Lineup Hero - Coach & Team Manager User Guide

Welcome to Lineup Hero, Coach! We're excited to help you streamline
your team management and create winning lineups. This guide will walk you
through the key features available to you.

1. Getting Started with Your Account

1.1. Creating Your Account (Registration)

- **Purpose:** To create your personal Lineup Hero account, which will allow you to manage teams, players, and games.
- **How:**
  1. Open the Lineup Hero app and navigate to the "Sign Up" or "Register" screen.
  2. Fill in your details: First Name, Last Name, a valid Email address, and create a secure Password. A Phone Number is optional but can be useful for account recovery.
  3. Confirm your password.
  4. Once submitted, your account will be created.
- **Welcome Email:** You'll receive a welcome email confirming your registration.

1.2. Logging In

- **Purpose:** To access your Lineup Hero dashboard and features.
- **How:**
  - Open the app and go to the "Login" screen.
  - Enter your registered Email and Password.
- **Forgot Password?**
  1. If you've forgotten your password, click the "Forgot Password?" link on the login screen.
  2. Enter your registered email address.
  3. You'll receive an email containing a One-Time Password (OTP) and instructions to reset your password. This OTP is typically valid for a short period (e.g., 10 minutes).
  4. Return to the app, enter the OTP, your email, and your new desired password (and confirm it).

1.3. Managing Your Profile

- **Purpose:** Keep your personal information up-to-date.
- **How:**
    1. Navigate to your "Profile" or "Account Settings" section within the app.
    2. Here you can:
        - View your current details (Name, Email, Phone).
        - Update your First Name, Last Name, Email, or Phone Number.
        - **Change Password:** If you know your current password, you can change it here for security. You'll need to enter your current password and then your new password twice. You'll receive an email notification after your password is changed.
        - **Notification Preferences:** You can manage preferences like whether to receive email notifications for payments.
        - **Available Team Activation Slots/ Credits:** Your profile area will also show how many "Team Activation Slots" you currently have available (more on this in Section 2.2).

2. Team Management

Lineup Hero allows you to create and manage multiple teams. Accessing premium features for your teams (like the advanced lineup optimizer or creating beyond a free limit - specific premium features TBD) can be achieved in two ways:

2.1. Understanding Team Activation & Premium Features

- **PDF Lineup Generation:** You can always generate PDF lineup data for any game of a team you own, provided a lineup has been created for that game. This is a core free feature.
- **"Activation" Purpose:** "Activating" a team (either directly or by linking to an active Organization) unlocks other premium capabilities. The exact premium features gated by activation will be clarified by the Lineup Hero team (e.g., number of teams you can create, access to the advanced lineup optimizer, detailed historical stats).
- **Annual Access:** Activations typically grant access to these premium features for an annual period (e.g., 365 days from the activation date).

- **Team Editability:** All teams you create are editable for one year from their creation date. After this, they become read-only (you can still view them and their game history), unless their editability is extended (see Organization-linked teams).

2.2. Creating a New Team - Two Paths

When you click "Create New Team," you'll have options that determine how this team might get premium feature access:

Path A: Create an Independent Team (Activated Directly by You)

1. **Purpose:** To create a team that has its own independent annual activation for premium features, not tied to a larger league or club organization registered in Lineup Hero.
2. **Flow:**
   1. **Acquire a "Team Activation Slot/Credits":** Before (or as part of) creating the team details, you'll need an available "Team Activation Slot/Credit." You get this by:
      - **Paying via Stripe:** Select the option to pay for a new team activation. You'll be guided through a secure Stripe payment process. Upon success, a slot/credit is added to your account, and you'll receive an email confirmation.
      - **Using a Promo Code:** If you have a valid promo code specifically for a team activation slot, select the option to redeem it. Enter the code. If successful, a slot/credit is added to your account, and you'll get an email.
   2. **Enter Team Details:** Once you have an available slot/credits, you'll proceed to enter your team's information:
      - Team Name (e.g., "Local Sluggers")
      - Sport Type (Baseball or Softball)
      - Team Type (Travel, Recreation, School)
      - Age Group (e.g., "12u", "Varsity")
      - Season (Optional, e.g., "Spring 2025")
      - Year (Optional)
      - Location (City, State - all optional)
      - Team Players
      - Team Player Preferences
   3. **Team Creation**: When you save, the backend uses one of your available activation slots, and your new team is created with its own direct annual activation for premium features.

4. **If You Exit Early:** If you complete the payment/promo for a slot but exit before entering all team details, the slot remains available on your account.

Path B: Create a Team Under an Existing Organization

- **Purpose:** To create a team that will be part of a larger league or club already registered in Lineup Hero. Premium features for this team will depend on the parent Organization's subscription.
- **Flow:**
  1. Select the option to create a team under an existing organization.
  2. **Enter Organization Code:** You will be prompted to enter the unique organization_code provided to you by the administrator of that Organization.
  3. **Validation:** The system will check if the code is valid and if the Organization is active and has available team slots in its annual allocation.
  4. **Enter Team Details:** If the code is valid and the Organization can accept new teams, you'll proceed to enter your team's details (Name, Sport Type, etc., as in Path A).
  5. **Team Creation:** Your team is created and linked to the specified Organization.

