

*myCurlingCoach
Application Ver2.0*

by

Mco App Design



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myCurlingCoach Version

This users's guide covers the following versions of myCurlingCoach iPad application;

iOS 7 Version 1.1

- Improved data base.
- Added team & player statistics details

iOS 7 Version 1.2

- Added Draw & Hits Shot selection.
- Added player statistics details
- Improved player info input

Version 1.2 of the user guide essentially the same as Ver1.1 but with addition of the documentation for the “Draw & Hits Shot Selection” section and modifications to the players statistics display.

iOS8 Version 2.0 of the user guide contains updates with respect to upgrading myCurlingCoach for iOS8.

- Upgraded for iOS8 support
- Updated popover functionality for iOS8
- Improved error messaging functionality for iOS8
- UI improvements and bug fixes
- Increased size of curling stone
- Improved Game Info input
- Added end selection for game playback

1. Introduction

The myCurling coach iPad application is used by curling coaches to;

- Collect statistics on all stones thrown in games by players.
- Discuss strategy by placing stones on the curling surface.
- Discuss the game strategy by playing back a recorded game.
- Record and playback a game to illustrate specific strategies for training purposes.
- No need to reverse the placement of the curling stones when recording stone in either the far or near houses.
- Use iPad camera to take a picture and associate with a player's recorded stones.

The database for myCurlingCoach is structured such that each player has is a series of games, where each game consists of a series of ends where the following stone information is recorded for all stones played in each end of a game.

- Player's name
- Stone number & color
- Stone type of shot & hit score between -1 to 5
- Stone hit score reason & hit comment
- Stone position information used for playback of the recorded game

Using the player's names associated with all stones found in a game, myCurlingCoach is able to calculate the player's game and total statistics. Also included are histograms for the types of shots percentages and the hit reasons associated with the hit scores.

Included with myCurlingCoach's statistics are the "Hits & Draw" statistics and a capability of selecting which of the 15 type of shots are to be considered as a hit or draw when calculating the "Hits & Draw" statistics.

As all games are associated to a player's name, it is possible to create a grouping or series of game by adding a prefix to the player names. For example "Peter H practice" could be used to store all practice games for Peter H and track his progress while not affected his overall statistics.

1.1. myCurlingCoach Terminology

The following terminology is used throughout this user's guide to describe the actions and information displayed by the myCurlingCoach iPad application;

Controller - the iOS software used to present information, accepts user's input and is responsible for actions taken as the result of user's interactions with myCurlingCoach application.

Popover - the white or transparent box that appears with an left pointing arrow indicating the origin of the popover that contains either a message, alert or controller to input player information.

1.2. Standard iPad Gestures

The following standard iPad gestures are used for adding and deleting game, player information from the different lists found in the myCurling Coach application;

- "+" button is used when adding or moving player information.
- "Edit" button used to delete player or game information.
- Right to Left swipe can also be used for deleting player or game information.

1.3. iPad Views & Terminology

The myCurlingCoach iPad app contains two separate views, a left hand sided which is used for entering game, player information and recording their shot information. The second right hand side view is the playing or curling surface onto which the curling stones are placed. This is also used for either discussing strategy or viewing the playback of a recorded game.

As myCurlingCoach application permits rotations this application has two orientations, the portrait and landscape orientation which are defined as;

- Portrait orientation is when the home button is located either at the bottom or the top of iPad after rotation.
- Landscape orientation is when the home button is located either on the left or right of the iPad after rotation.

while the left or right home button positions are defined as;

- Left Home button - starting with home button at the bottom and rotating the iPad clockwise, the home button is found on the left side.
- Right Home button - starting with home button at the bottom and rotating the iPad counter clockwise, the home button is found on the right side.

The curling or playing surface refers to right side view of application onto which selected stone are placed and moved. This view appears in both the portrait and landscape orientations and can be scrolled up and down to view different regions of the curling house.

The normal split view controller used in iPad applications allows user to view the left side controller while the application is in the landscape orientation. However myCurlingCoach application does not allow viewing of the left-hand controller when iPad is in the portrait orientation in order to allow maximum viewing of the curling surface when playing back a recorded game or discussing strategy with players. Rotation of the iPad will place the house at either the top or the bottom of the view depending on which house is being displayed. The far house will appear at the top of the playing surface while the near house will be displayed at the bottom of the curling surface. After each rotation, the myCurling Coach application will maintain the present house location in the view by scrolling to the appropriate location while all placed stones will maintain their positions when moved between the near and far house views.

1.4. Adding & deleting Player Information

As there is not a specific section for adding players but can be added in any controller where the player's info is used. The following list outlines which sections can be used for adding, moving or deleting player's information;

- Game Info - Add valid game name to start game recording.
- Game Info - Delete game or stop recording of game.
- Player Info - Add new player to myCurlingCoach data base.
- Team & Player - Add and remove teams from myCurlingCoach data base.
- Team & Player - Add, remove or move players between teams.
- Team & Player - Add new player to myCurlingCoach data base.
- Game Statistics - Delete a game from myCurlingCoach data base.
- Player Statistics - Delete a player from myCurlingCoach data base.

1.5. Photo Library Access

As myCurlingCoach application can associate photos with player's stones when recording a game, access to the iPad's photo library is required. To enable access go to "Setting", "Privacy", "Photos" and add access to myCurlingCoach application.

