

Automated Commentaries for Simulated Soccer

User Guide

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User Guide

1.0 Starting the system

**** Note that the system will only run from public machines at University of Kent at Canterbury and access to Raptor will be necessary.**

1. Insert the executable CD – the corpus screen should be displayed as shown below. (if the project corpus does not automatically appear on screen, click on the CD-ROM and within the folder click on the [index.html](#) file.



CO600 Project Corpus Index

Project Details

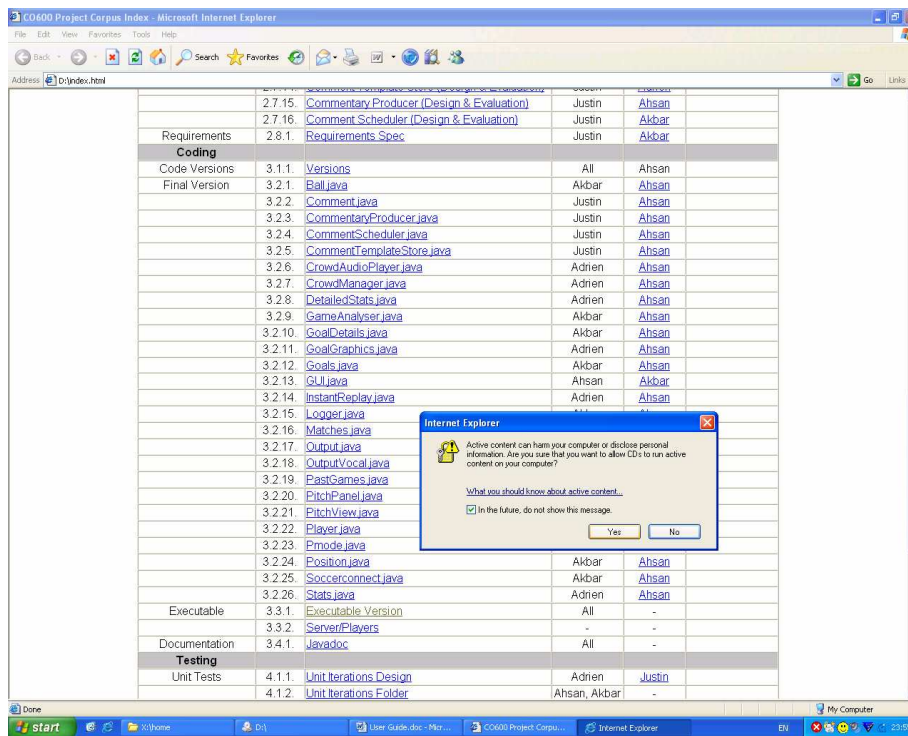
Project title	Automated Generation of Football Commentaries
Students	Akbar Sherwani (as89), Ahsan Mussa (am202), Adrien Martel (am203), Justin Hogg (jh71)
Supervisor	Colin Johnson (C.G.Johnson@kent.ac.uk) http://www.cs.kent.ac.uk/people/staff/cgj
Date	21/03/2007

