Tournament Generator

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Abstract

Each type of paper defined in Section 4.1 of the Guidelines for Writing Academic Papers must include an abstract at the beginning. With regard to the structure of an abstract, see Swales and Feak (2009).

Keywords: Keyword 1; Keyword 2; Keyword 3; Keyword 4

# Introduction

On the 9th of October 2020 the first seminar of the course Information System Development (ISD) took place, marking the starting point of the web-based group project. The aim of the project is to develop a web-based project using Phyton/Django. Therefore, skills such as programming, design, creativity, and documentation are required. Before starting with the project, each group member gained a basic understanding of Phyton/Django with the help of various tutorials, online-videos, and the course’s assessor itself. This document will be part of the documentation, which includes following methodology: project group, project description, project goals, requirements, domain model, user experience and run through, highlights, readme and notes, and finally, the conclusion.

## Project Group

Our project group consists of three people: Alexander Büchel, Fabio Hilti and Lucy Gannon. Each of us have little to no experience in Phyton, Django, GitHub, or other web-based applications. For this reason, we had to develop our phyton and coding knowledge almost from scratch. Despite our limited experiences, we had big ambitions: we wanted to create a functional, useful web-based project. At first, there were various ideas including simple games such as tic tac toe, or something more complicated like a translation project. Ultimately, we decided to create a Tournament Generator. We made this decision as this was a project that was interesting to us as developers. Further we expected that it would challenge us but that if we worked hard it would not be impossible.

Although each group member tried to work on every project task such as coding, documentation, design, or functionality, we also tried to split up the workload reasonably. Furthermore, our internal communication was certainly more difficult than the years before, due to the global corona-pandemic. For this reason, it was not possible to meet up in person for the project task. The communication occurred mainly online, via Zoom-Meeting or WhatsApp. That is why, we had problems with our communication, planning and organisation.

In the following table below, there is shown, which group member had which experiences beforehand and main responsibilities for the web-based group project.

*Table 1: Project Group*

|  |  |  |
| --- | --- | --- |
| **Group member** | **Experiences** | **Responsibilities** |
| Alexander Büchel | * No experience in Phyton/Django * Little experience in coding | * ??? * … * … |
| Fabio Hilti | * Primarily business background * No experience in Phyton/Django | * Design * Documentation * Coding |
| Lucy Gannon | * Little experience in Phyton/Django * No experience coding | * Documentation * Coding |

## Project Description

Everything can be a competition. To compete with one and each other is in the human nature – it is fun and challenging. All of us three in our group like to participate in different competitions, respectively tournaments in a sport club or just for fun with friends. With that thought in our mind, we developed the idea to create a “Tournament Generator” as our web-based group project in the module “Information System Development” with Python/Django.

With this project, a group of friends, respectively a sport club can simply create a tournament tree/tournament bracket without any complicated prior knowledge. There are already some bracket generators to use on the world wide web, but most of them have unnecessary customization, which will take up a lot of time for the end-user and can be quite tedious. That is why, we as a project group, decided to create our own simple “Tournament Generator” without beating around the bush. The key elements of this web-based project are the three different tournament brackets, which the end-user can choose from: 8, 16 or 32 teams. This means, depending on the tournament size, the tournament bracket will alter themselves on the required size.

For a simple demonstration and understanding on the basic procedure of our web-based project “Tournament Generator”, we created the following flow chart on the following page. This provides a substantial description of our project.

*Figure 1: Flow chart Tournament Generator*



# Project Goals and Target User

The goal of this web-based group project is to create a basic Tournament Generator, which – as its name already says – generates different brackets for tournaments with a size of 8, 16 or 32 Teams. In Addition to the brackets/tournament trees, the end-user of should have the possibility to create different teams for their tournaments with several information fields such as team name, number of players, manager, and captain. This teams can be added anytime to the desired tournament.

As previously stated, the aim is to create a Tournament Generator for people, who like to be competitive. Hence, the main target group we would like to address with our web-based project are mainly people, who want to organize a spontaneous sporting event without big of a planning for sports such as football, tennis or handball. Moreover, our web-based project should appeal not only for sport-user but rather for competitive fun-tournaments in general (e.g. gaming, Beer Pong, other competitive party-games).

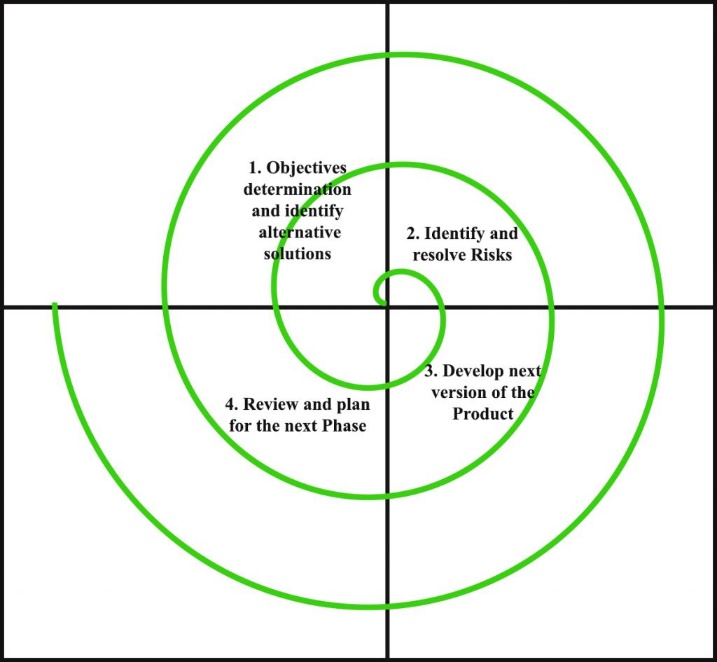
With our own “Tournament Generator” our goal is to offer a basic but interactive website, which will create brackets for the three common tournament sizes that can be used and implemented easily in real life.

