

Scouting Analyzer Velocity Vortex App by Neha Parmar



iOS App User Manual

Version 1.1

2016 Release for FTC Competition Velocity Vortex 2016-2017

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by Neha Parmar



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1. Introduction

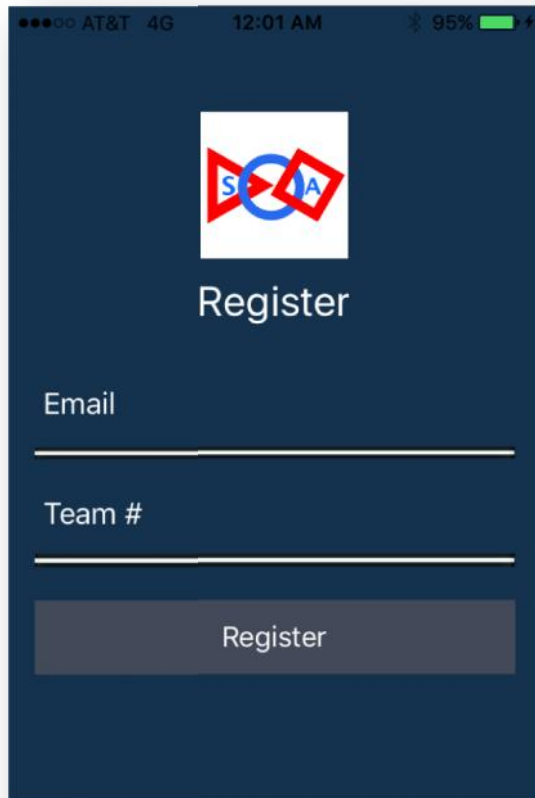
Scouting Analyzer is an IOS App for the FTC Robotics Velocity Vortex game. The App stores data entered on a central web server and allows user to retrieve entered information. It also allows users to share the data and recommendations with their own team. This is a secure app where users can only view information entered by their team. The APP also performs analytics on data and recommends the best fit team for various user selected parameters for FTC robotics Velocity Vortex competition.

Salient features:

- Data is shared instantly within your team and is synchronized between the Scouting Analyzer Velocity Vortex App or website similar to how Apple iCloud works.
- Users can enter new Pitt Scouting data (Autonomous and TeleOp) and Retrieve/Edit existing Pitt Scouting data
- Users can enter new Match Scouting data for 4 teams simultaneously (Autonomous and TeleOp) and Retrieve/Edit existing Match data
- Analyzes information and rank order teams by calculated score and filter by competition.
- Data for multiple competitions can be entered and all teams can be analyzed by competition and across all competitions.
- Retrieve team performance statistics in various categories by matches and competitions
- Find your best fit team by selecting various parameters.
- Register, Administer, and Manage your team members.

2. Register/Login

- First user needs to register, which allows user to identify assign unique id and the team for the App. Data is stored by your registered email.
- If you are the first person on the team that registers for the App you will be the ADMIN for the team (which can later be changed by going to ADMIN page).
- There can be more than one Admin per team.
- Admin user approves/denies new app user request for the team. This is important security feature, as data will be shared among team members only. Future versions of App will allow sharing of Pitt/Match Scouting data across different teams. (Similar to Facebook post sharing with your friends).
- Admin user can make other users Admin please see details on Admin functionality in the Admin section.
- **Usage:** Enter your valid email id and team #. If team already has Admin your request will be sent to Admin for approval.



a. **iOS App**

Need to register only once after you have downloaded the App. App remembers your team and email id. If you have reinstalled App then you will need to register again although you can use the same email id.

b. **Website**

If you have not already registered using iOS App then you need to register first time. Once registered every time you visit website you need to login.

3. Create Team

- Only Admin user can create team. This needs to be created only once. Team # and Team Name once created cannot be changed.
- Regular users requesting access to the App need to only enter their email id and Team #.
- All data entered by the team will be associated with Team name and Team # entered on this screen.
- **Usage:** Enter your valid email id and team # and Team name (only for Admin)

4. Create Competition

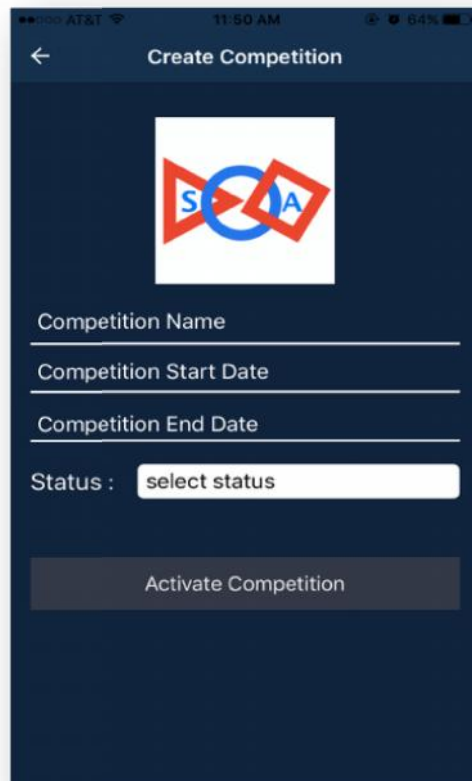
- Only Admin users can create competition. You need to create competition once and give start and end date.
- Competition name must be unique for each competition.
- In case for similar competition name, suffix current date after competition name.
- Competition name will be automatically assigned for all Pitt and Match Scouting data entered between start and end date of the competition. This eliminates need to enter competition name by each team member and also on each scouting data entry thereby maintaining data integrity.
- Data can not be entered after the competition end date. In case you need to update data you will have to reactivate the competition from the Admin window.
- Status of Competition is either Activate/Deactivate. If the competition status is Deactive, App will not allow user to enter the data for Pit or Match Scouting.
- **Usage:** Enter valid competition name, start date and end date. Typical start date is today's date. Start and End date can be same date.