Index to Corpus

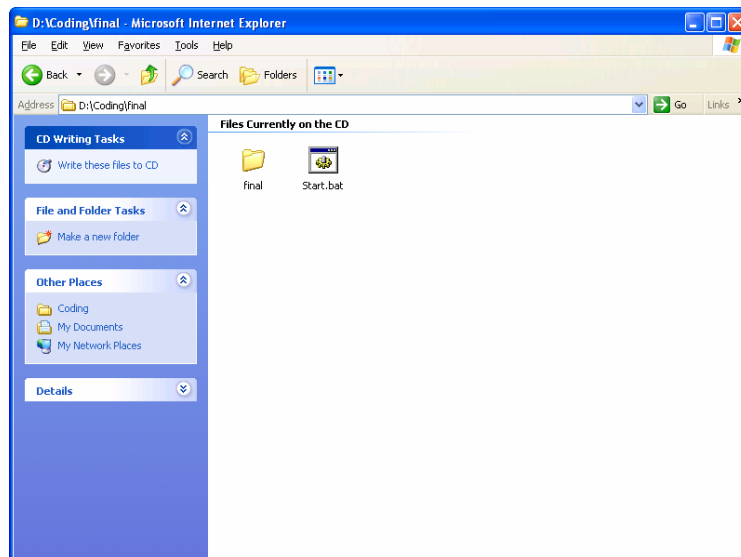
Phase of Activity	Ref Num	Document Title	Main Contributors	Quality Assurance	Put if best work else leave blank for marker's use
Preparation					
Introduction	1.1.1.	Project Introduction	Justin	Adrien	
Management	1.2.1.	Project Plan	Ahsan	Justin	
	1.2.1.	Project LifeCycle	Ahsan	?	
Quality Assurance	1.3.1.	Quality Assurance Plan	Adrien	Justin	
	1.3.2.	Quality Assurance Document Form	Adrien	-	
	1.3.3.	Quality Assurance Code Form	Adrien	-	
	1.3.4.	Documentation Template	Adrien	-	
	1.3.5.	Minutes Template	Ahsan	-	
Communication	1.4.1.	Minutes Archive	Ahsan	-	
	1.4.3.	Weekly Agenda Folder	Ahsan	-	
	1.4.4.	Wiki	Akbar, Adrien	-	
	1.4.5.	Email Archive	All	-	
Scheduling	1.5.1.	Gantt Chart	Ahsan	-	
	1.5.2.	Detailed Gantt Chart	Ahsan	-	

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2. In the 'Coding' section click on the 'Executable version' and select 'Yes' on the pop-up dialog box, which enables the contents to be displayed.

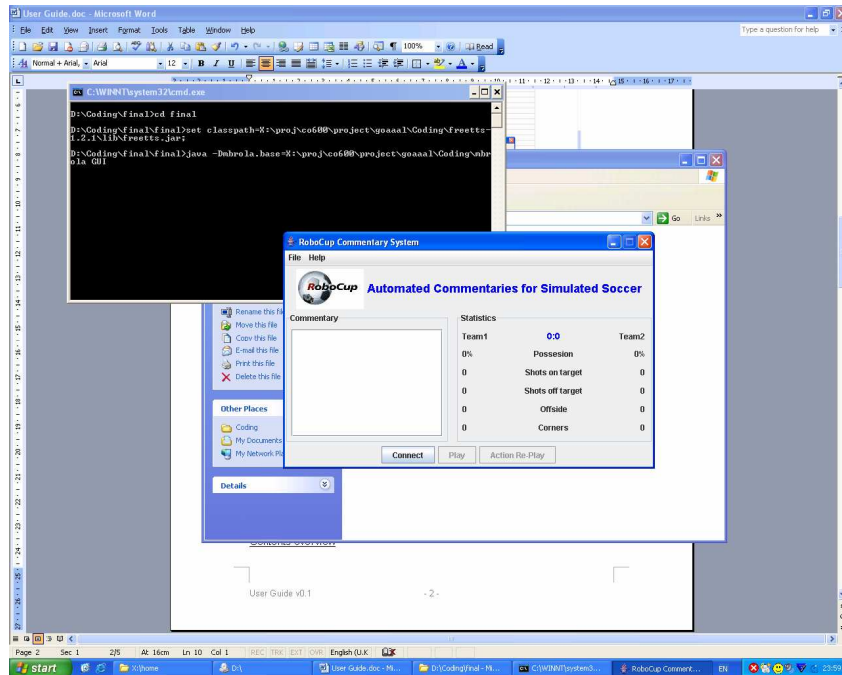


3. The following folder should now be displayed as shown below. Select the Start.bat file.



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- Windows command prompt will be executed and the GUI should be displayed on the screen as shown below.