# Requirements

With the project goal in mind, there need to define specific requirements arose. For defining the requirements and process of the “Tournament Generator”, the spiral model for Software Development is used (see Figure 2). The goal of creating requirements is mainly to minimise the risks and gain satisfaction of stakeholders.

The spiral model provides support of risk handling, whereby each loop is called a phase of the software development process. The exact number of phases depend on the group and the project work itself. The 4 phases are “objectives determination and identify alternative solutions”, “identify and resolve risks”, “develop next version of the product” and “review and plan for the next phase” (Kumar Pal, 2018).

*Figure 2: spiral model*



## Stakeholder requirements

As a first step, it is needed to describe the potential and different stakeholders, which also usually have different requirements for the project. For our own web-based projects, the following 3 stakeholders were identified:

1. Dr. Frank Breitinger, Assessor of course Information System Development (ISD)
2. End-users of Tournament Generator
3. Project Group

### Requirements Dr. Frank Breitinger

* A certain minimum of functionality and complexity of the project/website
* Clear documentation of the project including docstrings, readme and examples of usage
* Nice Layout and Design for the project/website
* Code quality of project is well structured and organized
* Chosen project with its features and ideas behind is creative
* Utilization of GitHub or any other control system
* A list of used packages including version and used programming language
* Every member in project group contributes to coding

### Requirements end-users

* Web-based project is optimized for all common Internet-Browser such as Microsoft Edge, Google Chrome, Safari and Mozilla Firefox
* Web-based project is simplistic and easy to use and understand, respectively user-friendly
* Web-based project is able to create the three common, different tournament sizes (8, 16 or 32 teams)
* Web-based project allows to create teams, which can be added to various tournaments, including the information fields: team name, number of players, manager, captain)
* Web-based project includes information about the creators of the website and an imprint
* Web-based project guides the end-user on how to easily create a tournament
* Process of the web-based project is simple, quick, and efficient
* Web-based project has a uniform design and is appealing for the end-users
* Web-based project offers a random-autofill, which fills up needed fields with information automatically for an even faster tournament creation
* End-user can put in results of the different matches for deciding the winders of each tournament round

### Requirements project group

* Project group achieves greater understanding in coding, especially in Phyton/Django
* Project group has good internal communication and achieves a great working environment
* Each member of the project group takes responsibility
* Each member of the project group participates in required project tasks such as coding, documentation, or design
* Project group splits the workload of the web-based project fair and evenly
* Different tasks have a common theme (e.g. uniform design, structured GitHub)

## Functional and non-functional requirements

In addition to the previous stakeholder requirements (see 3.1.), the requirements for our web-based “Tournament Generator” can be categorized in functional and non-functional requirements.

Functional requirements are statements of services the project should provide, how the system should react to specific inputs and how it should behave in particular situations. Furthermore, it can also state, what the system specifically should not do. Non-functional requirements are constraints of the functions such as standards, timing, programming language or development process. They often apply to the system as a whole rather than individual features (Sommerville, 2011). The following functional and non-functional requirements are identified in chapters 3.21 and 3.2.2.

### Functional requirements

* Tournament Generator lets end-user create its own individual tournament
  + Create new tournament or choose existing tournament
  + Minimum and Limitation of teams per tournament (until reached full capacity)
  + All created tournaments are displayed on web-based project/website
* Tournament Generator should include a logical path/process from the Creation to the Execution of the created tournament
  + Step-by-step explanation at Starting-Page
  + Process runs like a common thread through tournament creation
* Tournament Generator must include the creation of 3 various tournament brackets
  + Tournament bracket for 8 teams
  + Tournament bracket for 16 teams
  + Tournament bracket for 32 teams
* Tournament Generator should display the winner at the end of each tournament
* Tournament Generator allows end-user to put in match-results to choose the winner of each round
* Tournament Generator enables the creation of teams for tournaments
  + Add or delete teams in tournaments
  + Add information to created teams such as team name, number of players, manager and captain
  + All created teams are displayed on web-based project/website
* Tournament Generator allows random Autofill-function for an even faster creation of tournaments and teams
  + Autofill information for team creation
  + Autofill information for tournament creation
* Tournament Generator contains an About-page
  + Short description of project group
  + Contact data of three group members such as e-mail, address or telephone
* Tournament Generator contains an Imprint-page
* Tournament Generator has a uniform Corporate design
  + Contains a Footer
  + Contains Navbar
  + Contains Logo
  + Contains Buttons
* Tournament Generator must be precisely documented
  + Documentation
  + Docstring and comments in Phyton/Django project
  + Readme on GitHub
  + Examples of Usage
* Tournament Generator is shared on GitHub
  + Shared GitHub branch contribution
* Tournament Generator adapts to different common Internet Browsers
  + Microsoft Edge
  + Google Chrome
  + Safari
  + Mozilla Firefox

