\NewObject Mission Statement

To create and provide a piece of open source software that will assist the coach of a sports team to create play sanarios. 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 (perhaps stand-alone?).

•Record team details, such as players names and stats.

Use Case: Open the application:
Description: Coaches may either open the application by running the executable itself or running one of the save files.
Actors: Coach
Assumptions: None
Steps:
1.Coach Double Clicks on executable and program starts.
<div align="center">OR</div>

1.Coach Double Clicks on save from created from executable.
2.Program loads with information from save file already present.

Use Case: Create a player.
Description: Coaches can create either a blank player and add information, or use one of the template players.
Actors: Coach
Assumptions: Application is open.
Steps:
1.Coach Clicks on the Create Player button.
2.A window pops up with templates and Coach chooses blank player.
3.Coach fills in players name (only thing in blank player) and optionally creates other fields related to the player, for example, the players position in the team.
<div align="center">OR</div>

2.A window pops up with templates and the Coach chooses a non-blank template.
3.Coach fills in the required fields for the specific template (templates will relate to different sports) and optionally creates other fields related to the player.

Use Case: Place player on field.
Description: Coaches can selected a created player and place it on the field at frame zero.
Actors: Coach
Assumptions: A player is created.
Steps:
1.Coach selects the player they wish to place from a dropdown of availible players.
2.Coach drags and drops the player to where they want on the field.
Exceptions: The program is in a state where frame zero isnt selected. Players cannot be placed at this point.

Use Case: Create frame.
Description: Coaches can create another frame to allow the players to move over them.
Actors: Coach
Assumptions: Application is open
Steps:
1.Coach clicks on the Create frame button. Frame is inserted.

Use Case: Move/Dont Move players over frames.
Description: Coaches are able to move players over created frames, assuming enough created.
Actors: Coach
Assumptions: Sufficient frames have been created.
Steps:
1.Coach right clicks on player on active frame and gets a menu.
1.Menu Items: Move player over 1,2,3,4,5 frames.
1.Coach selectes one of the above menu items and then left clicks somewhere else on the field.
2.Player will move to that position gradually over the amount of frames specified.
2.Menu Items: Move player over X frames.
1.Coach selected this menu option then enters a number into the popup box to signal how many frames they want the player to move over.
2.Coach left clicks somewhere else on field and player will move to that position gradually over the amount of frames specified.
3.Menu Items: Remove players movements.
1.The above option will only be availible if a player was instructed to START moving at this position.
1.Coach selects this and movement applied to this player is canceled.
4.Menu Items: Stand by for 1,2,3,4,5 frames
1.Coach selects one of the above menu items and player will stay in the position it is for the appropriate amount of frames.
5.Menu Items: Stand by for X frames.
1.Coach selected this menu option then enters a number into the popup box to signal how many frames they want the player to stay still for.

Use Case: Play-back.
Description: Coaches can play back an animation of their play that they created.
Actors: Coach
Assumptions: Something has been created.
Steps:
1.Coach hits the play button and the animation will begin from the current frame.
<div align="center">OR</div>
1.Coach right clicks play button and selects 'play from start' and animation will begin from the first frame.

Use Case: Loading/Saving some stuff...

Use Case: Creating a stand alone movie.
Description: Coaches can create a standalone movie from the play that they have created so that it can be demonstrated without the Coaching Tool installed.
Actors: Coach
Assumption: Something has been created.
Steps:
1.Coach right clicks on play button and selected 'play and export' and animation will begin from the first frame and create a movie file of what is seen.