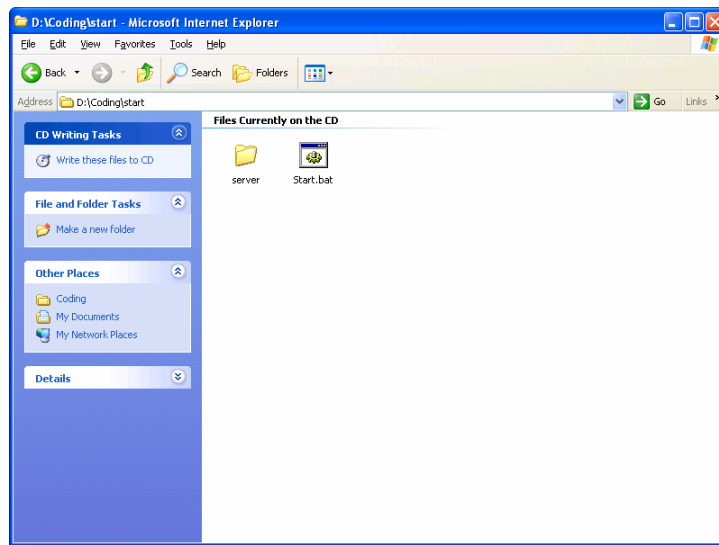
- Click back in the folder 'D:\Coding\final', which should display the project corpus and select the 'Server/Players' link in the coding section as shown below.

The screenshot shows a Microsoft Internet Explorer browser window displaying a project corpus index. The address bar shows 'D:\index.html'. The table below lists the project components, their versions, and the names of the developers.

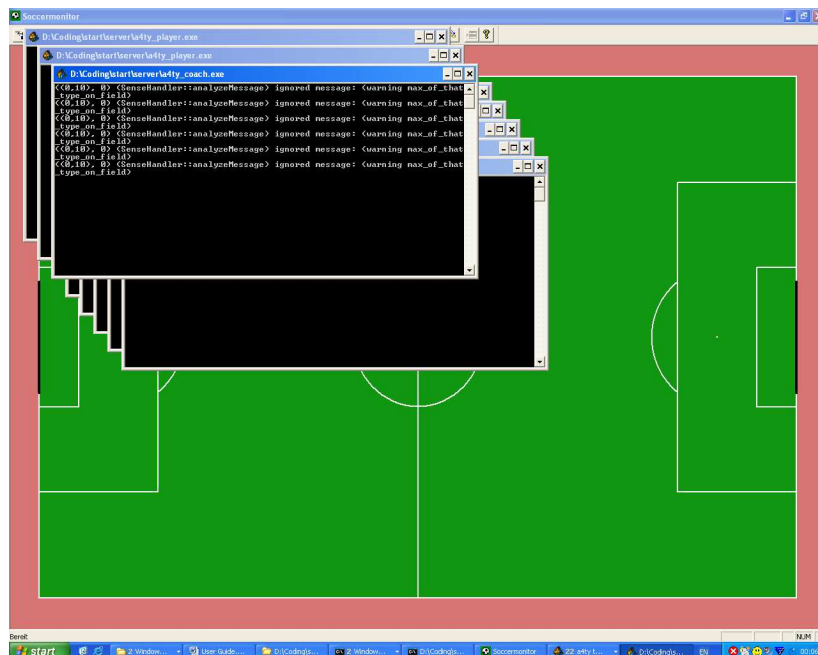
Category	Version	Component Name	Developer 1	Developer 2
Requirements	2.7.15	Commentary Producer (Design & Evaluation)	Justin	Ahsan
	2.7.16	Comment Scheduler (Design & Evaluation)	Justin	Akbar
	2.8.1	Requirements Spec	Justin	Akbar
Coding				
Code Versions	3.1.1	Versions	All	Ahsan
Final Version	3.2.1	Ball.java	Akbar	Ahsan
	3.2.2	Comment.java	Justin	Ahsan
	3.2.3	CommentaryProducer.java	Justin	Ahsan
	3.2.4	CommentScheduler.java	Justin	Ahsan
	3.2.5	CommentTemplateStore.java	Justin	Ahsan
	3.2.6	CrowdAudioPlayer.java	Adrien	Ahsan
	3.2.7	CrowdManager.java	Adrien	Ahsan
	3.2.8	DetailedStats.java	Adrien	Ahsan
	3.2.9	GameAnalyser.java	Akbar	Ahsan
	3.2.10	GoalDetails.java	Akbar	Ahsan
	3.2.11	GoalGraphics.java	Adrien	Ahsan
	3.2.12	Goals.java	Akbar	Ahsan
	3.2.13	GUI.java	Ahsan	Akbar
	3.2.14	InstantReplay.java	Adrien	Ahsan
	3.2.15	Logger.java	Akbar	Ahsan
	3.2.16	Matches.java	Akbar	Ahsan
	3.2.17	Output.java	Adrien	Ahsan
	3.2.18	OutputVocal.java	Adrien	Ahsan
	3.2.19	PassGames.java	Akbar	Ahsan
	3.2.20	PitchPanel.java	Adrien	Ahsan
	3.2.21	PitchView.java	Akbar	Ahsan
	3.2.22	Player.java	Akbar, Ahsan	Adrien
	3.2.23	Pmode.java	Akbar	Ahsan
	3.2.24	Position.java	Akbar	Ahsan
	3.2.25	Soccerconnect.java	Akbar	Ahsan
	3.2.26	Stats.java	Adrien	Ahsan
Executable	3.3.1	Executable Version	All	-
	3.3.2	Server/Players	-	-
Documentation	3.4.1	Javadoc	All	-
Testing				
Unit Tests	4.1.1	Unit Iterations Design	Adrien	Justin
	4.1.2	Unit Iterations Folder	Ahsan, Akbar	-

