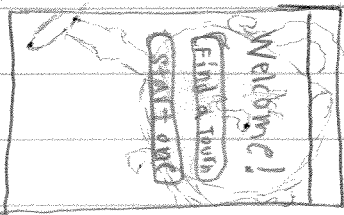


What A Racket Does:

Models the path/bfw destination of every player for each match based on their placement

Problem → Communication Between hosts ~~participants~~ ^{Spectators} + ~~participants~~



Tournament Rounds (same rules as below) (resolves to new tournaments)

→ Move / Action (eg. score or jump/move)

→ resolves to a resulting state or score/points

→ can cause a reaction in other components

→ Match / Game or Phase

→ resolves to win/loss + progresses to the next round

→ different locations

→ consists of rounds

→ Round

→ resolves to ~~points~~ ^{points}

→ usually same iteration

→ can be time-restricted

→ Sub-round

→ Event

→ requires admission payment usually

→ League

Solutions

- Finding the location/time of a specific competitor's match
- estimating event / match times / progression
- getting real-time updates / notifications of changes
- venting anger towards bad refs
- ~~planning~~ scheduling matches and volunteer ~~Ref~~ position filling
- keeping scores
- ~~learning~~ how to organize for a specific sport type

• Searchable database of participants, matches, ~~events~~

• Graphical Map Editor (upload a map of building blueprint, then annotate/draw on it)

→ Google Maps integration for events that take up large space

→ vet for online events

Target Audience Issues

- Spectators / Fans
- Program Planners / Hosters
- Teams / Participants

Use Cases

- Sporting (high school + maybe professional)
- Gaming