**Cup Manager**

The purpose of this project is to automate the work associated with the organization and hold football tournaments.

In this application you can :

* Create tournament (set name, date, count of teams, reward etc)
* Register as team and then register on tournament
* Edit/Delete tournament/team
* App save history of tournament
* Browse through created tournaments and teams
* Use authorization and authentication to access your profile
* Organizer can browse registered teams on his tournaments and delete some of them

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| № | Role | Action | Description |
| 1 | Unregister user | Browse through tournaments | Look over main information about tournaments |
| 2 | Browse through teams | Look over main information about teams |
| 3 | Find team and tournament | Search team by name;  Search tournament by name, date, number of teams; |
| 4 | Register\Login as team | On register – set name and description;  On login – enter name and password; |
| 5 | Register\Login as organizer | On register – set name and other information |
| 6 | Registered as team | Browse through tournament |  |
| 7 | Register on tournament |  |
| 8 | Edit team information |  |
| 9 | Delete team | Delete from Database and Session all information about **your** team |
| 10 | Registered as organizer | Browse through tournaments |  |
| 11 | Browse through teams |  |
| 12 | Create tournament | Set:   * Name * Date * Count of teams * Reward |
| 13 | Remove tournament |  |
| 14 | Edit tournament |  |
| 15 | Browse registered teams | Show name-list of registered teams |
| 16 | Remove registered team | Delete some team from list above |

**UML-діаграма**