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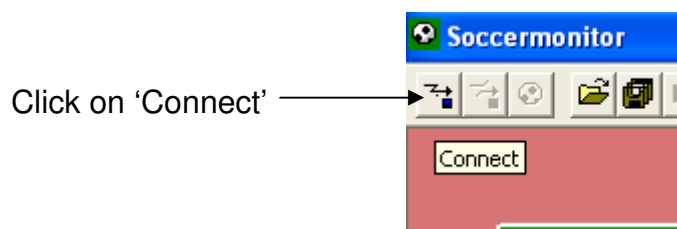
- The following folder should now be displayed as shown below. Select the Start.bat file.



- The following now should be displayed on screen, the monitor and 22 player files.

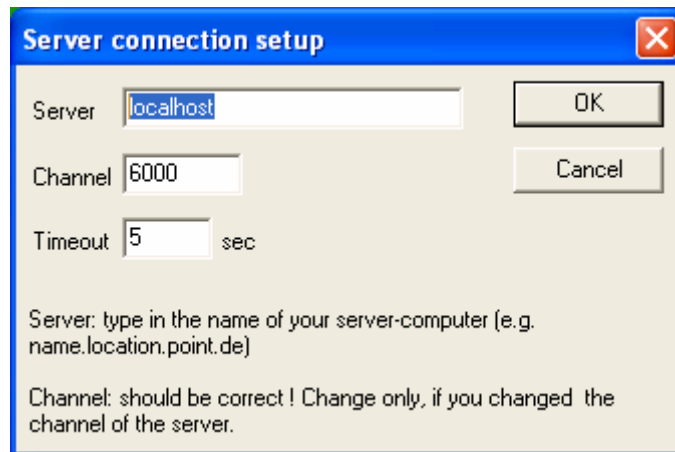


- Select the soccer server monitor and click on connect (located on top left)