a. iOS App

Competition created by Admin will be used by all users of the team.

b. Website

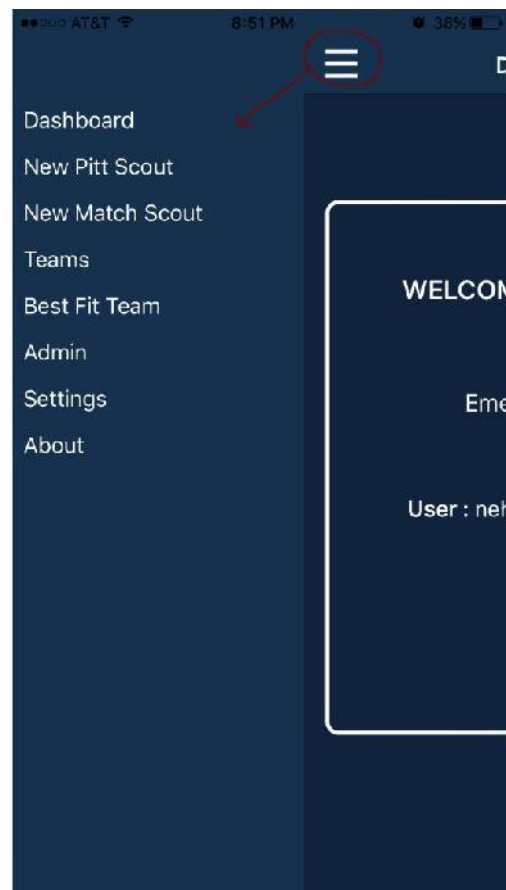
Competition once created on iOS App need not be created again on website.
Competition can be created either on iOS App or website



The screenshot shows a mobile app interface for creating a competition. At the top, there's a status bar with 'AT&T', '11:50 AM', and '64%'. Below that is a dark blue header with a back arrow and the title 'Create Competition'. The main area has a white square with a logo featuring a red 'S' and a blue 'A' with arrows. Below the logo are four input fields: 'Competition Name', 'Competition Start Date', 'Competition End Date', and 'Status : select status'. At the bottom is a dark blue button labeled 'Activate Competition'.

5. Dashboard and Menu

- Dashboard is home screen with information about your team and registered email
- Menu allows you to navigate the App
- New Pitt Scout Menu allows you to enter new Pitt data. To edit existing Pitt Scouting data you will have to navigate to Teams first and then hit Stats. At the bottom of Stats page you will find Pitt Scout button which will help you navigate to edit screen.
- New Match Scout Menu allows you to enter new Match Scout data. To edit existing Match Scouting data you will have to navigate to Teams first and then hit Stats. At the bottom of Stats page you will find Match Scout button which will help you navigate to edit screen.
- Teams Menu takes you to all Statistics Page for all Teams.
- Best Fit Team Menu takes you to various different selections. Allows you to rank order and select teams that meet your criteria (Best Autonomous, Beacons, etc)



6. New Pitt Scout

- New Pitt Scout screen allows you to enter Pitt Scouting data. Data can be edited by navigating to Menu -> Teams -> Stats -> Pitt Scout.
- Enter team # and team name of the team for which you are entering Pitt Scout data.
- Hit “Y” to Autonomous to select and enter Autonomous capabilities for the team.
- Default Autonomus is ‘N’ for no, so all fields in Autonomous section will be disabled.
- Maximum number of beacons that can be selected are 4, as per Velocity Vortex FTC Game manual. Beacons counter will not increment beyond 4. Once data is entered hit Submit to save.
- After data is saved it is instantly available to anybody on your team’s registered iOS device or website.

The screenshot shows the 'Pitt Scouting' app interface on an iPhone. The status bar at the top indicates AT&T service, 11:15 PM, and 26% battery. The app has a dark blue background with white text and buttons. The title 'Pitt Scouting' is at the top center. Below it are two input fields: 'Team#' and 'Team Name'. The 'Autonomous' section has a toggle switch set to 'Y'. Below that are three buttons for 'Park In' (Center, Corner, None), 'Parked' (Partially, Fully, None), and 'Beacons' (0). The 'Cap Ball On Floor' section has a toggle switch set to 'Y'. The 'Particle Score' section has two buttons for 'Center' (0) and 'Corner' (0). The 'Tele Op:' section has a 'Beacons' button (0) and a 'Particle Score' button (0). A large 'Submit' button is at the bottom.

