

Overview

This proposal outlines the development of the **Kendo Club Manager**, a web application designed to streamline the management of kendo clubs while addressing critical gaps in organizing and managing kendo tournaments. Initially scoped to be a tournament planning tool, the project scope has now expanded to encompass broader club management capabilities, including member tracking, inventory management, event scheduling, and historical record-keeping.

While the primary focus remains on tournament organization, the expanded scope aims to provide a unified platform that can grow into a full-fledged club management system. By addressing both tournament and day-to-day club administration needs, this system is poised to save time, reduce errors, and improve the overall experience for organizers, members, and spectators.

This project is **community-driven** and **not intended for profit**. Its primary goal is to enhance the operations of kendo clubs by addressing real-world challenges and observed during past tournaments and club management.

Identified Gaps

Tournament Organizing

- **Manual Bracket Creation:** Organizers currently spend significant time creating brackets manually while balancing participant criteria such as rank, age, gender, and dojo affiliation. This process is labor-intensive and prone to errors.
- **Inefficient Scorekeeping:** In past tournaments, organizers relied on a combination of tools such as excel spreadsheets, physical paper, and poster boards to keep track of match results. While functional, this method is prone to errors like inconsistent score entries.
- **Lack of Centralized History:** Past tournament data is often scattered, making it challenging to review match outcomes, learn from previous events, or collaborate effectively among organizers.

- **Lack of Means for Collaboration:** Collaboration between tournament organizers has been challenging, as there is no single platform where everyone can work together in real-time (e.g., scorekeepers from different courts).

Club Management

- **Member Tracking:** Maintaining an up-to-date roster, including member ranks, attendance, and dues, is time-consuming and often handled manually, leading to inefficiencies.
- **Event Scheduling:** Organizing signups for special events and seminars involves juggling multiple schedules without a centralized calendar.
- **Inventory Management:** There is currently no centralized way to track club-owned equipment, such as shinai, bokken, and bogu, which may lead to discrepancies or misplaced items.

Project Scope

The Kendo Club Manager will be developed with scalability and modularity, allowing clubs to adopt features incrementally. It will provide two primary functionalities at launch, with planned expansions for broader club management.

Phase I: Tournament Organizing

1. **Automated Bracket Generation:**
 - Choice to import participant data from .csv files vs. via participant responses through a custom form.
 - Automatically generate fair and balanced brackets, with manual adjustment options.
 - Export finalized brackets as PDFs for distribution.
2. **Dynamic Score Input Interface:**
 - Real-time score input system linked to tournament brackets.
 - Automation of match outcomes and winner advancement.

- Integration of scorekeeping logic (e.g., hansoku to ippon conversions).
- Export match results for offline use.
- 3. **Collaboration and Real-Time Updates:**
 - Enable multiple users to work on the same tournament simultaneously with instant synchronization.
- 4. **Historical Record Keeping:**
 - Store and retrieve past tournament results for future reference and learning.

Phase 2: Club Management

1. **Member Management:**
 - Maintain a centralized database of club members with details like rank, attendance, and dues.
2. **Inventory Tracking:**
 - Manage a digital catalog of club equipment, including condition, usage logs, and loan status.
 - Set alerts for equipment repairs, maintenance, or replacements.
3. **Event Scheduler:**
 - Centralized calendar for regular practices, seminars, and tournaments.
 - Notifications for upcoming events and changes to schedules.
4. **Customizable Roles and Permissions:**
 - Role-based access control for admins and instructors..
5. **Reports and Insights:**
 - Generate summaries of club activities, attendance rates, and financial status for better decision-making.

Technical Features and Functionality (Phase 1)

- **User Authentication and Roles:**

Secure login/registration system to ensure that only authorized users (e.g., club executives, tournament organizers) have access to the platform.

Role-based access control will allow different levels of permissions (e.g., admin, scorekeeper) depending on the user's role in the tournament.

➤ **CSV Import and Data Table Rendering:**

The platform will allow users to upload .csv files containing participant data (e.g., rank, dojo affiliation, age). This file will be rendered into a sortable, filterable table on the interface, with options to rename columns and filter participants based on specific criteria. Users will be able to select participants from this table to generate the tournament brackets.

➤ **Bracket Customization:**

After brackets are generated, users will have the ability to regenerate new bracket matchups or manually adjust matchups if needed. Once finalized, the brackets can be saved as a PDF for distribution and printed for offline use.

➤ **Score Input and Management:**

The dynamic score input interface will allow tournament officials to input scores in real-time, updating the tournament bracket automatically. The system will include safeguards to prevent errors, such as automatically advancing players when they have won a match and preventing further score inputs once the match is complete.

➤ **Collaboration and Real-Time Synchronization:**

The system will support real-time collaboration, ensuring that multiple users can view and update the tournament data simultaneously. All updates will be synchronized instantly across devices, ensuring that everyone involved in the tournament has the latest information.

➤ **Long-Term Record Keeping:**

The platform will store all past events and allow users to search, filter, and review historical data. This helps ensure that the system becomes a valuable resource for both tournament organizers and participants to track progress and analyze performance trends.

Timeline

As this project is a **long-term initiative** with only **one developer** (myself), it will take time to reach a fully functional MVP. The timeline below outlines the phases of development, from initial requirement gathering to full integration into the tournament planning workflow. Each phase represents a significant milestone, with opportunities for feedback and testing along the way.

The **initial deployment will focus on fulfilling the needs of UTKC**. However, the system is designed with scalability in mind and **could eventually be extended to serve other kendo clubs**. The flexible nature of the platform means that it can be adapted to accommodate different club structures and tournament formats as needed.

December 2024

Initial Requirements Gathering and Planning

- Meet with club executives, past tournament organizers, and members to identify detailed requirements for tournament organizing and club management features.
- Prioritize features based on user feedback and immediate needs (e.g., tournament organizing as the primary focus).
- Draft a detailed roadmap for phased development.

December 2024 – February 2025

Development and Alpha Testing: Automated Bracket Generation

- Complete the automated bracket generation module.
- Implement core functionality to generate fair and balanced brackets based on participant data (e.g., rank, gender, age, and dojo affiliation).
- Conduct alpha testing with the UTKC for the 2025 tournament to collect feedback and identify areas for improvement.

March – June 2025

Development: Dynamic Score Input Interface

- Build the dynamic score input interface to allow real-time score recording and automatic bracket updates.
- Add safeguards for error prevention (e.g., automatic advancement of winners, handling disqualifications).
- Prepare for integration of collaboration features to support multiple users during tournaments.

July – August 2025

Beta Testing: Tournament Module

- Conduct beta testing of the tournament organizing module (bracket generation and score input) with UTKC and other kendo clubs (pending approval).
- Gather feedback on system performance, usability, and scalability.
- Refine features and address any issues based on feedback.

September – December 2025

Expansion: Club Management Features

Begin development of club management features, including:

- Member Management: Maintain a list of members, including ranks, attendance, and contact details.
- Inventory Management: Track club-owned equipment such as shinai, bogu, and other supplies.
- Event Organizer: Facilitate the planning of non-tournament events like practices, workshops, and social gatherings.

Ensure seamless integration between tournament and club management modules.

Early 2026

Deployment: Full Integration into UTKC Workflow

- Fully integrate the tournament organizing module into UTKC's planning process.
- Deploy the initial version of the club management system for use by UTKC.

Contact

For any inquiries, feedback, or collaboration opportunities regarding the project, please feel free to reach out to me:

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I am happy to discuss the project in further detail or answer any questions. Your input will greatly help shape the development and ensure that the tournament planner meets the needs of the kendo community!

Thanks! :)