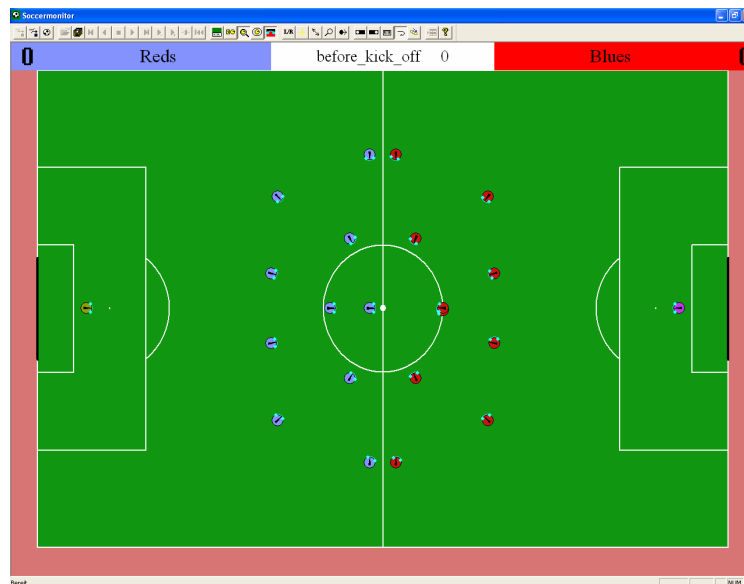


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9. A 'Server connection setup' screen will be displayed, enter 'localhost' in the 'Server' field and click on 'Ok'.



10. The players will now be displayed on screen, as shown below.

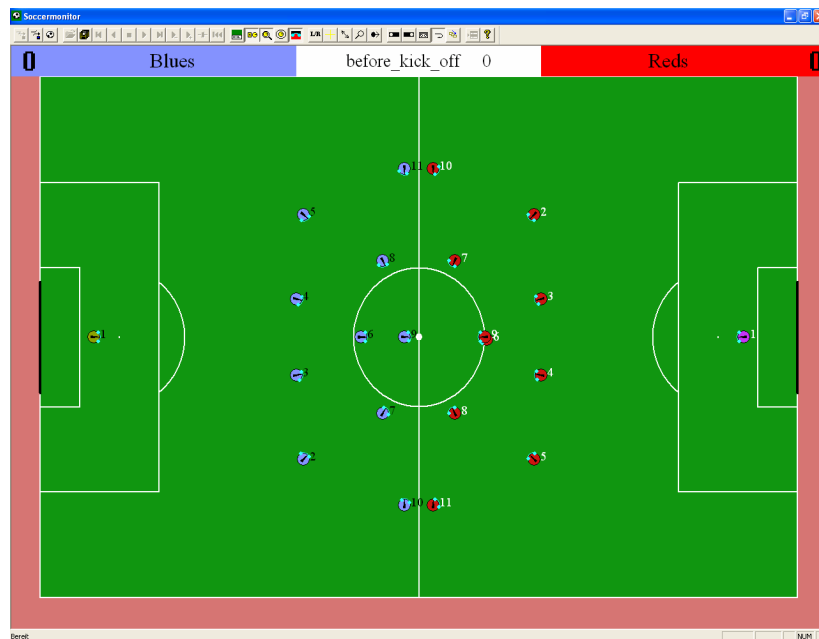


11. From the 'Soccermonitor' select the 'Player Numbers' button, to assist you with the commentary.



Select 'Player Numbers'