Field	Value
Team#	
Team Name	
Autonomous	Y
Park In	Center
Parked	Partially
Beacons	0
Cap Ball On Floor	Y
Particle Score: Center	0
Particle Score: Corner	0
Tele Op: Beacons	0
Tele Op: Particle Score: Center	0

7. New Match Scout

- New Match Scout screen allows you to enter Match Scouting data.
- Enter Match # (need not correspond to official match# but I recommend to use the same match# to edit and tally with official scores.
- Data can be edited by navigating to Menu -> Teams -> Stats -> Match Scout.
- Enter team # and team name of the team for red and blue alliance.
- You can enter Match Scouting data for up to 4 teams simultaneously. At minimum one team should be entered other 3 can remain blank.
- Hit “Y” to Autonomous to select and enter Autonomous capabilities for the team.
- Maximum number of beacons that can be selected are 4, as per Velocity Vortex FTC Game manual. Beacons counter will not increment beyond 4.
- Once data is entered hit Submit to save.
- After data is saved it is instantly available to anybody on your team’s registered iOS device or web.

AT&T 11:18 PM 22%

New Match Scout

Match # Match #

Red Alliance Score : Score

Blue Alliance Score : Score

Red 1 Red 2 Blue 1 Blue 2

Team# Team Name

Autonomous: ☐ Y ☒ N

Park In ☐ Center ☐ Corner ☒ None

Parked ☐ Partially ☐ Fully ☒ None

Beacons - 0 +

Cap Ball On Floor ☐ Y ☒ N

Particle Score:

Center - 0 +

Submit

●●○○ AT&T 11:18 PM 22%

☰

New Match Scout

Match #

Match #

Red Alliance Score :

Score

Blue Alliance Score :

Score

Red 1

Red 2

Blue 1

Blue 2

Corner

- 0 +

Tele Op:

Beacons

- 0 +

Particle Score

Center

- 0 +

Corner

- 0 +

Cap Ball Raised

<30 in

>30 in

None

Cap Ball in Center Vortex

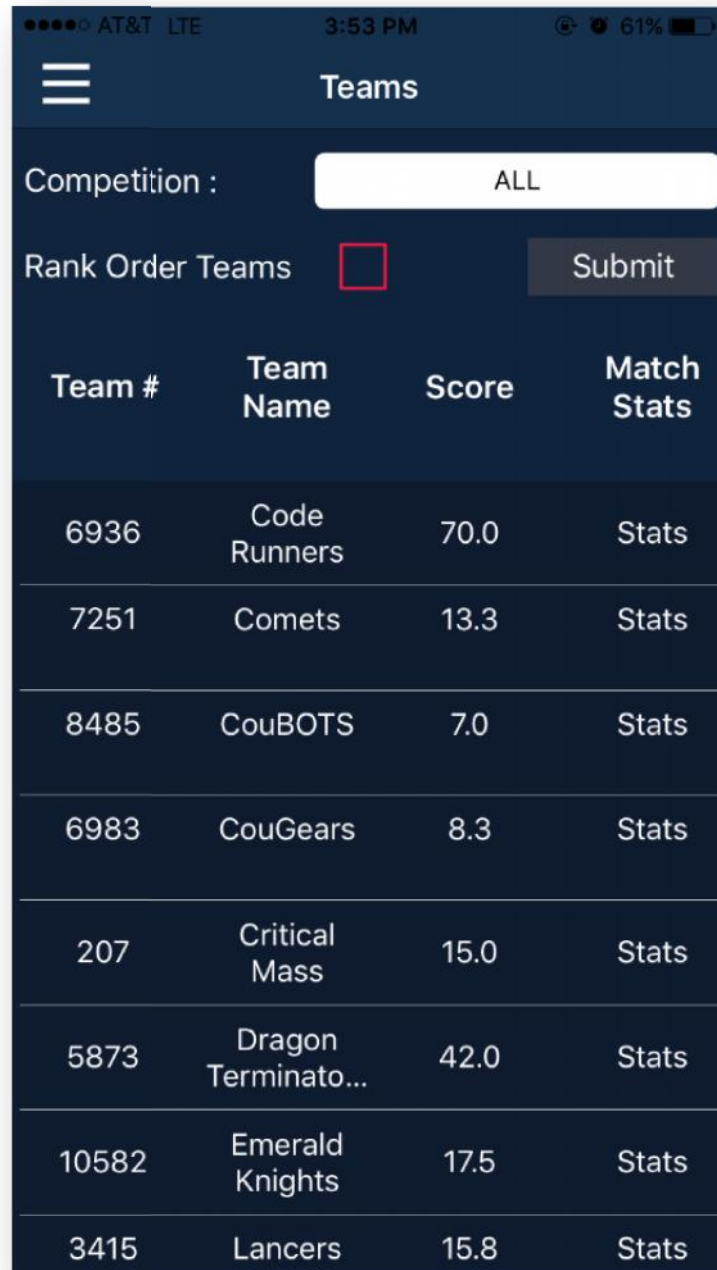
Y

N

Submit

8. Teams

- Allows user to view average score of each team and rank order.
- By default stats are aggregated over all competitions. Competition name is selected as "ALL" by default. When user selects Competition name aggregated stats for only that competition will be computed and displayed for the teams.
- Clicking on Match Stats, it will take you to statistics page for the match. Once you click "Stats", a pop-up menu will allow you to select particular match # and get to stats for that match.



