| Project title	**BasketballSeason-Simulator**
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1. Task Description

BasketballSeason-Simulator: The application should enable the user to simulate a season of the Euroleague basketball tournament. The user can simulate it either game by game or they can simulate the whole season. After the season is simulated, a playoff bracket is formed with the first 8 teams from the regular season, and then the user can simulate the playoff bracket, so that he can find out the winner.

I used Java Spring Boot for the backend + Postgresql for the database, and for frontend I used Flutter.

The GUI interface looks like this:
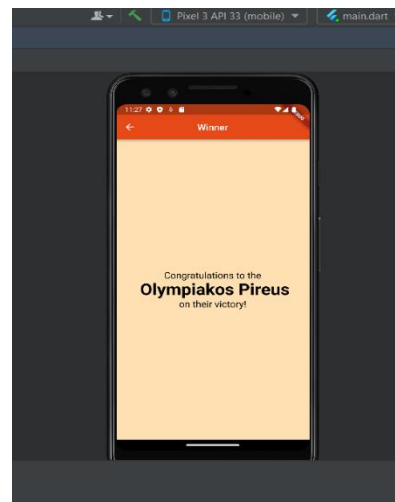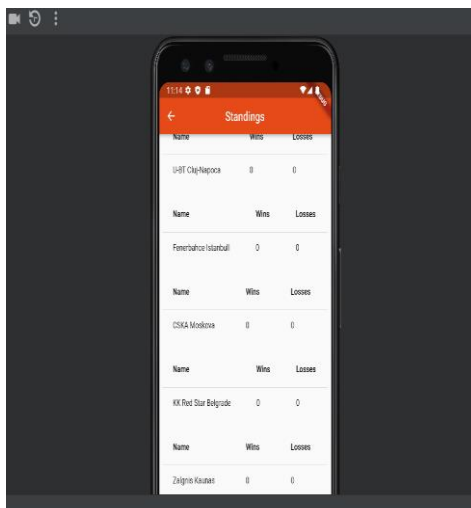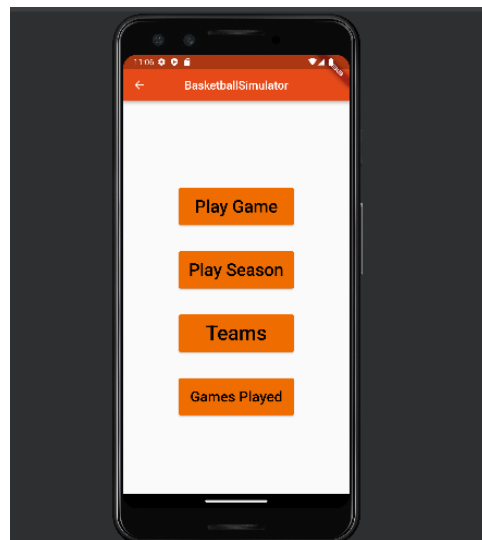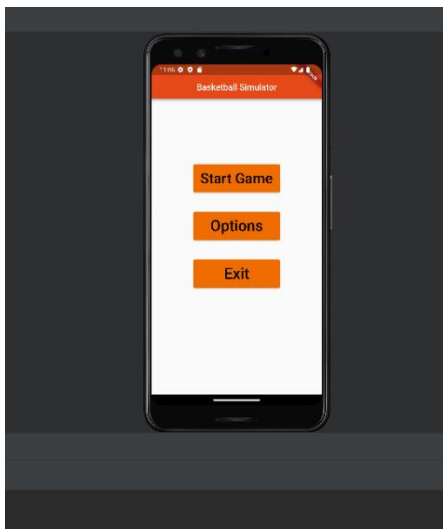
2. Class Diagram
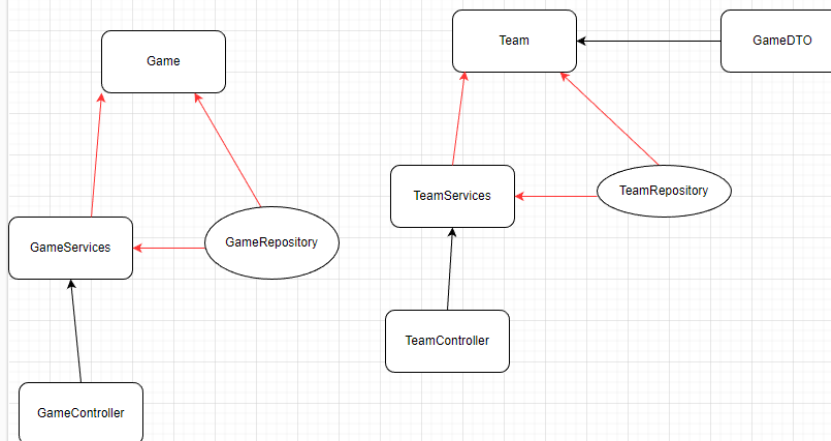
These are the class diagrams. In the first image we can see the classes and their specific attributes and methods, while in the second image we can see the dependencies. Red arrow means circular dependency(both are dependent on each other), while black arrow only means a normal dependency.

Biggest challenge:
The biggest challenge I faced in this project was to make sure my schedule was randomized, but also make sure that every team played each other 2 times. I solved it pretty easily: I just put every game that had to be played twice in the schedule and then I shuffled the schedule using the method from the Collections Object. I don't think it's the best way, but it was the best way I could think of.

What I learned from it is that I should read more documentation in order to know what kind of tools I have at my hand when writing a project.