12. The screen should now look like the one below.



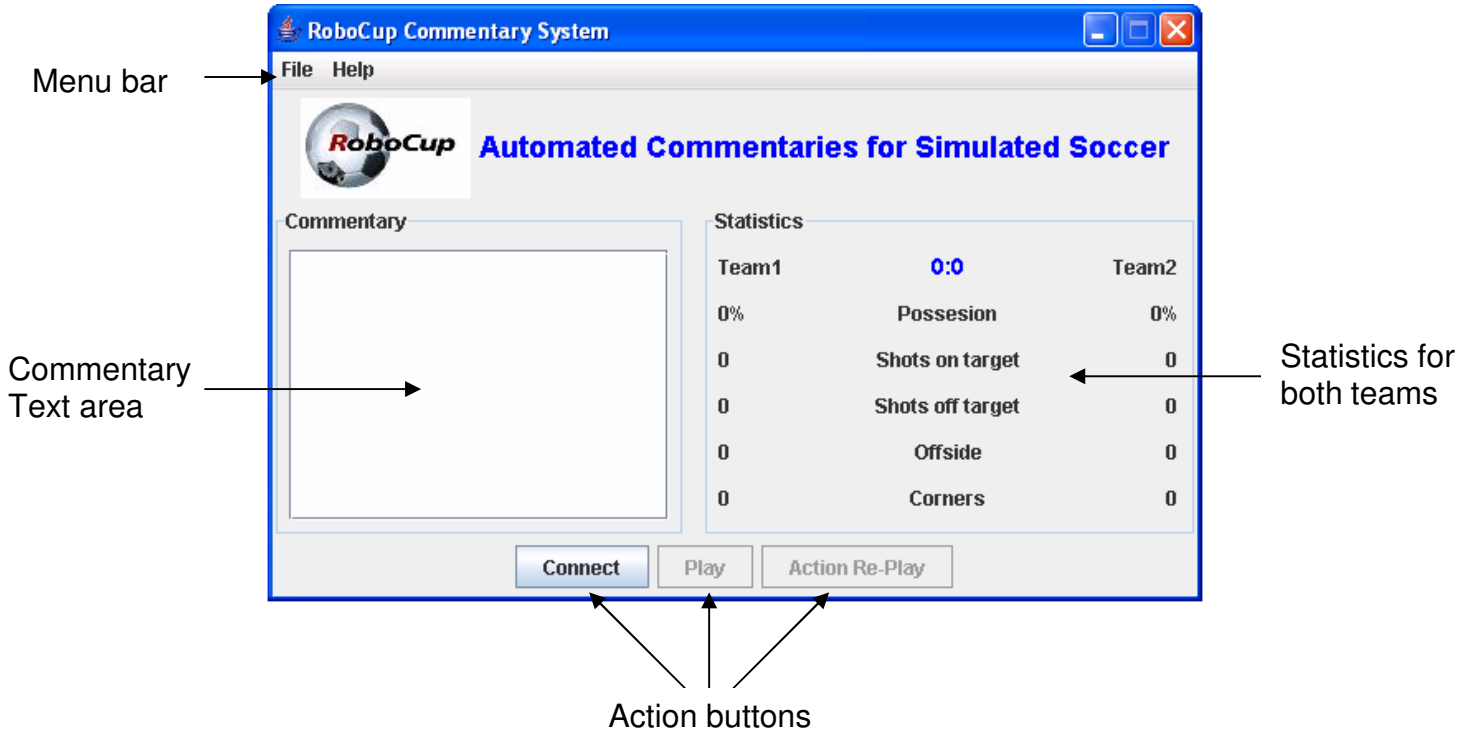
13. Open the GUI from the 'Application bar' on the desktop, and click on the Connect button (default 127.0.0.1 as the IP address of the server), the click on the 'Play' button to start the match.
(Details on how to use the GUI are detailed in the next section below)

2.0 Using the GUI

Contents overview

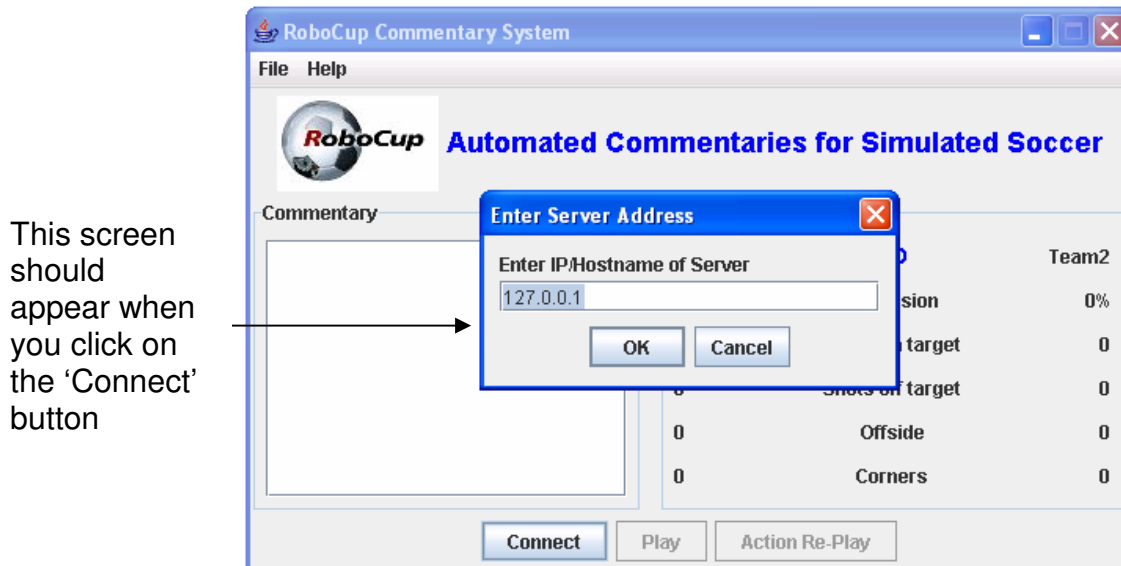
The GUI consists of the commentary spoken and statistical information regarding the state of the game. The GUI is the main form of interaction an end-user has with our system. The interaction composes of the connect, play and action-replay buttons, also the menu bar where the user can quit the application and can gain help on using the system. The diagram below shows the GUI for our system.