### Non-functional requirements

* Tournament Generator has appealing and trendy design in the eyes of target end-user
  + Modern and uniform design
  + Neatly arranged and organized
  + Structured web-based project/website
* Tournament Generator must have a high-quality standard and good usability
  + Few to no errors/bugs
  + Adaptability
* Tournament Generator must be easy to maintain and easily usable for end-user
* Tournament Generator has a good data security
  + Inputs from end-users are safe
* Tournament Generator code is well-structured and logical
* Tournament Generator documentation is clear, complete and accurate
  + Documentation on paper
  + Documentation on Phyton/Django via commentary/docstrings
  + Shared GitHub
* Tournament Generator has a good performance and scalability
  + Web-based project can handle higher data input
  + Web-based project returns results fast
* Tournament Generator must have a coherent overall image/impression

## Requirements validation

According to Sommerville there are four different keywords for the checking of the requirements: validity, consistency, completeness, realism, and verifiability (2011). With these validation-keywords our “Tournament Generator” will be reviewed with the question in mind if we have fulfilled the mentioned requirements.

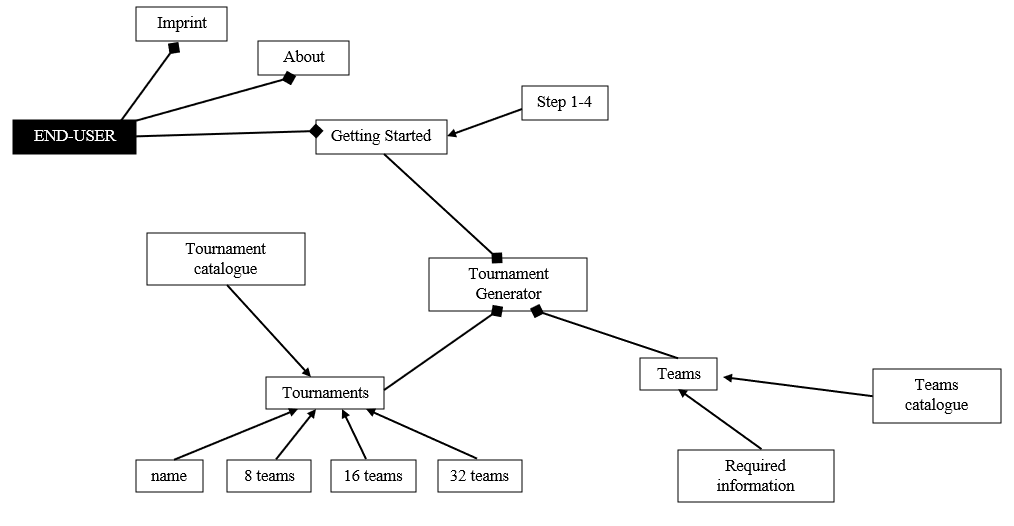
*Table 1: Requirements validation*

|  |  |  |
| --- | --- | --- |
| **Keyword** | **Clarification** *(Sommerville, 2011)* | **Validation** |
| Validity | Does our system provide the functions which support our user’s needs? | Text Text??? |
| Consistency | Are there any requirements, that conflict themselves? | Text Text??? |
| Completeness | Are all requirements for the project included? | Text Text??? |
| Realism | Can the requirements be implemented with the available budget and technology? | Yes, the requirements can be implemented. For a simple tournament bracket, there is little to no budget as well as special technology besides the standard needed. |
| Verifiability | Is it possible to check the listed requirements? | Text Text??? |

# Domain Model

For an optimal and simple overview of the end-user’s most important functional requirements of the web-based project, we created a domain model, which is depicted below on the next page (Figure 3, page 9). For the creation of the domain model we orientated oneself by the example of Rosenberg and Stephen (2007).

*Figure 3: Domain model for Tournament Generator*



# User Experience and Run-through

Text Text Text

## Highlights

Text Text Text

# Readme and Notes

An explicit documentation/commentary of the used code in our web-based project “Tournament Generator” is used with docstrings in Python/Django itself. In Addition to the commentary, there is a Readme available on our shared GitHub.

# Conclusion

## What went well?

* …1
* …2
* …3
* …4
* …5
* …6
* …7

## What went wrong?

* …1
* …2
* …3
* …4
* …5
* …6
* …7

In retrospect, having finalized the project and we have evaluated what went well and what went rather wrong. As mentioned in the introduction part of the documentation, this was our first project where we worked with a program language such as Python/Django. To summarize we are pleased with what we achieved. We are confident we have overcome the major difficulties with the project. There are always things to improve and we hope we will get even better for the next web-based project.

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Declaration of authorship

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Vaduz, 16.12.2020

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