

Project Proposal

CS263/261 - Object Oriented Programming And Design

Tournify

A Desktop Based Tournament Management System

Overview

With regards to the group project given to us we cordially propose to develop a sports management and analysis system Tournify . According to the specifications which have been provided to us the major portion of the project will be formulated using the concepts of OOPs (Object Oriented Programming).

Goals

1. **Reduce the manual work** to keep record of tournaments for the organiser.
2. **Keep track of the events** and their results.
3. **Maintain a profile of each contestant** and their achievements.
4. **Allow to visualise the matchmaking** and automatically draft fixtures for different modes.
5. **Attractive and user-friendly dashboard** for the participants to remain updated with the tournament.

Aim

We are aiming to provide a user-friendly environment which can easily be accessible and navigated. The platform is used to manage leagues which are organized by different universities and institutions and can provide a simple platform to the students and participants and to also engage the general audience to increase the overall level of the tournament.

Target Audience

The project is specifically aimed at the small clubs who want an easy solution to manage the tournament and to give the participant an interesting way to keep track of the tournament. It will also be beneficial for the smooth conductance of University level competitions.

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