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14. Connect button

When a user clicks on the connect button a screen as shown below should pop up, where you need to type either 'localhost' or '127.0.0.1' (default).



Play button

When a user clicks on the play button, the user will hear the whistle to start the game being played, the players should be moving on the soccer monitor,

commentary should be being spoken, the GUI should be automatically be updating with the commentary spoken and statistical information.

Action-Replay button

When a user clicks on the action-replay button, the user will be shown a pitch view with a button below stating 'Click here to load first Goal', if a goal has been scored during the game. Once a user clicks on the button under the pitch view, details of how the goals were scored will be shown, as the screenshot below shows.

Displays details of how, who and the distance the goal was scored from



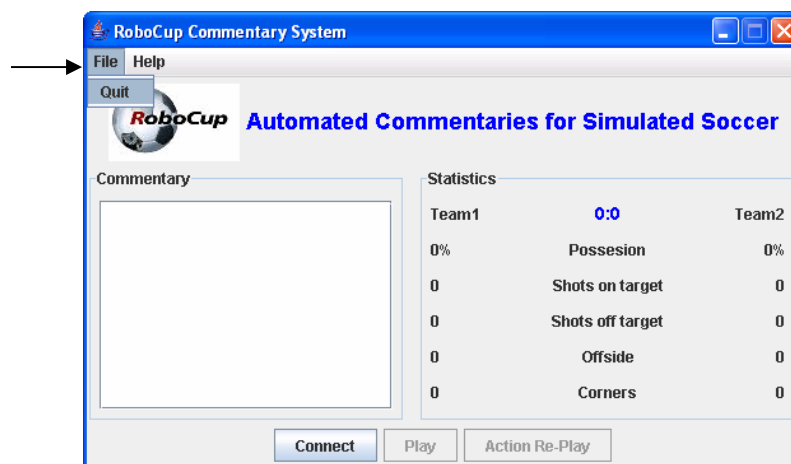
Menu bar

The menu bar allows the user to quit the application, by doing this the user will terminate the whole system. Clicking help from the menu bar will load this document in .pdf, assisting the user with any issues they may be facing with the system.

'File' menu option

Select File -> Quit to quit the application.

To quit the application system



'Help' menu option

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Select Help -> About, to display information about us – the creators of the system.

