

Project Title
E-Sports Tournament Management System

Submitted To

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Vision and Scope Document

1 Business Requirements

1.1 Background

In the realm of competitive gaming, managing Esports tournaments is riddled with inefficiencies. Players and teams registering for tournaments encounter fragmented processes and disjointed systems, leading to prolonged registration times, potential errors in team information submission, and inconsistencies in team qualification procedures. Furthermore, tournament organizers grapple with challenges in scheduling events, promoting them, handling registrations, and ensuring fair competitions due to the absence of a centralized, comprehensive management solution.

1.2 Business Opportunity

Many players and teams within the Esports community express the need for a unified system that streamlines tournament registrations and team creations. Such a system would significantly reduce registration times, minimize errors in team submissions, and standardize qualification procedures, enhancing the overall tournament experience. Providing a platform that offers visibility into available tournaments, game formats, schedules, and secure payment processing would empower players and teams, leading to increased participation and engagement.

1.3 Business Objectives

BO-1: Streamline tournament registration processes, reducing registration time by 30% within 6 months of the system's initial release. Scale: Average time taken by players/teams to complete tournament registrations. Meter: System analytics and user feedback. Goal: 30% reduction in registration time. Stretch: 50% reduction in registration time.

BO-2: Increase tournament participation by 25% within 12 months following the system's initial release.

BO-3: Enhance tournament organization efficiency, reducing administrative workload by 20% within 6 months following initial release.

1.4 Success Metrics

SM-1: 80% of active Esports players register for tournaments through the platform within 6 months of its release.

SM-2: Average player satisfaction rating regarding tournament organization increases by 0.8 on a scale of 1 to 5 within 3 months of system implementation and by 1.5 within 12 months.

1.5 Vision Statement

The Esports Tournament Management System is an all-encompassing platform that empowers players and teams to seamlessly register, manage, and participate in tournaments. By providing a unified system for tournament registrations, team management, and event scheduling, this system eliminates registration complexities and enhances the overall Esports tournament experience.

1.6 Business Risks

RI-1: Potential resistance from existing tournament organizers due to changes in the tournament management process (Probability = 0.4; Impact = 7).

RI-2: Inadequate adoption of the system among players and teams, resulting in lower-than-expected tournament participation (Probability = 0.3; Impact = 8).

RI-3: Technical challenges or system downtime during critical tournament periods, leading to disruption of ongoing tournaments (Probability = 0.2; Impact = 9).

1.7 Business Assumptions and Dependencies

AS-1: Stable and reliable internet connectivity for players/teams registering for tournaments.

AS-2: Integration capabilities with various gaming platforms and APIs for seamless tournament data exchange.

DE-1: Agreement from tournament organizers and gaming communities to adopt and utilize the Esports Tournament Management System for registrations and event management.

2 Scope and Limitation

2.1 Major Feature

FE-1: Tournament Registration and Payment

- Register for participation in esports tournaments.
- Make payments for tournament entry fees.
- Differentiate between individual and team registrations.

FE-2: Tournament Management

- Create, view, modify, and cancel tournament schedules.
- Define tournament formats, rules, and prize distributions.
- Manage team rosters and player registrations.

FE-3: User Profiles and Preferences

- Create, view, and manage user profiles.

- Set preferences for preferred game genres, tournament types, etc.

FE-4: Results and Statistics

- View live and historical tournament results.
- Access detailed statistics for individual matches and players.

FE-5: Communication and Notifications

- Receive notifications about upcoming tournaments, match schedules, and results.
- Facilitate communication between players, teams, and organizers.

