**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
* 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** | **Test** |
| 1 | Unregister user | Browse through tournaments | Look over main information about tournaments | CupReturnCorrectCup() |
| 2 | Browse through teams | Look over main information about teams | TeamReturnCorrectTeam() |
| 3 | Show middle age of player | Display middle age of player for each team and also display general middle age of all player | **IndexReturnsAViewResultWith**  **ALists()** |
| 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 | Browse though all available tournaments(distinguish already registered cups) | **IndexReturnsAViewResultWith**  **ALists()** |
| 7 | Register on tournament | Register on some cup from list of available cups | RegistrToCupTest() |
| 8 | Edit team information | Update information of current team | **EditCupReturnsViewResultWith**  **CupModel()** |
| 9 | Delete team | Delete from Database and Session all information about **your** team | DeleteTest() |
| 10 | Browse through player of team | Browse through all players from current team | **IndexReturnsAViewResultWith**  **ALists()** |
| 11 | Edit player and add new player | Edit some player from list or add new player to list of players | AddPlayerTest()  EditPlayerTest() |
| 12 | Browse through current cups | Browse through alredy registered cups | **IndexReturnsAViewResultWith**  **ALists()** |
| 13 | Unregister from cups | Unregister from some cup | RemoveCupTest() |
| 14 | Browse through rewards of team | Browse through all rewards of current team | **IndexReturnsAViewResultWith**  **ALists()** |
| 15 | Add/Edit/Remove rewards to team | Update information about rewards or add/remove some reward | AddRewardTest()  EditRewardTest()  RemoveRewardTest() |
| 16 | Registered as organizer | Browse through teams | Allow organizer to check which teams are registered at the site | **IndexReturnsAViewResultWithA**  **Lists**() |
| 17 | Find team by data creation | Sometimes there can be many teams. It allow quickly find necessary team. | SelectTest() |
| 18 | Remove tournament | Delete current tournament and delete it from database. | RemoveTeamTest() |
| 19 | Edit tournament | Allow to update all information about tournament except password and id of tournament. | EditCupTest() |
| 20 | Browse registered teams | Show name-list of registered teams | **IndexReturnsAViewResultWithA**  **Lists**() |
| 21 | Browse players of selected team | Allow organizer administrator to select some team(from registered) and browse through it players | ConfirmTest() |
| 22 | Remove registered team | Delete some team from list above | RemoveTeamTest() |

**UML-діаграма**