To display information about the creators of the system



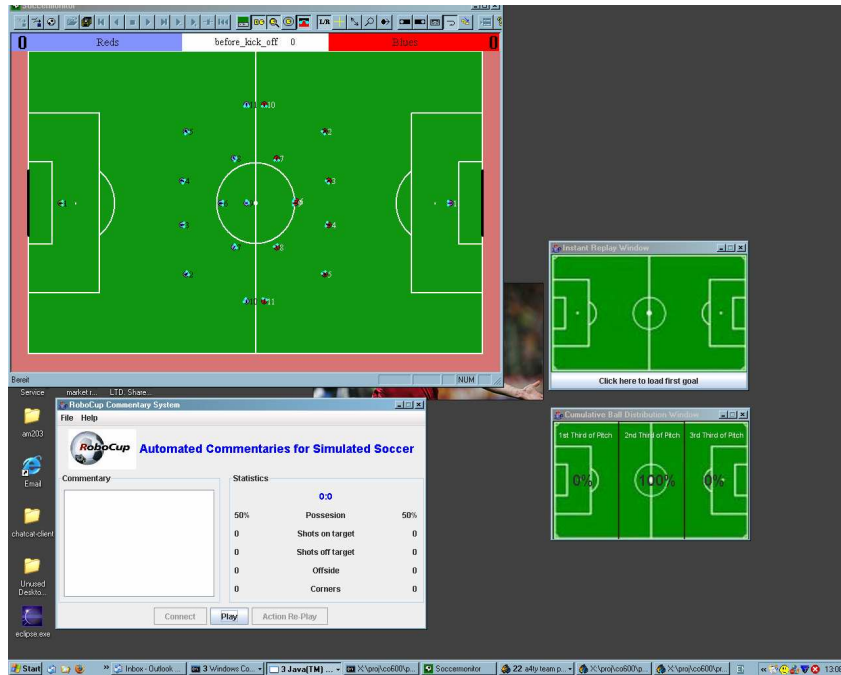
Information about the creators of the system



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3.0 Sample Screenshots of the system running

1. All the components correctly laid out on the screen.

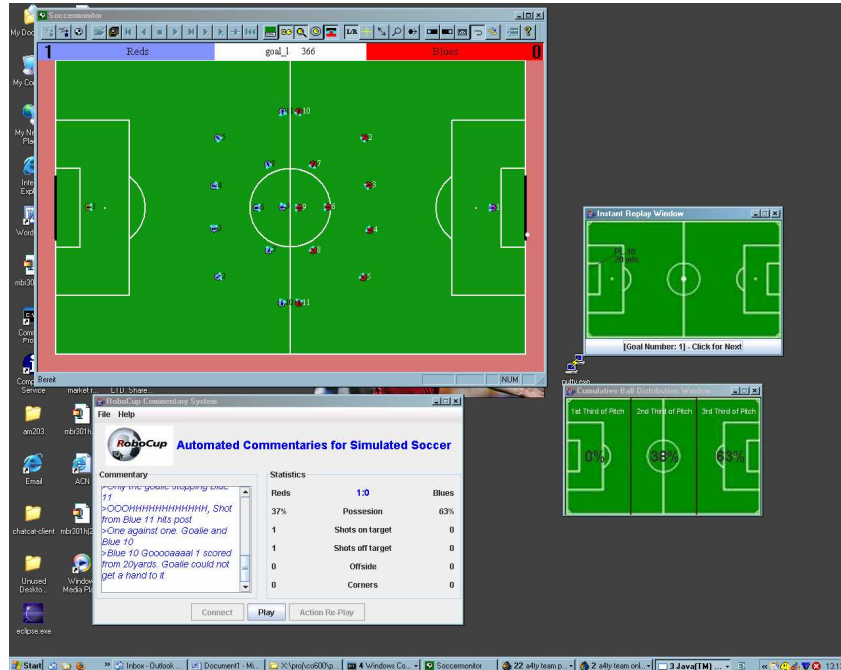


2. The GUI connected to the Server, and the commentary telling the user that the match is about to begin is displayed in the 'Commentary' text area within the GUI.



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3. The system running with players moving to the pitch, the GUI updating the commentary spoken and statistical information for both teams, the Action-Reply screen displaying the first goal (who scored it and the distance) and the ball position information screen displaying the possession of the ball on the pitch.



4.0 Troubleshooting

Here are the common problems which a common user may find when using our system.

1. Monitor freezing i.e. ball not moving; in the event of this problem the user must right click on the 'Soccermonitor' and select 'drop ball' anywhere on the pitch to resume the game.
2. Player crashing or disappear from the application bar on the desktop, the user must restart system.
3. Voice fails i.e. no commentary is being spoken, the user must restart the RoboCup Commentary system (the GUI).
4. Player numbers at both sides are not the same on the 'Soccermonitor', the user must restart system.