2.2 Feature Tree

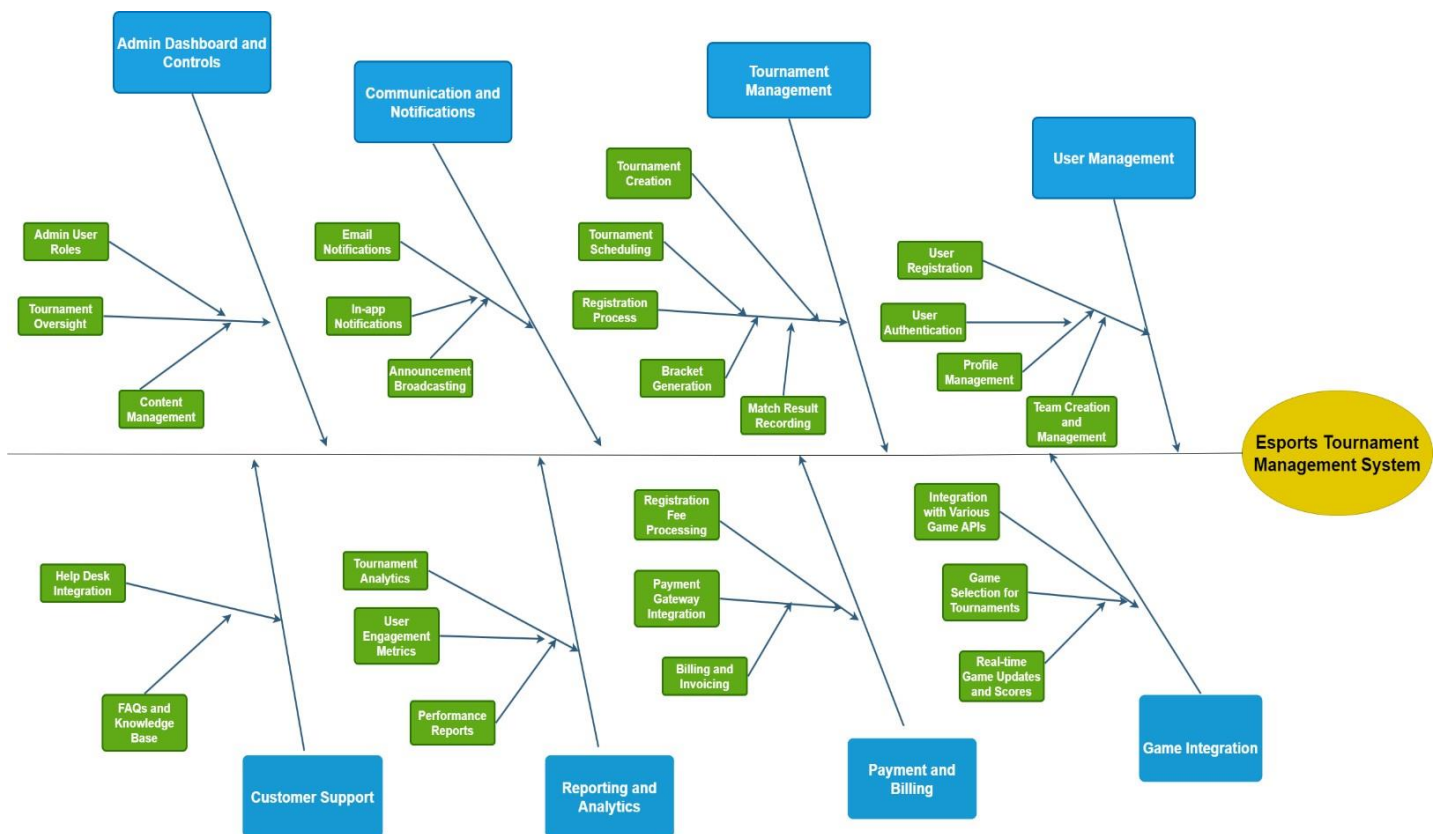


Figure 1: Feature Tree

2.3 Limitation and Exclusions

LT-1: The esports tournament system operates for specific game titles and genres, not encompassing all games.

LT-2: Initial tournaments may have limited geographical reach.

LT-3: The platform's focus is on amateur and semi-professional tournaments, excluding high-stakes professional events.

3 Business Context

3.1 Stakeholder Profile

Stakeholder	Major Value	Attitudes	Major Interests	Constraints
Players/Participants	Opportunity for competition, recognition, and rewards	Eagerness to showcase skills and compete	Fair gameplay, winning prizes, recognition	Time availability, diverse gaming preferences
Sponsors/Advertisers	Brand exposure, targeted audience reach	Interest in associating with esports growth	Brand visibility, market engagement, ROI	Budget limitations, alignment with brand values
Audience/Fans	Entertainment, immersive experience	Enthusiastic about engaging content	Quality broadcasts, engaging matches, interactions	Time zone differences, access to live events
Organizers/Event Managers	Successful event execution, community growth	Committed to delivering high-quality events	Event promotion, participant engagement, logistics	Resource constraints, unexpected technical issues

3.2 Project Priorities

Dimension	Constraint	Driver	Degree of freedom
Features	Full functionality of initial features	User engagement	Flexibility in additional feature implementation
Quality	98% successful user experience	Platform credibility	Iterative improvements for enhanced quality
Schedule	Q1 release for basic functionalities	Market competitiveness	Grace period of 2 weeks for release delays
Cost	Budget adherence within $\pm 10\%$	Financial sustainability	Allocation for essential enhancements

3.3 Deployment Considerations

DC-1: Develop platform-compatible applications for mobile, web, and console interfaces.

