

NewObject – Coaching Tool Requirements Document

Mission Statement

To create and provide a piece of open source software that will assist the coach of a sports team to create play scenarios. The application should:

- Not be specific to any particular sport but still focus on team sports such as soccer.
- Have the ability to record plays for later use, and export into a movie format for stand-alone use.
- Record team details, such as players names and stats.
- Ability to have multiple teams.

Introduction:

This document contains descriptions of various tasks that can be carried out by the users. Tasks are grouped into categories according to their uses. These categories are not concrete as some tasks may overlap between categories. Throughout the document the abbreviations .ctt and .cts are used. These stand for Coaching Tool Team and Coaching Tool Scenario respectively.

Table of Contents:

1. **Setup Tasks**
 1. Load/ Save and Export Functionality
 2. Startup Functionality
 3. Help
2. **Usage Tasks**
 1. Player Tasks
 2. Demonstration Tasks

Setup Tasks

Certain tasks fall under this category as they can be used to somehow setup the program for the purposes of demonstration or editing.

1. Load/ Save and Export Functionality

1.1 Load Scenario: Loading an existing scenario into the application. Users are able to load previously created scenarios into the application to demonstrate to the team or modify.

1.2 Save Scenario: Saving the current scenario into a .cts file. Users are able to save the current scenario onto their computer for later use.

1.3 Import Scenario: Loading an existing scenario into the application without a player table. Users are able to load in an existing scenario without any player information so they can use their own team.

1.4 Export Scenario: Exporting the current scenario into a movie file. Users are able to take the current scenario and save it as a movie file for stand alone use.

1.5 Save Team: Saving the team information into a .ctt file. Users are able to save their team player list constructed of individual players for later use in other scenarios.

2. Startup Functionality

2.1 Open Coaching Tool Program: Opens the application. Users are able to open the program by running the .exe file, .ctt file (coaching tool team file) or .cts file (coaching tool scenario file).

2.2 Using the Team Wizard: Allows easy creation and setup of a team. Wizard takes the user through a step by step process to create players for the team.

2.3 Load Team From Main Form: A team can be loaded from the main form. User can load their team into the program from a .ctt file.

2.4 New Scenario: Creates a new scenario. Users can create a new scenario discarding the current scenario.

3. Help

3.1 Help: A Help file to help the user understand and use this program.

Usage Tasks

Tasks that fall under usage tasks are tasks that allows the user to create scenarios and play them back.

3. Player Tasks

3.1 Place Player: Users are able to place players from the current team onto the field.

3.2 Add Behaviour: Users are able to specify behaviours players perform over a certain amount of time in seconds.

3.3 Optional Paths for Players: Users are able to create optional paths for players to take during play.

4. Demonstration Tasks

4.1 Step Through Frames: User can step to a point of the animation and play from that point.

4.2 Zoom and Follow Player: Users can zoom in on a particular player and then optionally follow them as they move about the field.

4.3 Play Animation: User can play back animation choosing which paths to take if multiple choices occur.