Team #	Team Name	Score	Match Stats
6936	Code Runners	70.0	Stats
7251	Comets	13.3	Stats
8485	CouBOTS	7.0	Stats
6983	CouGears	8.3	Stats
207	Critical Mass	15.0	Stats
5873	Dragon Terminato...	42.0	Stats
10582	Emerald Knights	17.5	Stats
3415	Lancers	15.8	Stats

9. Team Stats

- Allows to view Team stats across all matches for the competition. Stats for particular competition for that Team can be selected by selecting competition name from drop down scroll bar.
- List percentage scores in each of the scoring category along with % lost connection stats

The screenshot shows a mobile application interface for viewing team statistics. At the top, the status bar displays 'AT&T', signal strength, time '11:56 PM', and battery level '61%'. The app header has a back arrow and the title 'Emerald Knights'. Below the header, there are three input fields: 'Team #' with value '10582', 'Team Name' with value 'Emerald Knights', and 'Competition' with value 'Scary Sunday'. The main content area displays a list of statistics for the 'Autonomous' category, followed by a horizontal separator and statistics for the 'Tele Op' category. Each category has a header row with the category name and a '%' symbol, followed by several rows of specific statistics and their corresponding percentage values.

Team # :	10582
Team Name:	Emerald Knights
Competition:	Scary Sunday
Autonomous :	%
Autonomous	100.0
Parks - Center	50.0
Parks - Corner	0.0
Matches Beacons - Claimed	0.0
Beacons Claimed	0.0
Cap - Ball on Floor	50.0
<hr/>	
Tele Op	%
Matches Beacons - Claimed	50.0
Beacons - Claimed	12.5

●●○○ AT&T 11:57 PM 61%

← Emerald Knights

Team # :

10582

Team Name:

Emerald Knights

Competition:

Scary Sunday

Tele Op	%
Matches Beacons - Claimed	50.0
Beacons - Claimed	12.5
Cap Ball Raised	0.0
Cap Ball Center Vortex	0.0
Average Auto Score	12.5
Average TeleOp Score	5.0
Average Total Score	17.5

Pit Scout

Match Scout

10. Edit Pitt Scout

- From menu navigate to Teams -> Stats -> and then click Pit Scout button
- This will bring to edit Pit Scouting Page for that team (team is automatically selected based on which Stats button was selected corresponding to team on Teams Page.

6936 Code Runners

Autonomous: Y N

Park In Center Corner None

Parked Partially Fully None

Beacons - 0 +

Cap Ball On Floor Y N

Particle Score:

Center - 2 +

Corner - 0 +

Tele Op:

Beacons - 2 +

Particle Score

Center - 1 +

Submit

11. Edit Match Scout

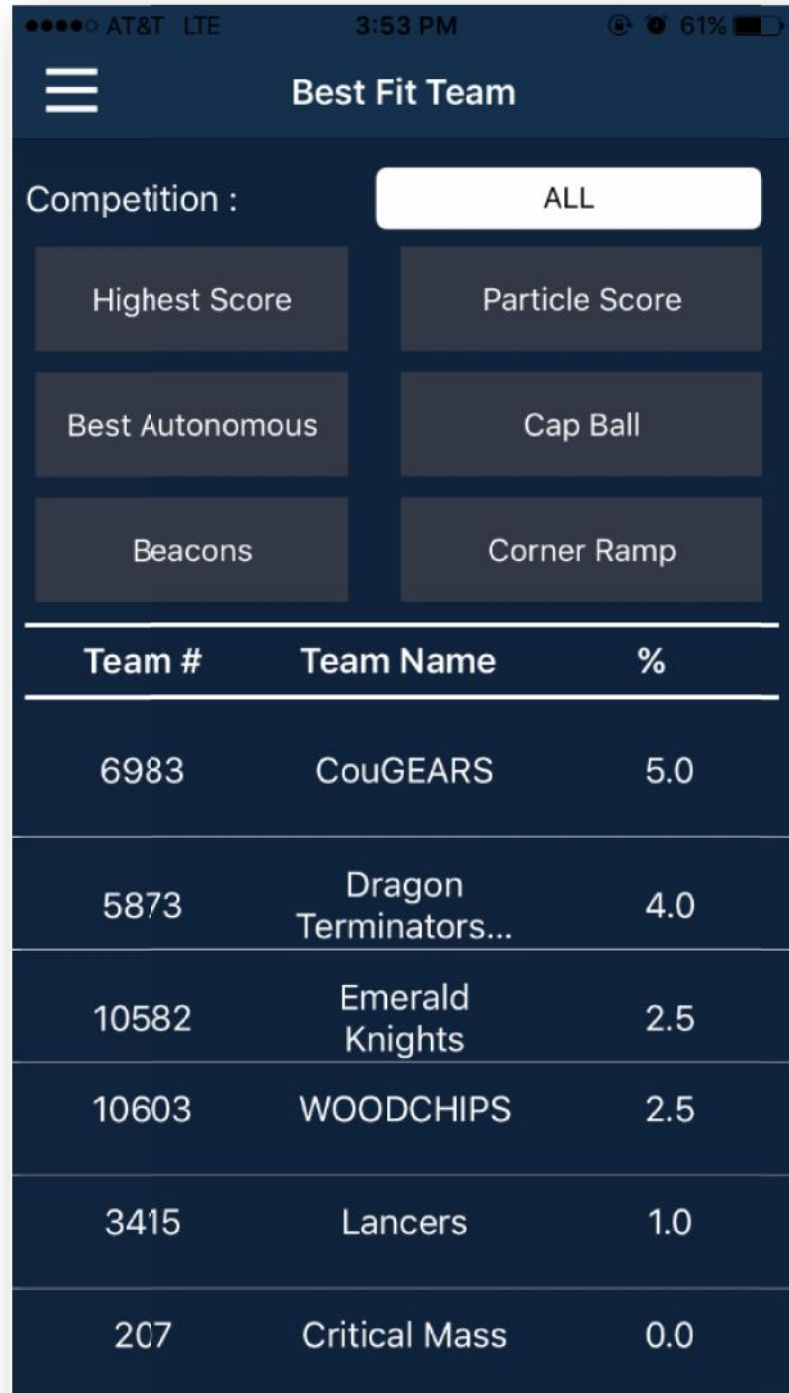
- From menu navigate to Teams -> Stats -> and then click Match Scout button
- This will bring to edit Match Scouting Page for that team (team is automatically selected based on which Stats button that was selected to corresponding team name on Teams Page.