2.3. Viewing Your Teams

- Your dashboard will list all teams you own.
- You'll see basic details and potentially the status (e.g., if linked to an active org, or if directly activated and its expiry).
- The list will also show your available_team_slots_count for creating new independent premium teams.

2.4. Editing Team Details

- Select a team to view its details.
- You can edit a team's information (name, season, etc.) as long as it's within its 1-year editability window from its creation date (or if its editability has been extended because its parent Organization renewed its subscription).

2.5. Deleting a Team

- You can delete teams you own, provided they are within their editable window. Deleting a team is permanent.

3. Player Management (Within a Selected Team)

Once you've selected a team:

3.1. Adding Players

- Navigate to the "Add Players" section for your team (if not already added while team creation).
    - Add players by providing:
        - First Name (Required)
        - Last Name (Required)
        - Jersey Number (Optional, but must be unique within the team if provided)
        - Email (Optional, unique across all players if provided)
        - Phone (Optional, unique across all players if provided)

3.2. Viewing & Editing Players

- See a list of your players.
- Select a player to edit their details.

3.3. Setting Player Position Preferences

- This is a key feature for effective lineup optimization!
- For each player, you can specify:
    - **Preferred Positions:** A list of positions the player excels at or enjoys playing (e.g., "P", "SS"). The optimizer will try to prioritize these.
    - **Restricted Positions:** A list of positions the player should not play (e.g., due to injury, skill, or safety). The optimizer will heavily avoid these.
- A position cannot be listed as both preferred and restricted for the same player.

4. Game Management (Within a Selected Team)

Your team must be within its editable window (is_editable_until) to create or modify games and lineups.

4.1. Creating a New Game

- Navigate to the "Games" or "Schedule" section for your team.
- Provide:
    - Opponent Name (Optional)
    - Game Date & Time (Required)
    - Number of Innings (Required)
    - Location (Home or Away - Required)

4.2. Viewing Past Games

- See a list of your team's scheduled and past games.
- The list will likely be sorted by date.

4.3. Editing Game Details

- You can modify details like opponent, date, or innings for upcoming games.

4.4. Deleting a Game

- Remove scheduled games.

5. Game Lineup Creation (For a Specific Game)

Once a game is selected:

5.1. The Lineup Builder

- You'll see a grid with your team's players listed (usually in batting order) and columns for each inning.
- **Assigning Positions:** For each player, you can assign a defensive position (e.g., "P", "C", "1B", "LF", or "OUT" if they are on the bench for that inning) for each inning.
- **"Out" Button (per player in batting order):** If a player is suddenly unavailable for the entire game, clicking their "Out" button will typically move them to a separate "Unavailable for this Game" list in the UI, and their inning assignments in the grid will default to "OUT". You can then adjust individual innings if they are partially available.

- **"Add" Button (for benched players):** If a player was in the "Unavailable" list, an "Add" button can move them back to the main lineup for assignments.

5.2. Dynamic In-Game Stats (Displayed on Lineup Builder)

- As you build your lineup for the current game, you'll see live updates for each player:
  - Playing time %: The percentage of total game innings this player is assigned to an active defensive position (not "OUT").
  - Top Position: The defensive position this player is assigned to most frequently in this game's current lineup.

5.3. Autocomplete Lineup

- **Purpose:** Let Lineup Hero's optimizer suggests a full lineup.
- **How it Works:**
  1. You can optionally "fix" certain players to specific positions for specific innings (e.g., your starting pitcher for the first 3 innings). These become hard constraints for the optimizer.
  2. Click "Autocomplete Lineup."
  3. The system sends your player list, their preferences, any fixed assignments, and game details to the optimizer.
  4. The optimizer returns a suggested lineup (including a batting order) that aims to balance playing time, honor preferences, and avoid restricted positions.
- **Access:** Using the Autocomplete feature might be a premium feature that requires your team to be "active" (either through direct team activation or because it's linked to an active Organization).

5.4. Saving Your Lineup

- Once you're satisfied with the lineup (manually created or optimizer-assisted), click "Submit Lineup" or "Save Lineup."
- This saves the batting order and all inning assignments for each player for this specific game.

6. Generating PDF Lineup Data

- **Purpose:** To get the printable, shareable PDF of your finalized game lineup.
- **Access:** You can always access the PDF data for any game of a team you own, as long as a lineup has been saved for that game.
- **How:** After submitting/saving a lineup, there will be an option like "View/Prepare PDF."
- The app will then fetch the necessary data from the backend and allow you to generate/preview/download the PDF on your device.

7. Your Activation History

- In your profile or account section, you can view your "Activation History."
- This lists all the "Team Activation Slots" you've acquired through Stripe payments or by redeeming promo codes, and will indicate if/which team a slot was used for and its expiry.

8. Email Notifications

You will receive important email notifications for:

- Your account registration (Welcome email).
- Password reset OTPs and password change confirmations.
- Successful purchases of "Team Activation Slots" via Stripe.
- Successful redemptions of promo codes for "TeamActivation Slots."
- If a payment for a slot fails (if you've opted in to payment notifications).