If access is disabled, alerts are presented reminding user to enable access in order for myCurlingCoach to use the photo library.

1.5.1. myCurlingCoach Album

When myCurlingCoach scoring controller is started by selecting the "Scoring" button, access to the library is verified and if access is enabled a myCurlingCoach album is added to the iPad's photo library. This album is used to store any camera images created and added to a player's curling stone.

2. Getting Started

There are two modes of operation available with myCurlingCoach app;

- Scoring mode is used to enter player information, record games and view player statistics.
- Strategy mode is used to place rocks on the curling surface of myCurlingCoach app to illustrate and discuss various strategies.

2.1. Strategy Mode of Operation

The strategy mode of operation is used to discuss curling strategy either by placing stones onto the curling surface or playing back a recorded game on a shot by shot basis.

To use strategy mode the iPad must first be placed in the portrait orientation and selecting either the “Home Stone” or “Guest Stone” buttons to place the appropriate colors stone on the curling surface. Once placed on the curling surface, these stones can be moved to any position on the curling surface and to place stones closer to the hog line, the curling surface can be scroll up or down to find the hog line.

When playing back a game, selecting “Playback Stone” button will place the recorded player’s stones, one at a time, in the same order played during the game.

2.2. Scoring Mode of Operation

The scoring mode of operation is used to record a player’s stone information during a game. To use the scoring mode of operation the iPad must be first placed in the landscape orientation and selecting “Scoring” will display the scoring controller used for entering player and game information used to record player’s stones.

2.2.1. Starting a Game

All games must be associated with at least one player, irrespective of the player’s name and by default each game has a single unknown player associated with itself. In this fashion a coach can record a game using one unknown player’s stones to illustrate a specific game strategy for later discussion. When using the unknown player, myCurlingCoach app collects only statistics regarding the stone’s position, color and number such that these stones can be replayed when discussing the recorded game strategies.

To start a game the following steps are needed

- 1) Complete game info fields by first selecting “Game Info Section”. For more on entering game info see “Game Info” found below in the “Scoring Controller” section of this user guide.
- 2) Add the required number of players need needed for game or use default unknown player.
- 3) Add existing or new player along with their games stones to players added in “Player Info”. For more information on the player info refer to “Player Info” found below in the “Scoring Controller” section of this user guide.
- 4) Select the “Game Info” a second time once all the game and player information is completed,

When a game is started, the hit information controller replaces the scoring controller and is used to place the player’s stones on the curling surface and add the hit information for each of the played stones.

Once the game is started, the game listed in the game info section is automatically added to all the players game list and its statistics can be viewed using the “Player Management & Statistics” section of this user guide.

2.2.2. Adding & Deleting Players from Game

Using the “+” button at the top of the scoring controller, the required number of players can be added to the game by completing the player’s and stone info. For more on

entering player's information see "Player Info" found below in the "Scoring Controller" section.

Using the "Edit" button at the top of the scoring controller, players can be deleted from the game such that the game info is removed from the player's game list without affecting any of the other game associated with the player.

For more on deleting a player from a game see "Deleting Player information" found below in the "Scoring Controller" section of this user guide.

2.2.3. Scoring Player's Stones

After all the game and player information have been entered as outlined in the previous two section, selecting the "Game Info" presents the "Hit Information Controller" that is used to input the stone's hit information for each of the played stones.

As the hit information controller is only displayed while iPad is in the landscape orientation, the hit controller is displayed in the left side of the iPad while the curling surface is found in the right side view.

2.2.3.1. Adding Player's Stone

To place a stone on the curling surface, one of the colored stone views found in the hit information controller is selected and the appropriately colors stone is placed in the curling view. The stone can then be moved to its final location while adding the hit parameters that are to be associated with this placed stone.

When using an unknown player, myCurlingCoach does not collect any statistics regarding the stones placed except for the stone's position, color and number. As a result the hit information parameters are disable and can not be selected.

The order of the stones placed on the curling surface are determined by the order of the players entered into the player information section and selecting either of the colored stone views will automatically place the next stone in this order that is associated with the selected colored stone view.

For more information on the stone ordering see "Player Info" section in the "Scoring Controller" section of this user guide.

2.2.3.2. End information

By default when all the player stones have been placed on the curling surface, the end number will be automatically incremented to the next end after the end score has been entered.

By default a new game is started with the end number set to 1 but can be changed by selecting the "END" button that appears between the two colored stone views found in the hit information controller. When changing end numbers, any end that contains a stone will require the score for the end to be entered before the end is saved.

The end can be changed any time to another end number but once end has been saved, the saved end number can not be used a second time. The end that have been saved and can not be selected appear in a grayed box when the "Select Next End" popover appears.

2.2.3.3. Stopping a Game

A game recording is stopped by deleting the game from the "Game Info" section and selecting the "Stop xx Game" option presented. Selecting "Delete xx Game Data" will remove all data associated with the recorded game and is a destructive action from which there is no possibility of retrieving any deleted game information.

2.2.4. Playback Game

When viewing the game statistics, the selected game can be played back by selecting the “Playback Game” button that appears below the list of games. In order to maximize the playback view, the iPad needs to be rotated to the portrait mode at which time the game can be played back one stone at a time. A score board is added at the top of the view along with the name of the game to be played back and used to display the score as the ends are played back. Selecting the “Playback Stone” button will place the stones in the order they were played during the end and once all stones are placed on the curling surface, the score for the end will be added to the score board.

