HHO E-sports League Tournament Information System

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Part 1: Short description of application and intended user communities

This web application is an information system about e-sports events I hosted from 2017-2020 back when I was in Husky Help Organization, a Registered Student Organization aimed to connect Chinese students who study in University of Washington. In this app, you will find information about different e-sport games, the tournaments for these games, teams that participate in the tournaments, players that in those teams, matches involving two teams of the same tournament, and the school where the players belong to. The user involved here should be those people who are interested in these e-sports tournaments and players who participated in these tournaments, and these two kinds of people should be considered as 'pl_user' in this application. Also, the tournament manager or the event hosts, who should be considered as 'pl_manager' in this application, are involved.

Part 2 & 3: Authentication and permissions scheme and lists of user IDs and passwords

The table below shows the authentication and permission scheme, with the user IDs and passwords table.

Permission/Group	pl_user	pl_manager	*SuperUser*
Period			
View	X	X	X
Add			X
Change			X
Delete			X
Year			
View	X	X	X
Add			X
Change			X
Delete			X
Position			
View	X	X	X
Add			X
Change			X
Delete			X
Game			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X
Tournament			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X
Team			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X
Match			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X
School			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X

Player			
View	X	X	X
Add		X	X
Change		X	X
Delete		X	X

users_for_ezu.xlsx

Username/Group	Password	Active	Staff	Superuser	Group pl_user	Group pl_manager
tester	{iSchoolUI}	X	X	X		
sysadmin	{iSchoolUI}	X	X	X		
clerk	{iSchoolUI}	X			X	
manager	{iSchoolUI}	X	X			X
coworker	{iSchoolUI}	X	X			

Part 4: Instructions for testing

The functions in the web application are almost about the same as EZ University, each table (Game, Tournament, Match, Team, School, Player) has their own create, update, delete button in their web page. Furthermore, I implemented search function to Player, Match, and Team tables for users to better find their interests on what they are looking for. To test view and search function of all the tables except Year, Period, Position (since these three tables are only meant to be managed by superuser), you need to at least login as 'pl_user'. Either login using username 'clerk', or signup to a new user, will grant you the permission to view all the tables. To test create, update, delete function, login as 'manager' and you will have permission to do so.

Part 5: Optional Challenge

The function of sign up, login, logout, password change, and password reset should be working. One thing to mention is password reset, by following the tutorial, I successfully implemented the function with email content shown in terminal but not actually sending an email to real email address. To test reset password function, please take a look at the terminal when confirmation email was sent.