The screenshot shows a mobile application interface titled "New Match Scout". At the top, there is a status bar with "AT&T", "11:57 PM", and "60%". Below the title bar, there is a hamburger menu icon on the left. The form contains the following fields and controls:

- Match #**: A text input field containing the number "3".
- Red Alliance Score :** A label followed by a "Score" button.
- Blue Alliance Score :** A label followed by a "Score" button.
- Red 1**, **Red 2**, **Blue 1**, **Blue 2**: Four buttons arranged horizontally, with "Red 1" and "Red 2" highlighted in red.
- Team #**: A text input field.
- Team Name**: A text input field.
- Autonomous:** A label followed by "Y" and "N" buttons.
- Park In**: A label followed by "Center", "Corner", and "None" buttons.
- Parked**: A label followed by "Partially", "Fully", and "None" buttons.
- Beacons**: A label followed by a numeric input field with "-" and "+" buttons, showing the value "0".
- Cap Ball On Floor**: A label followed by "Y" and "N" buttons.
- Particle Score:** A label followed by a numeric input field with "-" and "+" buttons, showing the value "0".
- Center**: A label below the Particle Score input field.
- Submit**: A large button at the bottom of the form.

12. Best Fit Team

- Best Fit Team Menu allows to select Best team that has “Best Hang”, “Best Autonomous”, “Highest Individual Score”, “Highest Particle Score”, “Cap Ball” – highest Cap Ball Score, “Beacons” – highest score on beacons, “Corner Ramp” – highest score of particles on corner ramp.
- Best Fit Team can be found by Competition or across all competitions.

