Assessment Task 3 Scenario

Scenario

Kidd Esports is a junior Esports organisation which holds events for juniors throughout the local city areas. They currently hold about 12 events per year in various locations within the region where young children and teens compete in competitive video games with their teams.

Over the last few months, the organisation's manager Mark 'GameMaker' Brown has noticed it is becoming increasingly difficult to keep track of event results as the organisation keeps growing and having more teams compete each week. Currently, the event results are being collected on a series of handwritten and excel documents, but Mark and his team are finding they are spending a lot of time entering repetitive data as some information is used in multiple areas and therefore is being recorded in multiple documents.

Mark has approached you to develop a software application to help him better keep track of event results for his local region's junior Esports competition and reduce the need for entering repeated data in multiple locations. In one of his previous roles as part of the local football association, he remembers them having a system which used a database and a windows application to enter their results which organised their data and allowed for easy reporting.

Mark has asked if you could look as building something with a similar structure that he can use for his events.

Requirements

Mark is intending to run the system you develop on his personal laptop so he can enter data directly at events, he is also familiar with using a relational database system (SQL Server) as he has used it in the past and is capable of backing it up himself if needed.

Therefore, he has asked that the system meets the below requirements:

- Must be a Windows Desktop Application.

- Must use a relational database system — preferably SQL Server.

- Must provide functionality to **Create**, **View**, **Update** and **Delete: Team Details**, **Events**, **Games Played** and **Team Results**.

Mark requires the system to be able to store the following data:

- **Team Details**

    - Team Name

    - Primary Contact

    - Contact Phone

    - Contact Email

    - Competition Points

- **Events**

    - Event Name

    - Event Location

    - Event Date

- **Games Played**

    - Game Name

    - Game Type (Team / Solo)

- **Team Results**

    - Event Held

    - Game Played

    - Team

    - Opposing Team

    - Result (Win / Loss / Draw)

Mark has also requested that the application be able to generate reports based upon the following options:

- Team Details — Ordered by Competition points

- Team Results — Ordered by Event

- Team Results — Ordered by Team

Each report type needs to be filterable or searchable by Team Name and the results need to be shown in the application UI. Each report needs to also be exportable as a .csv file and be populated based upon the current filters and search parameters.

The application also needs to be able to perform the following functionality for Mark and his team.
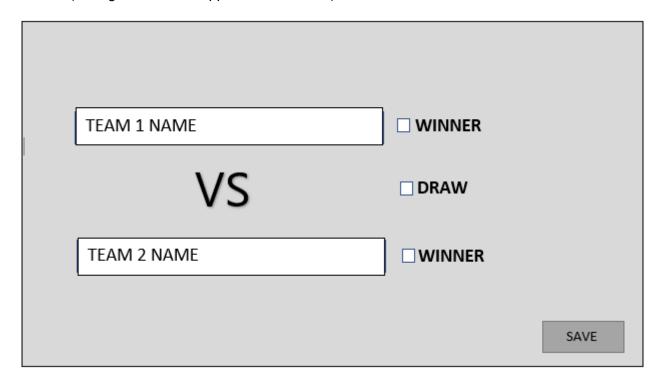
- When a team has a result entered, the outcome of the result (Win/Loss/Draw) needs to update the team's competition points by 2 points for a win and 1 point for a draw.

- When entering team results, the user should be able to enter both teams who competed and set the results for each at the same time.

Supporting Documentation

Below is an example of how team results are currently recorded (on paper).

TEAM	streamMasters		
OPPOSITION	**EVENT**	**GAME**	**RESULT**
radOnes	Realm_Wars_2021	League Of Heroes	WIN
lilTwitchers	Realm_Wars_2021	League Of Heroes	DRAW
Karter_Krew	Race_Con_2021	Mighty Kart	LOSE

And comparatively, a concept idea from Mark of how Kidd_Esports would like to record the results information (through a windows application interface):

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