If any images are associated with a stone being placed on the curling surface, the selected image will appear in a popover view displayed in the top right corner. At this point, selecting the “Dismiss Image” button will remove the popover image which can be redisplayed by selecting the “Display Image” buttons that appears.

2.2.4.1. Stopping Game Playback

In order to stop the game playback, the iPad must first be rotated to the landscape orientation to view the game statistics view used to start the game playback. Selecting the “Stop Playback” button will stop the game playback.

2.2.4.2. Playback End Selection

In top left corner of the playback view is a “Playback End” button that can be used to select one of the ends recorded for immediate playback. All ends recorded in a game are displayed for selection where a grayed out boxed number indicates end numbers that are not available for playback. The clear boxed number is the end being presented while numbers that are not boxed are valid ends recorded in the selected game and can be selected for playback.

2.2.5. Player’s Statistics

The player management and statistics fields are used to view the following player’s statistics;

- Player Game Statistics
- Player’s Total Statistics
- Team Total Statistics

For more on player’s statistics see “Player Management & Statistics” section of this user guide.

2.2.5.1. Draw & Hits Selection

Associated with the all player’s statistics are the “Draw & Hit” scores which are calculated using the type of shots associated with the draw or hit groupings. These groupings are found in “Draw & Hits Selection” section that lists the type of shots associated with draw & hits grouping and can be used to modify the default setting.

For more on modifying these groupings see “Draw & Hits Selection” found below in the “Scoring Controller” section.

2.2.5.2. Players Statistics

The player statistics section presents a list of players from which selecting a player displays a list of selected player’s game. Selecting one of the player’s games will update the stats display with the selected game’s and player’s total statistics.

2.2.5.3. Game Statistics

The game statistics section displays a list of games from which selecting a game displays a list of the players associated with the selected game. Selecting one of the

game's players will update the stats display with the selected player's game and total statistics.

2.2.5.4. Team Statistics

The team statistics section presents a list of team from which selecting a team displays a list of the players associated with the selected team. Selecting one of the team players will update the stats display with the selected player's total statistics.

3. Curling Surface

The right handed view is the curling surface onto to which the player stones are placed and used for;

- Recording and scoring player's games stones.
- Discussing different game scenario by playing back recorded game.
- Discussing different scenarios and strategy by placing home or guest stone on the curling surface without having to enter any player or game information.

As myCurlingCoach application allows for rotation of the iPad there are two defined modes of operations, the portrait and landscape modes as outlined in the next two sections

3.1. Strategy Mode

Strategy mode is defined by the portrait orientation where the home button is either located either at the bottom or the top after rotation of iPad.

- Home button located at bottom - the far house is presented with the house at the top and the hog line is at the bottom of the of the scrollable view. To view the hog line the user has to scroll the view towards the bottom of the curling surface.
- Home button located at top - the near house is presented with the house at the bottom and the hog line is found at the top of the curling surface. To view the house the user has to scroll the view towards the top of the curling surface.

Strategy mode is used for playback mode or placing stone on curling surface taking advantage of the larger surface to display all stones. The hit information is hidden and can not be used while in portrait orientation and iPad must be rotated to either of the landscape modes to see and modify hit information.

3.2. Scoring Mode

Scoring mode is defined by the landscape orientation where the home button is located is either on the right of left after rotation of the iPad.

- Home button located at left - starting with home button at the bottom and rotating the iPad clockwise the home button is located at the left.
- Home button located at right - starting with home button at the bottom and rotating the iPad counter clockwise the home button is located at the right.

The scoring mode is used for recording game information or placing stone on curling surface. depending on the position of the home button, the near or far house is displayed in the following manner;

- Home button located at left - the far house is presented with the house at the top and the hog line at the bottom of the scrollable view. To view the hog line the user has to scroll the view towards the bottom.

- Home button located at right - near house is presented with the house at the bottom and the hog line is found at the top of the scrollable view. To view the house the user has to scroll the view towards the top.

The scoring mode is used to setup, the player, game information and to record a game and configure the hit information for each of the player's played stones once a game has been started.

4. Scoring Controller

The scoring controller is the view displayed on the left side when the iPad is placed in the landscape orientation and used to input all information needed to record game and player's information. Starting from the startup screen and selecting the "Scoring" button found at the top will present the scoring controller which is used to;

- Setup game information as name, club, date, stone colors used in a game.
- Setup shot selections to be used for the draw, hits statistics.
- Setup the player's information as name, club, and thrown stone color and numbers to use for a game.
- Setup a pre-recorded game to discuss strategy at a later time with teams without having to enter valid player information.
- View player statistics for all the recording games.

4.1. Scoring Exit Buttons

A user can exit the myCurlingCoach application by selecting the "Exit" button and stop recording of all player and game information.

4.2. Editing Mode

The editing mode is used to add, move or delete player, game information by either selecting the "+" or "Edit" buttons as described in the next sections;

Selecting the "Done" button will remove the green "+" or the red "-" buttons displayed and stop the adding, moving or deletion editing of the player or game information.

4.2.1. Adding Editing Button

Selecting the "+" allows for the addition of player information by displaying a green "+" buttons in the player information section. Selecting the displayed green "+" button will add the default player information below the selected player.

The default player added is then selected to complete the player information as outlined in the the "Player Info" section.