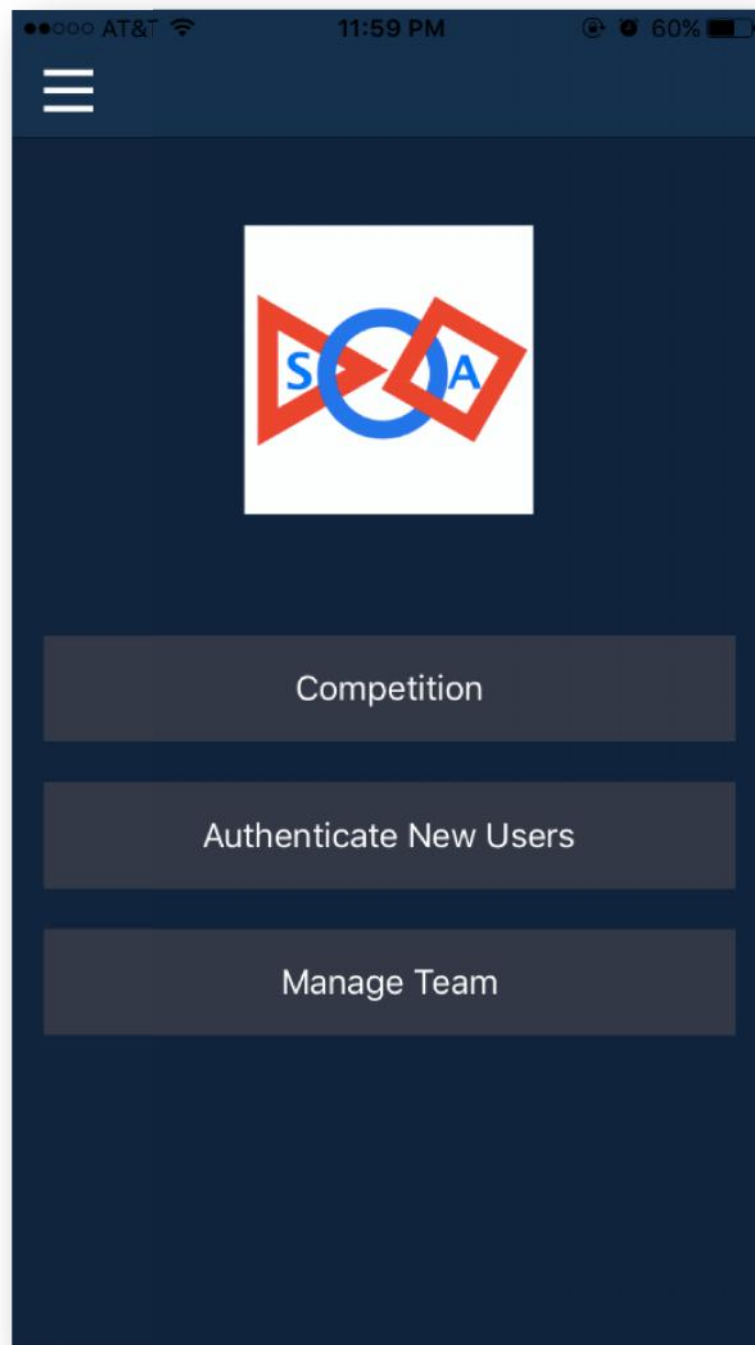


The screenshot shows a mobile application interface titled "Best Fit Team". At the top, there is a status bar with "AT&T LTE", "3:53 PM", and "61%". Below the title, there is a "Competition :" label and a dropdown menu currently set to "ALL". Underneath, there are six buttons arranged in a 3x2 grid: "Highest Score", "Particle Score", "Best Autonomous", "Cap Ball", "Beads", and "Corner Ramp". Below these buttons is a table with three columns: "Team #", "Team Name", and "%". The table lists six teams: CouGEARS (5.0), Dragon Terminators... (4.0), Emerald Knights (2.5), WOODCHIPS (2.5), Lancers (1.0), and Critical Mass (0.0).

Team #	Team Name	%
6983	CouGEARS	5.0
5873	Dragon Terminators...	4.0
10582	Emerald Knights	2.5
10603	WOODCHIPS	2.5
3415	Lancers	1.0
207	Critical Mass	0.0

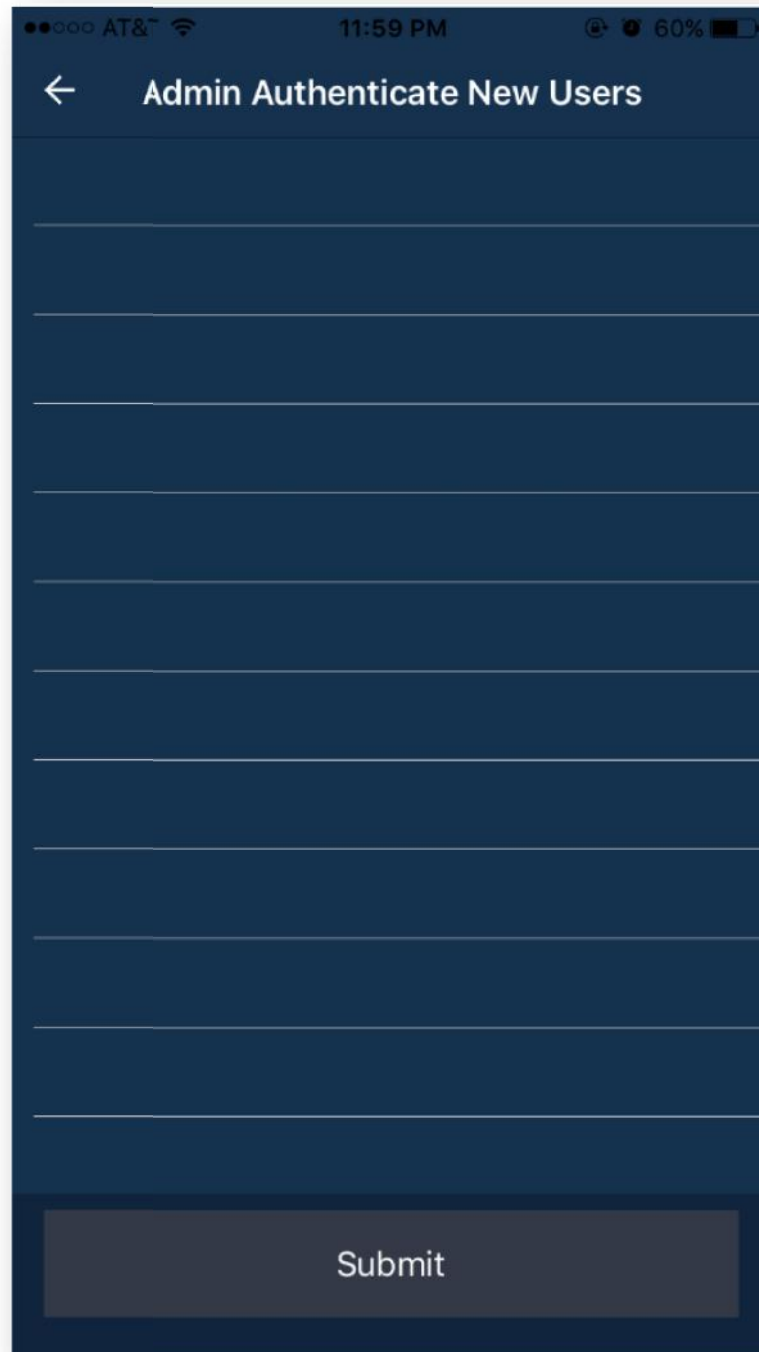
13. Admin

- Admin menu is available to Admin users only.
- Create new competition by clicking on create competition page
- Admin can approve, deny request to access App for your own team by clicking “Authenticate New Users “button.
- Admin can make other users Admin or remove selected user using menu “Manage Team”



14. **Authenticate New Users**

- Authenticate new users menu will allow or decline grant to new user.
- This menu allows to make other users in your team Admin.



