;
    line-height : normal;
```

```
        margin-bottom : 12px;
        margin-top : 20px
    }
/**/
/**/
/* Make sure no images have a border */
img {
    border : 0px;
    display : block
}
/**/
/**/
/* The style definition for any forms used */
/* Discrete border, different font, etc. */
form {
    border : 1px dotted #999;
    font-family : Verdana, Arial, Helvetica, sans-serif;
    font-size : 12px;
    margin-right : 36px;
    margin-top : 0px;
    padding : 12px
}
/* Define input fields with background colour and solid border */
input {
    background-color : #CDC9D8;
    border : 1px solid #999
}
/* Highlight the input field that has current focus by changing background colour */
input:focus {
    background : #FFF
}
/* Define text areas to be the same style as an input field */
textarea {
    background-color : #CDC9D8;
    border : 1px solid #999;
    font-family : Verdana, Arial, Helvetica, sans-serif;
    font-size : 12px
}
/* Check buttons */
```

```
.checks {
    background-color : #FFF;
    border : 1px none
}
/* Grey form buttons */
.formBut {
    background-color : #CCC
}
/* End of external style sheet */
/**/
```

## D – EXAMPLE PAGES

### D1 – Example of page



**D1 – HTML for page**

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
    "http://www.w3.org/TR/html4/strict.dtd">
<html>
<head>
<title>Fantasy Football</title>
<META NAME="author" CONTENT="RichardHead">
<META NAME="Description" CONTENT="Fantasy Football">
<META NAME="keywords" CONTENT="Fantasy Football">
<META NAME="email" CONTENT="email@domain.net">
<META NAME="rating" CONTENT="Business">
<META NAME="ROBOTS" CONTENT="ALL">
<LINK REV="made" HREF="mailto:email@domain.net">
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<link rel="stylesheet" href="assets/stysheet.css" type="text/css">
</head>
<body>
<div id="LayerLogo" style="position:absolute; left:0px; right:0px; top:0px; width:468px; z-index:1">
    </div>
<div id="LayerBanner" style="position:absolute; left:470px; top:0px; width:468px; z-index:2">
    </div>
<div id="LayerSidebar" style="position:absolute; left:36px; top:101px; width:160px; z-index:3"
class="navDiv">
    <p class="navButts"><a href="javascript:;">Enrol</a></p>
    <p class="navButts"><a href="javascript:;">Login</a></p>
    <p class="navButts"><a href="javascript:;">Manager Table</a></p>
    <p class="navButts"><a href="javascript:;">Contact Us</a></p>
    <p class="navButts"><a href="javascript:;">Administrator</a></p>
    <p class="navButts"><a href="javascript:;">Copyright</a></p>
    <p class="navButts"><a href="javascript:;">About This Site</a></p>
    <p>Fantasy football at it's best.....</p>
</div>
<div id="LayerMain" style="position:absolute; left:200px; top:101px; z-index:4" class="maindiv">
    <p>Main content here</p>
    <p class="copyrights">Copyright &copy; 2005 Fantasy, All Rights Reserved.</p>
</div>
</body>
</html>
```