



DRUPAL TRAINING PLAYER MANAGEMENT

Link Development

After completing this task, you should be able to know:

- Explore Drupal database and files structure
- Working with content types, taxonomies entity references from backend
- Create content types programmatically
- Working with users, roles and permissions
- Implement different hooks
- Working with Form APIs
- Working with views
- How to override default templates
- Override views templates
- Working with features and config management
- Create your own schema
- Working with APIs
- Working with custom blocks
- Handle Ajax
- Create custom configuration page
- Working with Paragraphs
- Understand how to manage SEO
- Understanding and working with workflow
- Working with Plugins
- How to manage localization
- Understanding and working with webforms
- Understanding and working with queues and events
- Understanding Drupal vs Drush console
- How to manage Drupal upgrade

Overview:

Each federation should register their players to different competitions, players should be approved/rejected by competition admin user. All payers approved should be listed in competition details page, and manage blogs related with competitions using workflows.

Main users:

- Competition admin
- Federation admin
- IHF Editor
- Blog editor
- Blog publisher

Player Club instance:

Field	Type	Comments
Title	Text	
* Club name	Select	Content reference from club content type
* Current club	Text list	Yes/No

Content Type Player:

Field	Type	Comments
* Full name	Text	
* DOB	Date	Shouldn't be more than today, and should be more than 14 years old
* Gender	Text list	
* Player image	Image	5MB , allowed format jpg and png
* Position	Text list	
* Federation	Taxonomy Reference	Single select
* Club	Content reference	Club should be assigned to the selected federation

Each player can be assigned for multiple clubs, however only one club should be the current club.

Player Instance Form:

Field	Type	Comments
* Title	Text	
* Competition	select	Should be auto selected and disabled
* Player	select	Should be auto selected and disabled
* Status	Select list	Pending confirmation/pending approval/approved

Content Type Club:

Field	Type	Comments
* Title	Text	
* Federation	Taxonomy reference	Single select
Logo	Image	5MB , allowed format jpg and png
* City	Taxonomy reference	Should be filtered by federation

Competition Type Competition:

Field	Type	Comments
* Title	Text	
Logo	Image	5MB , allowed format jpg and png
* Start date	Date	
* End date	Date	Should be more than today's date
* Deadline	Date	
* Teams	Taxonomy reference	Participated federations

Register player to competition (front end form).

When federation user login to the system, should redirect the competitions listing only assigned to, and register their players per competition.

When add/edit player if club changed should mark the old club as not the current club

Each added player should be pending confirmation, then do a bulk player submit to review from competition admin. Players new status should pending approval.

When submit all players, an email should be sent to competition admin users and email addresses added in configuration page if exists.

Whenever players are pending confirmation from federation side, the federation can edit and delete players. Once players are submitted no action anymore.

Should redirect to all players listing page when reach max players allowed per competition, and can filter by name, club, gender, position.

Federation should submit their players before the deadline. If deadline missed no actions any more from federation side

Player Registration Form:

Field	Type	Comments
Search player	Auto complete	Search for player if exist, autofill the form, otherwise create a new player.
* Full name	Text	
* DOB	Date	Should be before today's date and player more than 14 years old
* Gender	Text list	
Player Image	Managed file	5MB , allowed format jpg and png
* Position	Text list	
* Federation	Select list	Auto select based on the current user/ in case of competition admin, based on the selected federation
* Club	Select list	

When add players to competition make sure not to duplicate players in our database, and create instances per competition.

Competition admin - Approve players (through frontend)

When competition admin user login, should redirect to all federations page, select federation then redirect to all competitions related to selected federation, then view all players.

Competition admin user, should edit/delete and add players anytime. Should take action to approve players as bulk action. And reject player by player.

When player is rejected redirect to a form to add rejection reason and send email to federation users with rejection reason.

Incase of approval send mail approval to federation users and emails in the configuration form.

Create global configuration page:

Editor should add the max number of players should be submitted, and emails who can be notified when players submitted and approved.

Field	Type	Comments
* Max number of players	number	Should be more than 0
Emails	Text area	Allow multiple emails, should be valid emails
Default image	Managed file	5MB, allowed types: jpg and png

Editor User:

When editor user log in, should have CRUD operation access with filters and pagination for the following: (using Drupal views)

- All clubs
- All players
- All competitions
- Taxonomies
- Access to all logs with filtration and pagination (custom)
- Create users

Field	Type	Comments
* User name	text	
* Email	email	Valid email
* Role	Select list	Federation or competition admin
* Federation	Taxonomy reference	Show federation if select role is federation

Send verification email when create new user.

Clubs listing front end (use Drupal views)

- Anonymous users should view all published clubs in the system, and filter by name and federation.
- Each club should redirect to its details page (override default template)

Competitions listing:

- Show all published competitions in the system.
- Each competition should redirect to details page
 - Show competition details
 - Block to show latest 10 players approved and link show all players

Create logs:

System should have the following logs

- Players submission by federation and approval
- Track emails sent

Cron jobs:

- Send reminder emails to federation users who are registered in competition, 24h before the deadline

APIs:

Create APIs for the following:

- User login
- Get all players for only logged in users
- Get all clubs for anonymous user
- Create new player

Manage Blogs:

Blog editor to create new blog, which should be pending review on IHF editor to approve or reject, in case of approval should be pending on publisher by blog publisher. In case of rejection by IHF editor the blog should return back to blog editor.

Each blog should include the following:

Field	Type	Comments
* Hero Image	Image	
* Author name	Field reference	
* Blog	Paragraph	Paragraph image with text
* Gallery	Paragraph	Paragraph should include (check here as ex.) <ul style="list-style-type: none"> • Gallery name • Gallery thumbnail • Gallery date • Gallery images (reference to paragraph) <ul style="list-style-type: none"> ○ Media type (image/video) ○ Media

Contact us:

System should have a contact us form and send email for each submission to admin. Admin should have an access to list of the submissions.

Field	Type	Comments
* Email	Email	
* Name	textfield	
* Feedback Type	Taxonomy reference	Complain, feedback, suggestion
* Feedback Title	textfield	
* Feedback Message	Rich text	

Newsletter:

System should have a newsletter, admin can view list of users who subscribed and send newsletter from the backend. An email should be sent to user to confirm his subscription, and user can unsubscribe as well.

Field	Type	Comments
* Title of newsletter	Textfield	
* Newsletter body	Rich text editor	

Note: The system should support localization for backend and frontend.

Note: After finishing the above, should be deployed on different environment to manage database migrations.