DC-2: Infrastructure upgrades for scalable user access and live event streaming.

4 Use Cases

Primary Actor	Use Cases
Players	<ol style="list-style-type: none"> 1. Register for a Tournament 2. Modify Tournament Registration 3. View Tournament Schedule 4. Manage Team Roster 5. Check Tournament Results 6. Set Notification Preferences
Organizer	<ol style="list-style-type: none"> 7. Create Tournament Schedule 8. Define Tournament Rules 9. Monitor Tournament Progress 10. Send Notifications to Participants 11. Access Detailed Statistics
Judge	<ol style="list-style-type: none"> 12. Review Match Results 13. Confirm Fair Play Compliance 14. Resolve Disputes and Rule Violations 15. Provide Feedback to Participants 16. Access Detailed Match Statistics
Admin	<ol style="list-style-type: none"> 17. Manage Platform Users and Permissions 18. Monitor System Performance and Security 19. Create and Assign Tournament Roles 20. Resolve Technical Issues 21. Configure Platform Settings and Rules 22. Generate Reports and Analytics

Software Requirements Specifications

5 Introduction

5.1 Purpose

This SRS describes the functional and nonfunctional requirements for software release of the E-sports Tournament Management System (ETMS). This document is intended to be used by the members of the project team who will implement and verify the correct functioning of the system. This document outlines the specific user interactions, system functionalities, and external interfaces necessary for successful system development and deployment. This establishes a baseline for system design, development, testing, and validation processes, ensuring alignment with stakeholders' expectations and project goals. It also provides a basis for measuring project success and verifying that the developed system meets the specified requirements.

5.2 Document Conventions

5.2.1 General Formatting:

Font: Times New Roman

Text Size: 11

Line spacing: 1.15

Alignment: Justified

Margin: Narrow (0.5 inch on each side)

Page Numbering: Top-Right

5.2.2 Headings

Level 1: Times New Roman 16pt bold italic, left-aligned.

Level 2: Times New Roman 14pt bold italic, left-aligned.

Level 3: Times New Roman 12pt bold, left-aligned.

5.3 Project Scope

The Esports Tournament Management System encompasses the development of a comprehensive software solution that facilitates the organization, management, and execution of esports tournaments. The system aims to enable tournament organizers to create and schedule events, register participants, manage teams, track match results, and provide a seamless platform for participants to engage in competitive gameplay. It includes features for user registration, team formation, match scheduling, real-time scoring, and leaderboard management, ensuring a user-friendly interface for both tournament administrators and participants. The scope also involves integrating functionalities for reporting, analytics, and communication tools to enhance the overall tournament experience.

6 Overall Description

6.1 Product Perspective

The e-sports tournament management system mainly manages the whole system of an e-sports tournament. When a player or team wants to play a tournament, they can register through this system. The player can choose the tournament. A player can create a team with his friend. And the organizer's team maintains the tournament and ranking. esports tournament Management software grants users the ability to organize and comprehensively manage eSports events. Tournament organizers use eSports management software to schedule and promote events, push branding, handle user registration, run competitions, facilitate prize pools, and more. The esports player can play tournaments throughout this system. Every esports game is mainly played by a group-wise, 6 members or 5 members team participates in a tournament. So, all players must sign up for an account then he/she can register for the tournament. For the registration 1 player submits all group member information. The players pay the registration fee. The registration procedure controls the registered team. When the registered team confirms the team for the

registration then the management team selects the team qualification-wise. Then the host management hosted the tournament. And the judging team monitors the game and ranks the players.