4.2.2. Moving Editing Button

Selecting the "+" also display three small lines to the right of the player names which is used to move the player information and re-order the players found in the player information section. To reorder player information, dragging a selected player to the new position and releasing will change the order in which the players are listed and the order in which the player's stones are placed on the curling surface.

For more information concerning the ordering of player stones see the "Player Info" section of this document.

4.2.3. Delete Editing Button

Selecting the "Edit" button will display red "-" buttons in the game or player information sections. Selecting a player or game information will present user with a red "Delete" button that can be used to delete the selected information.

Instead of using the “Edit” button to delete either the player or game information, a right to left swiping of a selected player info or game info will also display the red “Delete” button that can be used to delete the selected player or game information.

4.3. Game Info

The “Game Info” section is used to setup the game information that contains the following elements;

- Game Name - by default the game name is set to “Unknown Game” and must be changed to record the statistics of the player’s thrown stones.
- Game Club - by default value N/A, is optional and not needed to record a game.
- Game Date - by default is set to date & time at which name has been changed by can be changed to any 30 minute interval.

A game can only be started to record player’s stones after a valid game name has been entered into the game info field. Once a game name has been added to the game info, selecting the game info will present the hit information controller that is used to place and score the player’s shots. The selected player’s stone are place on the ice surface on the right side while the left hand controller is used to enter the hit information for the places stones.

The hit information is enabled when stone are associated with a valid player name while stone numbers, color and position information are always recorded irrespective of the player names. When the player name associated with a stone is unknown, the hit information is disabled but the stone number, color and placement are recorded such that it can be replayed at a later date.

In this fashion, the coach can pre-record a game by providing valid game information, placing the stones on the curling surface and saving the game to be replayed at a later date.

4.3.1. Adding Game Information

Selecting the default game information presents the user with the game info popover that is used to enter the game name, game club and a date if not using the presented default values. The game name is required to start recording a game while the game club is optional and is set to N/A by default. By default, the game date & time is set to the time at which a valid game name is entered but can be changed to any 30 minute interval.

The game information is added automatically once the entered into the game name field without having to using the “return” key. Using the “Return” key after entering the game name will place the cursor in the game club name field to allow changes to the default game club name. By default, the game time is the 30 minute interval at when the game name is entered and can be changed at any time.

If user selects any area outside of the game info popover, the game info controller will insure a valid game name is entered and if game name is present will assume the default N/A club name and game time.

Once the game name has been entered, it can no be modified without having to delete the game info fields as described in the editing mode section.

4.3.2. Deleting Game Information

The myCurlingCoach application will record only one game at a time and deleting the exist game information will stop the recording of the players stones.

The entire game saved information can be later deleted as outlined in the “Player management Statistics” section.

4.3.3. Start recording a Game

Start the recording process by adding a name to the game info field. At minimum a game name is required to start the recording of thrown player stones while the game club information is optional and will be set to N/A automatically unless changed. There are the following two options for starting a game.

- Without any player information a game can be recorded for playback to discuss strategy but can not modify any of the hit information associated with the placed stones.
- With valid player information a game can be recorded for playback to discuss strategy and can modify any of the hit information for each player stone placed on the curling surface.

4.4. Rock Color & Number

The “Rock Color & Numbers” section is used for selecting the stone colors to be used for the guest and home stones and shows the stone order in which the home and guest stone will be placed on the curling surface.

The following 5 stone colors are available in myCurling Coach application but the default setup for home and guest stones is Red as home stones and Blue for the guest stone;

- Red
- Blue
- Yellow
- Green
- Black

Selecting a home stone or guest stone color other than the highlighted colors will change either the home or guest stone colors and reset the respective stone number to the default order of stone number 1 to 8.

Selecting either a home or guest numbered stone displayed will place the selected stone onto the curling surface which can then be moved to the appropriate location.

As the “Rock Color & Number” section is used for manual placement of stones on the curling surface, the stones are updated after a selected stone is placed on the curling surface.

4.5. Team & Players

The “Team & Player” section is used to create new teams, add existing or new players to the teams and move players between the different teams. The team information controller contains the following elements.

- Search bar at the top used to search for an existing team or add a new team.
- List of the existing or newly added teams along with players associated with these teams.

When no player is found in a team a row labeled “No Players in Team” is listed under the team name which can be selected to add players to the team or delete the team from the myCurlingCoach database.

4.5.1. Searching Team Information

The search bar can be used to search for a particular team by either entering any character found in the team name or the club associated with the team. The existing teams are search using the entered characters and the resulting teams are listed in the list below the search bar along with their team members.

To display a complete list of the teams and their players, both the team name and club name must be emptied or cleared by selecting the “x” at the right end of the text box when characters are found in the text boxes.

4.5.2. Adding Team Information

Once the team name is entered, hitting the “Return” places the cursor in the team club name field that contains the default “N/A” team club name. To use the default value, a second “Return” will add the team to the myCurlingCoach database and display the team in the tableview.

4.5.3. Adding Team Player Information

Selecting the “+” button in the navigation bar used for the adding a player to existing team information by displaying green “+” buttons in the player information section for each of the teams. Selecting a green “+” sign will display a popover containing all players found in the myCurlingCoach database. When the “No Players in Team” row is present, selecting this row will cause the list to enter the edit mode.