A screenshot of a mobile application interface. At the top, the status bar shows 'AT&T', signal strength, Wi-Fi, time '11:59 PM', and battery '60%'. Below the status bar is a dark blue header with a white back arrow icon on the left and the text 'Admin Authenticate New Users' in white. The main content area is a dark blue rectangle with ten horizontal white lines, serving as a list or form. At the bottom of the screen is a dark gray rectangular button with the word 'Submit' in white text.

15. Manage Team

- Allows to make selected members of your team to be Admin.
- Allows to remove any team members.

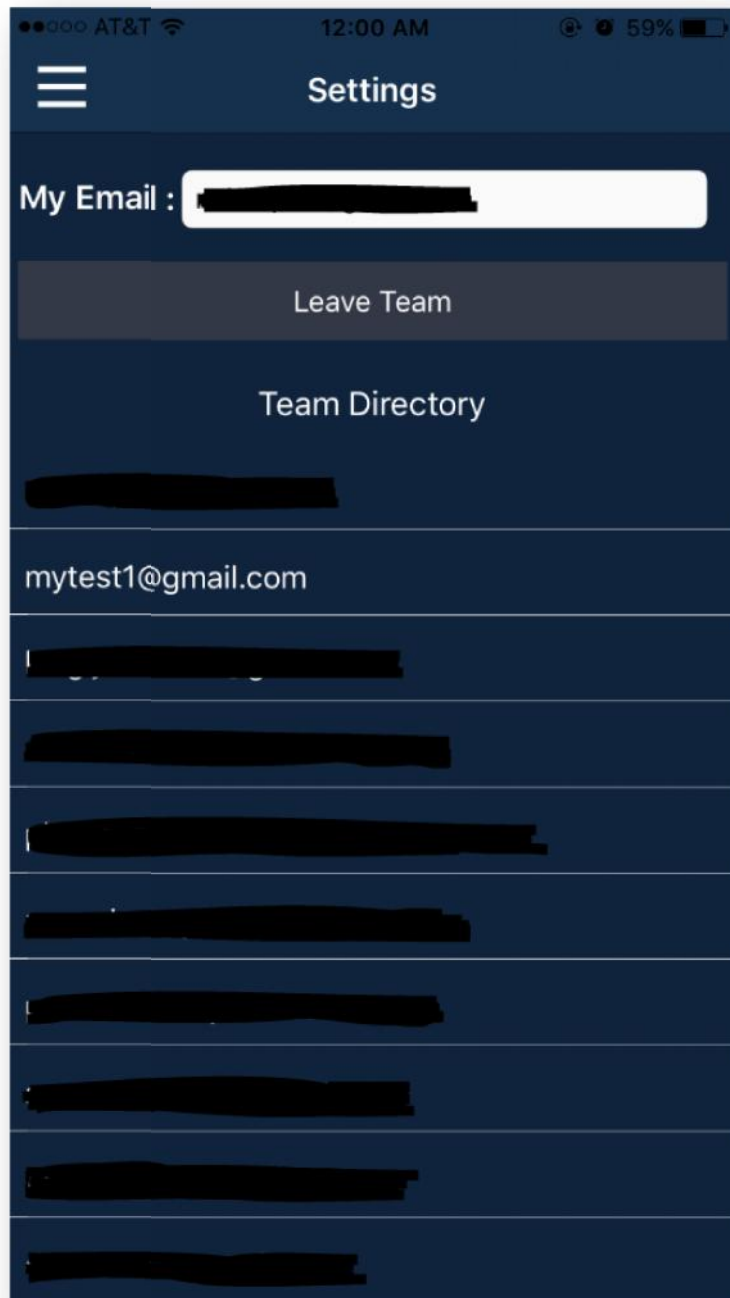
The screenshot shows a mobile application interface for managing a team. At the top, the status bar displays 'AT&T', signal strength, time '11:59 PM', and battery level '59%'. The app's header is dark blue with a back arrow on the left and the title 'Manage Team' in the center. Below the header is a section titled 'Team Members' with a horizontal line separator. This section contains a list of team members, each represented by a dark blue row with a white email address on the left and a red square checkbox on the right. The first email address is 'mytest1@gmail.com', while the others are redacted with black bars. Below the list of members are two additional rows, each with a white text label on the left and a red square checkbox on the right. The first row is labeled 'Make Selected Member Admin' and the second is labeled 'Remove Selected Member(s) off team'. At the bottom of the screen is a large, dark grey rectangular button with the word 'Submit' in white text.

