**Tournament Bracket Generator**

Information Systems Development

Documentation

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Master’s Program in Information Systems

Module: Information Systems Development

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**Content**

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**Introduction**

Short Introduction?

**Project Description**

Concept. Text what is the Project about? Short Introduction, show example of usages

Required Packages

**Project Goals / Requirements**

The goal of this group project in the module “Information System Development” is to create a Tournament Bracket Generator, which – as its name already says – generate a bracket for tournaments with 8, 16 or 32 Teams. In Addition to the Bracket System the end-user of our application can create teams with team name, number of players, manager, and captain, which can be added to the created tournament.

The main target group for the usage of the “Tournament Bracket Generator” are mainly people, who want to organize a quick sporting event such as football, tennis, handball and many more. The application is not only designed for sport events but rather for competitions, respectively tournaments in general (e.g. Gaming, Beer Pong).

With the created “Tournament Bracket Generator” our goal is to offer an application to create a Tournament Bracket, that can be used and implemented quickly in real life.

What is the Goal of our Tournament Bracket Generator? Which Target groups are important? Who should benefit from this app?

**Project Group**

Our project group consists of three people: Alexander Büchel, Fabio Hilti and Lucy Gannon. Each of us has little to none experience in Phyton, Django, Github and so on. For this reason, we had to gain our phyton and coding knowledge almost from scratch. Despite our limited experiences we successfully created our intended Django-project “Tournament Bracket Generator” successfully. Although each group member worked on every project task such as coding, documentation etc. at least for a little bit, we tried to split up the responsibilities.

Our communication was probably more difficult than the years before, due to the global pandemic, which hasn’t allowed us to meet in person for the project work. So, the communication for our “Tournament Bracket Generator” occurred online via WhatsApp or Zoom.

Alexander Büchel: Which Responsibilities? Experiences with Django, Background

Fabio Hilti: Which Responsibilities? Experiences with Django, Background

Lucy Gannon: Which Responsibilities? Experiences with Django, Background

The group consists of…? Who are we? What are our experiences with Phyton, Django…? What are our responsibilities in the group project?

**User Experience / Guideline**

Show with Pictures of our Generator, what we can do and how it works 🡪 step by step like a manual

**Highlights**

Highlight the most important key functions of our project…

**Readme and Notes**

Mention, that its code-descriptions/docstrings and readme are on github and/or on the python project itself

**Conclusion**

Retrospect: What went well? What was difficult? Are we satisfied with our final app? What would we change, if we had the possibility?

**Attachment**

Everything that does not belong in the documentation paper

**Declaration of authorship**