Once the player popover is presented, there are two methods for adding a player to the selected team;

- Enter new player information into the player popover and then selecting the new player from the table list in the player popover.
- Select existing player listed in the player popover.

The player popover can also be used to add new players by first selecting to add player to any team and once the player popover is presented, new players can be added without adding the new players to the selected team

4.5.4. Moving Team Player Information

Selecting the green “+” in the navigation bar at the top will also display three small horizontal lines for each team player that can be moved. By selecting these small lines then dragging & dropping a row, a selected player can be moved between teams.

4.5.5. Deleting Team & Player Information

Selecting the “Edit” button will display red “-” buttons in the team players that can be deleted. Selecting the red “-” button a team player will be removed from the team once the deletion has been confirmed.

Instead of using the “Edit” button to delete either the player or game information, right to left swiping of a selected player info will also display the red “Delete” button that can be used to delete the selected player or game information.

Selecting “No Players in Team” row will remove the team from the myCurlingCoach data base.

4.6. Draw & Hit Shot Selection

The “Draw & Hits Shot Selection” section is used to modify which type of shots are defined as draws or hits and used for calculating the “Draw & Hit” statistics found in either the game or player statistics display.

The “Draw & Hits” categories by default contains a default set of shots associated with their respective categories which can be modified using either the standard “+” and “Edit” editing buttons for adding, moving and deleting type of shots associated with draws and hits statistics.

4.6.1. Modifying Draw & Hit Shot Selection

Using standard iPad editing buttons, you can add, delete and move type of shots between the draw and hit category. Using the “Edit” button or a right to left swiping of a shots can used to removed the shot from either the draw or hit categories.

The “+” and green “+” buttons are used to add a type of shots to either the draw or hit categories by selecting the type of shots found in the list displayed in the type of shot popover. Also while in the addition mode, shots can be moved between categories by dragging and dropping the three lines of the shot from one category to another.

4.7. Player Info

The “Player Info” section contains a list of the players associated with the game setup in the “Game Info” section. This info section illustrates the first four stone that are to be associated with the player although the player can have all 8 stones linked to them. The following player information field are used to identify the players associated with the game entered in the game info sections;

- Player Name - by default the player name is set to “Player’s Name is Unknown” and must be changed to record the statistics of the player’s thrown stones.
- Player Club - by default value N/A, is optional and not needed to record the players stones.

The player’s stone used during the game follows the order in which the stones are added to the players along with the order of the players listed in the player information section. Any stone numbers not associated with any players are added to the end of the selected stones in an increasing order. The stone number order used for placing the stones on the curling surface can be viewed in the “Rock Color & Numbers” section.

As an example, if the following three player are added to the “Player Info” section with Player 1 being the first in the following player list with the following stone information;

- Player 1 - Red stone number 1, 3
- Player 2 - Blue stone number 2, 4
- Player 3 - Red stone number 2, 5

As a result, the order in which red stones will be placed on curling surface is 1, 3, 2, 5, 4, 6, 7 and 8 while the blues stones order is 2, 4, 1, 3, 5, 6, 7 and 8.

If no players are found in the “player Info” section and only unknown player is listed both the stone color will default to red and blue with the stone order defaulting to 1, 2, 3, 4, 5, 6, 7 and 8.

4.7.1. Unknown Player

The unknown player can be used to pre-record game strategies which can be discussed at a later time with players by selecting the game and using playback option. When using the unknown player, myCurlingCoach does not use any stone hit information but records the stone number, color and location on the curling surface for each end that is recorded in that the game.

4.7.2. Adding Players

Selecting the “+” button in the navigation bar allows for the addition of players by displaying green “+” buttons in the player information section. Selecting the displayed green “+” button will add a default player information to the list of player. Once the required number of players are added to the “Player Info” section, selecting the “Done” button at the top will stop the editing of players to this section.

4.7.3. Deleting Players

Selecting the “Edit” button in the navigation bar will display a red “-” buttons in player information section which when selected displays a red “Delete” button which is also displayed when swiping from right to left. Selected this “Delete” buttons deletes the player information associated with the game information section.

When a player is deleted, the stones associates with the player are removed and the game stones order is adjusted accordingly. Removing the player does not affect any of the data associated with the player but removes only the player from the list of players associated with the present game found in the game info section.

Once the required players are deleted from the “Player Info”, the “Done” button at the top is selected to stop the editing of players.

4.7.4. Moving Players

The order of the player added to the “Player Info” section can be modified by selecting the “+” which displays three small horizontal lines to the right of the player’s name. Selecting these “lines” and dragging the player to the new position will reorder the game stones according to the new player’s position in the “Player Info” section.

Once the moving of players is completed, the “Done” button at the top is selected to stop the editing of players.

4.7.5. Modifying Player’s Information

Selecting this default player or any player will present the player popover controller used to enter or modify player information. This player info popover controller displays the following elements;

- Stone illustrated at the top of the player popover are used to select the player’s stones and in which order they are to be played in the game.
- Search bar in the middle can be used to search for an existing player or used to enter the new player information.
- A list of the existing or newly added players.

When adding players using the “Player Info” section the following guidelines apply;

- Unknown player or valid player can be changed to an existing player found in the player popover list or using the search bar above the player popover list.
- Unknown player can be changed to a new player created by entering the player name and club name if required and selecting player from the player popover list.

