Our UML diagram was constructed using YUML. Here is the YUML text that creates our diagram.

[Tournament|-name: string;-date: string;-location: string;-entrants: int; -picture: object; -participants: List]*-*[Participant|-gamertag: string; -profilePic: object; -realname: string; -main: Character; -location: string; -tournaments: List]
[Character|-name: string; -universe: string; -weight: int; -moves: List; -debut: string; -picture: object]1-*[Participant]
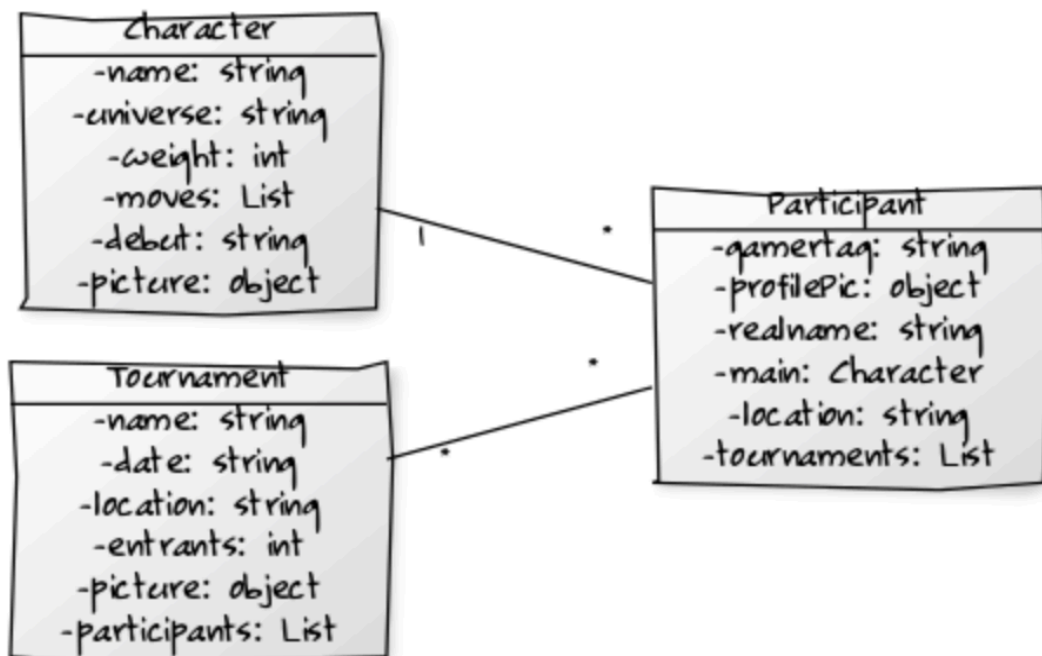
Our three pillars are Tournaments, Participants, and Characters. Each pillar has a number of attributes. Tournaments contain the strings name, date, location, the object image, the int entrants, and the list of participants. Participant contains the strings gamertag, location, realname, the object profilePic, the Character main, and the List of tournaments. Character contains the strings name, universe, debut, the list of moves, and the int weight.

The * and 1 you see near the associations are multiplicities. The * means 0..infinity. For example, in the Participant to Character association, the * is next to the player, meaning the Character as 0..infinite number of Participants associated with it. The 1 is next to the Character, meaning a Participant is only associated with 1 Character.