**Football Tournament Management Application**

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**I. Motivation:**

Building application in order to receive registration of football clubs, create schedule for competing, record results of , search informations of players in Football Tournament.

**II. System requirement:**

**1. Function:**

* Receive registration
* Create schedule for competing
* View result of matchs
* Search informations of players
* Create report of tournament

**2. Working environment:**

* Windows XP, 7, 8, 8.1, 10
* Framework 4.0 and above

**3. Design and deploy environment:**

* Programing language: C#
* OS: windows XP, 7, 8, 8.1, 10
* RAM: 2GB and above
* HDD: 500MB
* Graphic card: intel HD

**III. Initialize:**

* Application allows user to set initial parameters such as:
* Minimum and maximum age
* Minimum and maximum numbers of each football club
* If user do not set initial parameters, then those parameters will be default:
* Age: 18->45
* Number of players: 16->40
* Maximum numbers of international players: 3
* Goal classifing ( deafault ) : A, B, C analogous to normal, beautiful, so beautiful
* Point will be gotten when win, lose or draw. But got point of win case must more than draw case and so on. Deafual : win 3 points, draw 1 point, lose 0 point

**IV. Particular function (detail):**

**1. Receive registration:**

* Information of each football club:
* Name
* Foundation date
* Founder
* Home stadium

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Form | | File | | | | |
| Footbal Club: | | | | | Stadium: | |
| Ordering number | Player | | Birth | Role | | Note |
| 1 |  | |  |  | |  |
| 2 |  | |  |  | |  |

* Informations of each players:
* Name
* Date of birth
* Citizenship
* Passport
* Club
* Role
* Foot
* Height
* Weight
* Note: this function will be deactive when the schedule already create before.

**2. Schedule for competing:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Form: | | Schedule | | | |
| Round:............................................ | | | | | |
| Ordering number | Team 1 | | Team 2 | Date – Time | Stadium |
| 1 |  | |  |  |  |
| 2 |  | |  |  |  |

**Rule for creating schedule:**

* Match is often hold at 6pm of Saturday and Sunday.
* Arrange competitive pairs randomly. However, following rules such as:
* 2 clubs are in the same city or province then they have no match at the same day.
* Each club has no more than two matchs with home stadium or away stadium continuously.

**3. View result of match:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Form: | | Match result | | | | |
| Team 1: | | | | | Team 2: | |
| Ratio: | | | | | Stadium: | |
| Date: | | | | | Time: | |
| Ordering number | Player | | Club | Kind of Goal | | Timeline |
| 1 |  | |  |  | |  |
| 2 |  | |  |  | |  |

After match, user will record the result of match. System will check and save data into database. User can also cancel and update the record as well.

**4. Search information of player:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Form: | | List players | | | |
| Ordering number | Player | | Club | Role | Total number of goals |
| 1 |  | |  |  |  |
| 2 |  | |  |  |  |

* User can search player name, club.
* User can view more detail about information of player by clicking (date of birth, foot, height, weight, …).
* There is an image that is presented for corresponded player.

**5. Report tourament:**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Form | | Rank of Clubs | | | | | | | | |
| Ngày:............................................... | | | | | | | | | | |
| Ordering number | Club | | | Win | Draw | | Lose | Offset | | Rank |
| 1 |  | | |  |  | |  |  | |  |
|  |  | | |  |  | |  |  | |  |
|  |  | | |  |  | |  |  | |  |
| Form | | Rank of Total number of goals | | | | | | | | |
| Ordering number | Player | | Club | | | Role | | | Total number of goals | |
| 1 |  | |  | | |  | | |  | |
| 2 |  | |  | | |  | | |  | |
|  |  | |  | | |  | | |  | |

* Rank of club: which club has the largest number of point will be first and so on.
* In case clubs have the same point, then rank will base on offset
* Offset = total number of goal – total number of goal are scored by enemies.