4.7.5.1. Searching Player Information

The search bar can be used to search for a particular player by either entering any character of the player’s name or the club associated with the player. The existing players are search using the entered characters and the resulting players are listed in the list below the search bar.

To display a complete list of the players both the player's name and club name must be emptied or cleared by selecting the "x" at the right end of the text box when characters are found in the text boxes.

4.7.5.2. Adding Player Name and Club

Player name and club information is added to a player by first selecting a player found in the "Player Info" section and using the player info controller to search for a saved player or adding new player and club.

For a player with unknown name, the player popover controller can be used to enter a new player's name or select a previously saved player listed in the list at the bottom of the player popover controller. As the player name is entered, the saved data base is searched for player names that contain the information being entered in the player name field. The controller will also use the club information found in the player club name files to search for matching players.

Initially the player popover will place the cursor in the player name field and begin searching the saved player names, so at the first without any characters all saved players will be listed in the popover player list. A listed player can be selected or characters entered to create new player. Once the name is completed, hitting the "Return" key places the cursor in the player club name field that contains the default "N/A" player club name. To use the default value, a second "Return" key will add the player info to the player info sections of the scoring view. Otherwise, the "N/A" club name can be modified before entering a second "Return" key.

The data base is searched using both the player name and club names, if no club name is found in the player club name field, only the player name info is used to search the player data base. In the a similar fashion, if no info is found in the player name field, only players with the player club will be listed in the tableview.

Selecting the "x" in either the player name or club information fields will erase the respective field and a search of the player data base using the remaining player information.

4.7.5.3. Adding Stone Information

Stone information is added to a player by first selecting a player found in the "Player Info" section and using the player popover to select the stones to be associated with the player. The player popover controller displays the selected home and guest stone colors that have been selected in the "Rock Color & Numbers" section. However if either the home or guest stone color are changed using the "Rock Color & Numbers" section, all player stones associated with the old home or guest stone color will be removed from all players.

Selecting a valid stone will add the stone number and color to the selected player and displayed in the player info section in the order at which the stones are added. These stones are added left to right such that the first stone displayed on the left is the first stone associated with the player and the first stone to be place on the curling surface for this player. Once a stone has been selected it is highlighted by a black ring around the stone and the stone order found in the "Rock Color & Numbers" section is updated to reflect the addition of the player stone.

4.7.5.4. Deleting Stone Information

Once a stone has been selected it is highlighted by a black ring around the stone and added to the player information. If a highlighted stone in the player popover controller is selected a second time it will be removed from the player stones.

5. Hit Information Controller

Once the game information is completed, selecting the “Game Info” section a second time will display the hit information controller in the left side view. The hit information controller is used to add the stones to the curling surface and record stone’s hit information.

For a valid game, the hit controller is only displayed in the landscape mode and displays the hit information of the active player stone. The active stone is the last stone placed on the curling surface or the last stone that was moved on the curling surface. When a stone is placed on the curling surface, the default hit information is displayed by the hit controller and can be changed at any time while the placed stone is the active stone.

When selecting or moving a stone that is placed on the curling surface, it becomes the active stone and the hit controller displays its hit information that can again be modified if needed.

5.1. Active Curling Stone

When placing a home or a guest stone onto the curling surface, it is considered as the active stone until the next stone is added to the curling by selecting the "Home" or "Guest" stone buttons.

This is used when recording stones that are affected by placing the home or guest stone on the curling surface. For example, when recording a raise shot, the played, active stone is placed on the curling surface after which the raised, affected stone(s) are placed in their new locations.

All stone movement between adding new stone to curling surface is considered to be affected stone(s) and will be placed at the same time the active stone is placed on the curling surface while playing back a recorded game.

5.2. Adding Curling Stones

Stones are added to the curling surface by selecting either of the stone images found at the top of the hit information controller while the stone images reflect the color selected for the home or guest stones in the “Rock Color & Numbers” info section. The selected colored stone is placed on the left side of the curling surface about the middle of the view. The stone can then be moved to any location on the curling surface that reflects the final position of the played stone thrown by the selected player. Before moving the stone or after the stone is placed in its final position, the following hit information can be modified;

- Type of Shot
- Hit score between -1 to 5
- Fixed reasons for given score
- Extra comment field

Assuming there is a valid player name, not equal to “Player’s Name Unknown” this information can be changed from their default values. Irrespective of the player’s name the following hit information can not be modified;

- Player’s name
- Stone number
- Stone color

For player with names equal to “Player’s Name Unknown”, these fields reflect the unknown player name along with the stone color and number will be stored for valid games.

5.3. Moving and Deleted Stones

Once stones are placed on the curling surface, they can be moved to any location by dragging the curling stone image to the required position.

The stone can be deleted by dragging off the curling surface on either the left or right side of the curling surface. Depending on where the stone is dragged off the curling surface it will be placed in either the top or bottom of the curling surface. Even when placed in these “deleted” areas, they can be replaced on the curling surface by dragging them to the desired position. To view these “deleted” area, scroll the curling view to either the top or bottom.

5.4. Modifying Stone Hit Information

Once a stone has been moved to its final position on the curling surface, selecting the stone a second time will display its hit information that can again be modified if needed.

5.5. End Number Selection

The end number being recorded, played can be allowed to automatically increment as the recorded game progresses from ends 1 to 12 or can be modified using the “End Number” controller. The “End Number” controller contains a list of the saved ends and is displayed in a popover when the “END” number found in the hit controller is selected. The saved ends are displayed in a grayed box while the existing ends are found in a clear box.

