Project Plan

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**Overview**

We will be creating a Football Tournament Program based upon 20/21 Euros League. The aim is to create a system with a given list of teams and randomly generate groups of 4 upon which the top 2 performing teams will proceed to the knockout stage which the team that wins across 1 leg will then proceed. Major milestone for the project will be the implementation of each class as will be detailed in the Schedule. In terms of constraints, we are limited to 24 teams from the commencement of the tournament at the group stage.

**Objectives**

Please See Project Scope Excel Sheet

**General Approach**

We are going to be using the Rapid Development Cycle

We will be using Java to implement this project with use of randomising algorithms. A CSV document will be used to include the teams into the program. We will be using github for version control and documentation.

**Schedules**

Please see Schedule Excel Sheet

**Resources Required**

Access to the list of teams that are in the tournament.

**Contractual Agreement**

We aim to have the project done by 26th April 2021 and for it to be up to standard and have the correct deliverables