Team Members	
mytest1@gmail.com	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
[Redacted]	<input type="checkbox"/>
Make Selected Member Admin	<input type="checkbox"/>
Remove Selected Member(s) off team	<input type="checkbox"/>

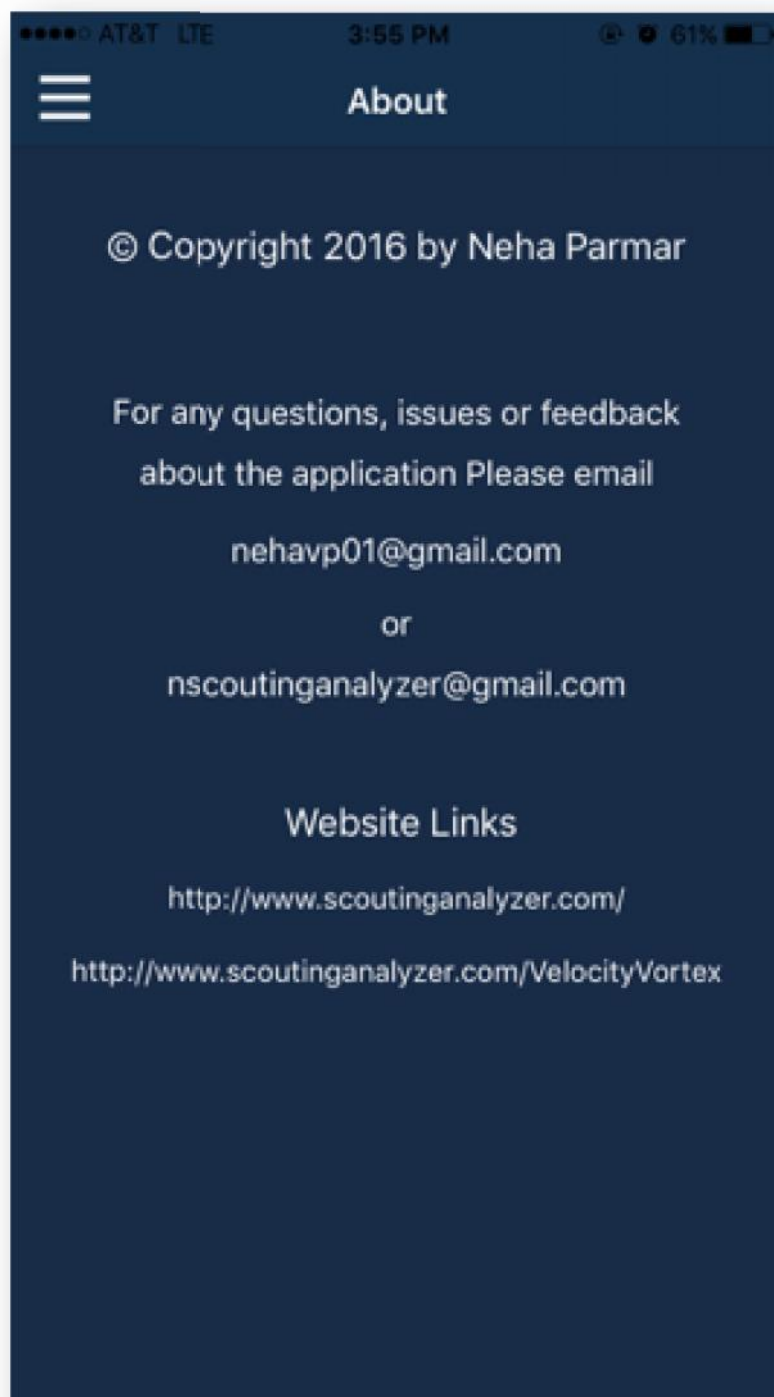
Submit

16. Settings -> Leave Team

- If user or Admin would like to voluntarily leave team and join new team click "Leave team" button.



17. About Screen Shot



18. iOS App at iTunes Store

- To download iOS App please go to iTunes Store <https://appsto.re/us/WmMxeb.i>

Scouting Analyzer ResQ

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By Neha Parmar

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Free

Category: Utilities
Released: Sep 05, 2016
Version: 1.1
Size: 2.5 MB
Language: English
Seller: Neha Parmar
© 2016 Neha Parmar
Rated 4+

Compatibility: Requires iOS 8.4 or later. Compatible with iPhone, iPad, and iPod touch.

Customer Ratings

We have not received enough ratings to display an average for the current version of this application.

Description

Scouting App that stores data on a central server, retrieves information, performs analytics, and recommends best fit team for various user selected parameters for FTC robotics competitions. This app is for the ResQ game.

Features:

- Data is shared instantly within your team.
- You can enter new Pitt Scouting data (Autonomous and TeleOp) and Retrieve/Edit existing Pitt data
- You can enter new Match Scouting data for 4 teams simultaneously(Autonomous and TeleOp) and Retrieve/Edit existing Match data
- Analyzed information and rank order teams by calculated score and filter by competition.
- Data for multiple competitions can be entered and also all teams can be analyzed by competition and across all competitions.
- Retrieve team performance statistics in various categories by matches and competitions
- Find your best fit team by selecting various parameters.
- Register, Administer, and Manage your team members.

[Scouting Analyzer ResQ Support](#)

iPhone Screenshots