The “End Number” controller is used to manually change the end in the following scenario;

- Start the recording of a game in a different end number than the default 1st end by selecting an end number that has not previously been saved.
- Terminate an existing end by selecting the next end to be played irrespective of the number of player stones placed on the curling surface.

When a new end is selected, all the hit information for the existing end is saved, the curling surface is cleared of all stones and the new end is setup. At the same time the “End Score” controller is displayed and used to enter the score for the end being completed.

5.5.1. Default Completion of End

The default method for completing an end will automatically save the hit information when all 16 home and guest stones are placed on the curling surface. Adding either an extra home or guest stone on the curling surface will cause the hit information to be saved for the end number being played while requesting the score to be recorded for this completed end.

5.5.2. Manual Completion of End

The second method to save the player’s stones hit information is by selecting the “End” button and manually selecting the next end number to be recorded. For more detail see the “End Number Selection” section. This method can be used to stop an existing end, save the existing stone hit information and move to the next end selected.

Before the hit information is saved, the “End Score” controller will appear requesting the score for the end just completed. The end number will be automatically incremented to show the next end to be recorded while all curling stones previously placed are removed and the curling surface is ready to start the next end.

5.5.3. End Score Controller

Any time an end is completed either automatically or manually, the end score controller will query the user for the score of the end being completed. Once the home or guest score is entered and the "Done" button is selected, the end score controller will add the score information to the end being saved.

5.6. Shot Score

The following shot scores are used by myCurlingCoach application;

- -1 Not typically used as this can create negative percentages. As myCurlingCoach application does utilize -1 values when calculating shot percentages, use 0 values to avoid having negative percentages
- 0 Missed shot
- 1 - 25%
- 2 - 50%
- 3 - 75%
- 4 - 100%
- 5 - Bonus, perfect shot with a bonus for an excellent results, not for lucky stones

5.7. Type of Shots

The following types of shots are available in myCurling Coach applications

- Front Stone stone placed in front of house
- In-Off hitting a stone on outer edges of house while played stone rolls into the house
- Tick moving a guard out of the free guard zone
- Split moving another stone, both stone lay in desired position that can be in or in front of house
- Draw Around stone placed in house behind another stone
- Open Draw stone placed somewhere in the house, does not move or touch any other stone
- Guard stone is placed in front of house protecting another stone where line is more important then weight
- Tap push another stone further, can be in or in front of house and moving own or opponents stone
- Freeze playing a stone as close as possible to another stone
- Run-Back promoting own stones to remove opponents stone
- Hit & Stick removing a stone while the played stone stays in play
- Hit & Roll removing a stone while played stone stays at the desired location
- Hit & Roll Out removing a stone while the played stones is out of play as well
- Double removing two stones both in the house
- Peel moving stone in free-guard zone to the side or behind the house

5.8. Comment and Reasons

There is a preset list of reasons that can be selected as explanation of the given shot score along with comments fields that can be use to add extra comments.

- Heavy Weight Error
- Light Weight Error
- Outside Broom Error
- Inside Broom Error
- Broom Placement Error
- None

- Sweeping Error
- Picked Rock
- Hogged Rock
- Hog Line Violation
- Burned Rock
- Thrown Away

5.8.1. Comments Field

The comment field can be used to add any extra information not already found in the list of comment reasons.

5.9. Adding image

A camera image or previously saved image can be associated with a stone that will be displayed during the game playback. Selecting the camera found in the navigation bar at the top will one to associate either a new camera or saved image to the active player's stone.

6. Player Management & Statistics

The "Player Management & Statistics" section is used to examine the different statistics displayed by the player stats controller where selecting the "Team", "Game" or "Player" sections, the stats controller will present a list of team, games or players that contains the following common elements;

- Information search bar is used to search for the name and club name associated with the selected statistic. For example, the player stats will search for the player name and player's club name entered into the search fields while the teams stats will search the saved teams.
- List below the search fields that contain the player information that matches the information entered in the search bar.
- Player information text view at the bottom containing more detail information with respect to the player information selected. For example, using the player stats and selecting a player will display all games associated with player.

The game stats information contains the following fourth display element;

- Game score display containing the recorded score for each end associated with the selected game.

6.1. Deleting Player Info Statistics

Each of the player info stats controllers can be edited using the edit button that is found in the navigation bar at the top. Selecting the "Edit" button will add a red "-" to the list of player info which can then selected to delete the player information listed. Upon confirming the deletion, the selected player information is deleted permanently for the myCurlingCoach data base.

The player information can also be deleted using the swiping right to left of the row to be deleted and confirming the deletion will permanently remove the element from the data base.

Selecting the "Done" button will remove the red "-" and terminate the deletion operation.

6.2. Type of Shots & Reason Histograms

The type of shots histogram used by the player stats controller displays the number of times each type of shot has been recorded for the selected player along with the average points scored for the shot. The shots are then listed in an increasing score

order irrespective of the number of times shot was played while any shots with a total score of 0% are not displayed. For example, if player has played a guard 20 times with a total score of 75% and a freeze 30 times with score of 50%, the freeze shot will appear at the top of the list.

The reason histogram used for the player stats controller lists the total number of times each reason is associated with a player's stone. These reason are listed in a decreasing order while reasons not used with a count equal to 0 are not displayed. For example, if player has the "Broom Placement Error" reason associated with 20 of his played stones and the "Inside Broom Error" reason for 30 times, the "Inside Broom Error" shot will appear at the top of the list followed by "Broom Placement Error" reason.

The player stats controller displays both type of shots and reason histograms for the selected game and total of all player's stones. The team stats controller only displays the total type of shots and reason histograms for the selected player along with the total scores for the selected player and team.

The type of shot histogram is also controlled by the shot turn selection, by default the shot histogram and reason list are determined using all shot turns indicated by the highlighted "BOTH" shot turn multi-buttons found above the displayed histograms.

By selecting either the "In-turn" and "Out-turn" buttons, the type of shot and reason histograms display their information for the selected shot turn.

6.3. Team Statistics

The team statistics controller displays a list of the teams found in myCurlingCoach database which can be search using the "Team Name" or "Team Club Name" fields. When a team is selected from the list below, the team stats popover will display a list of the players found in the selected team and determines the following stats for the selected player;

- Total shot score for the selected player
- Total team shot score for all team's players
- Total type of shots statistics for selected player
- Total reason histogram for the selected player

Selecting a different player team statistics controller will update all the player's stats for the selected game.

When a team is selected, the player info text view at the bottom will list each of the players associated with the team along with their total scores.

6.4. Player & Game Statistics

When selecting either a player or game statistics, the player stats controllers presents the same player statistics as a function of a player's total and selected games statistics. When using the game statistics, the stats controller presents a list of player associated with the selected game while selecting player statistics, the stats controller presents a list of all the player's games.

When either selecting a players associated with a game or a player's game the stats controller displays the following player statistics;

- Player's game score
- Player's game shots & reasons histograms
- Player's game draw & hits stats
- Player's total score
- Player's total shots & reasons histograms
- Player's total draw & hits stats
- Player's game comments

6.4.1. Player Statistics

The player statistics controller displays a list of the player's found in myCurlingCoach database that can be searched. When a player is selected, the player stats controller displays a list of player's games that can be selected to display the stats. The player info text view at the bottom will list each of the player's games found in the myCurlingCoach database.

6.4.2. Game Statistics

The game statistics controller displays a list of the games found in myCurlingCoach database that can be searched. When a game is selected, the game stats controller displays a list of players associated with the selected game that can be selected to display the stats. The player info text view at the bottom will list each of the player associated with the selected game along with a list of each end found in the game. Also displayed is the score board for the selected and a "Playback Game" that by default is disabled and enabled when a game is selected.

6.4.3. Game Playback Control

Once a game is selected in the game stats controller, the "Playback Game" button is enabled and is used to start the game playback option.

To stop the game playback, the iPad needs to be rotated to the landscape mode and the "Stop Playback" button selected.

For more detail information concerning the game playback options see "Game Playback" section.

7. Game Playback

When game playback is started the title of the playing surface is changed to contain the name of the playback game and the end number. At the same time a game score view is added to the curling surface and used to display the game scores as the different ends are playback. This game score view is placed at the top irrespective of the portrait mode orientation of the iPad and remain at the top while the curling surface is scrolled up or down. When all recorded stones for an end have been played, the end score is added before continuing to display the stones that were recorded for the next end until the end of the game is reached.

After a game has been put into playback mode and the iPad is rotating to the portrait mode, the following buttons appear in the navigation bar;

- "Playback Stone" button - used to place the next stone onto the curling surface.
- "Dismiss Image" button - used to remove any images found associated with a rock that is being placed on the curling surface

Selecting the "Playback Stone" button will add the recorded stones in the same order as they were placed on the curling surface. In playback mode, the hit information recorded is not available for display but when an image is associated with a player's stone it will be displayed on top of the curling surface. Once an image is displayed, it can be dismissed by selecting the "Dismiss Image" button that is displayed when an image is displayed.

7.1. Starting Game Playback

Once a game is selected in the game stats controller, the "Playback Game" button is enabled and is used to start the game playback option.

7.2. Stopping Game Playback

To stop the game playback, the iPad needs to be rotated to the landscape mode and the “Stop Playback” button selected in the games stats view that appears in the left hand view.

7.3. Stored Image Display

Images stored during a game will be displayed over the curling surface when the specific rock is placed on the curling surface.

7.4. Playback End Selection

By default selecting the “Playback Stone” button in the top right corner of the playback view will playback each end of a recorded game, on stone at a time.

In top left corner of the playback view is a “Playback End” button that can be used to select one of the ends recorded for immediate playback.

8. myCurlingCoach Info

This section can be used for either downloading myCurlingCoach User’s Guide or the “Contact Us” web page that can be used to provide feedback on myCurlingCoach application.

8.1. myCurlingCoach Version

Presents alert indicating the version for the installed myCurlingCoach app.

8.2. User Guide

Used to download the latest of the “User Guide” from website to be viewed in myCurlingCoach app.

8.3. Contacting Us

Selecting “Contact Us” presents Mco App design website, contact us page that can be used to provide feedback. For any questions, comments feel free to visit our web site or email us directly.

- Website - www.mcomobileapps.com
- Email - info@mcomobileapps.com

9. Upgrading iOS Version

Before upgrading iOS version, insure the iPad is properly backup in order to keep valid copy of the myCurlingCoach database for use after iOS version is upgraded on iPad.