6.2 Context Diagram

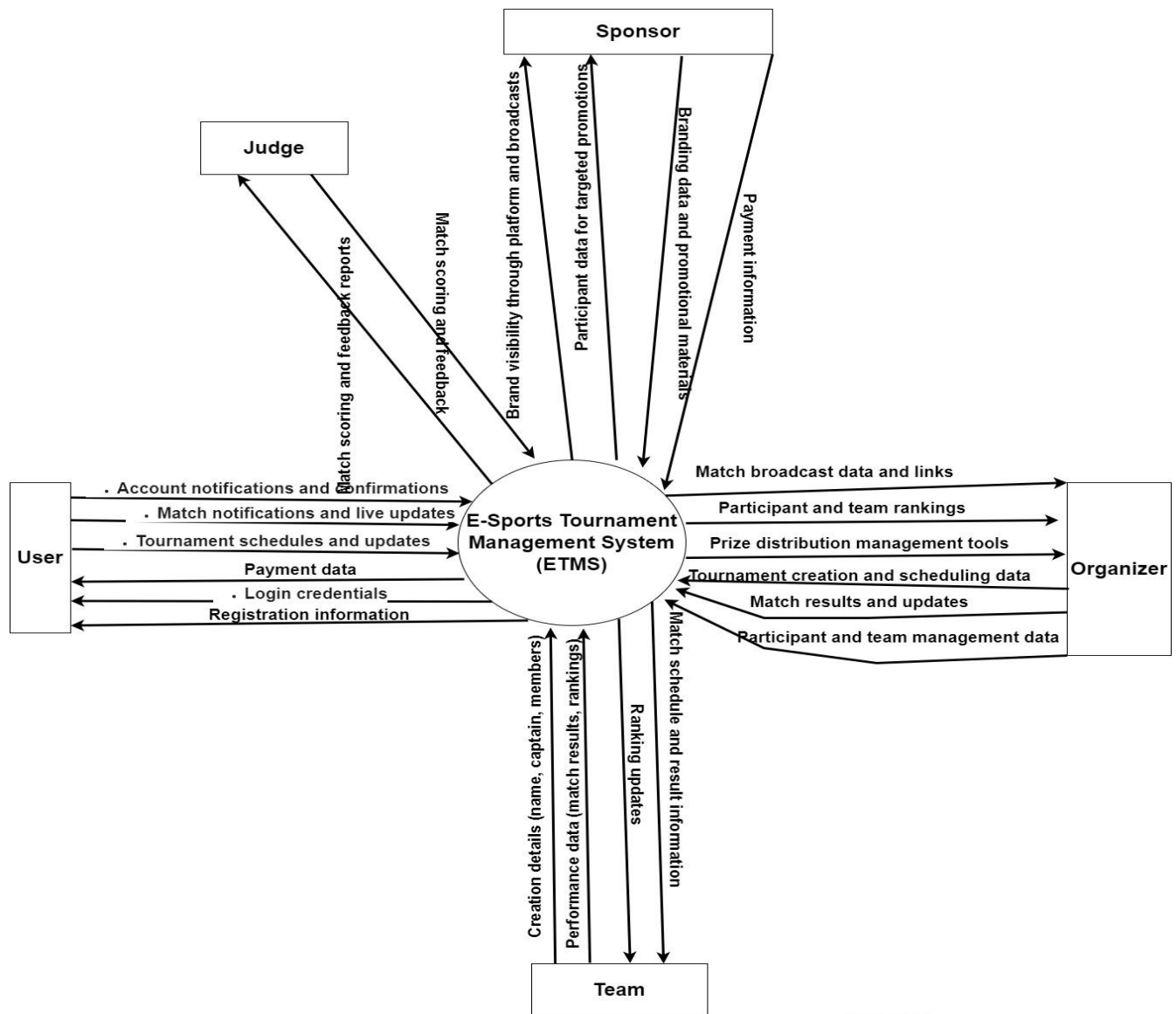


Figure 2: Context Diagram

6.3 User Classes and Characteristics

User Class	Description
Players	Primary goal of players is Participating in esports tournaments. Players should be able to Registers for tournaments, creates, or joins teams, views tournament schedules, submits team information. The needs of the players are Smooth registration process, easy team creation, access to tournament schedules and results.
Team captain	The team captain will manage a team for tournaments. Team captain should be able to create teams, manage team members, register teams for tournaments, communicate with tournament organizers. The needs for the team captains are team management tools, communication channels, easy registration process for tournaments.

Organizer	Organizers will host and manage esports tournaments. Organizers should be able to set up tournaments, manage tournament schedules, verify team registrations, monitor tournament progress. The need of the organizers are comprehensive tournament management tools, registration validation mechanisms, real-time monitoring capabilities.
Judging Team	Judging Team will monitor gameplay and rank team and participants. Judging teams should be able to observe matches, rank players/teams based on performance, and ensure fair play. The needs of Judging teams are accessed to live game feeds, judging criteria guidelines, secure result submission methods.
Administrator	Admin will manage the overall system. Admin should be able to manage user accounts, and handle system configurations. The needs of admins are user management tools, system configuration options
Spectator	Spectators will be watching esports tournaments. Spectators should be able to view live tournament streams, check tournament standings, follow favorite players/teams. The needs of spectators are access to the live streaming, up to date tournament information, engaging and interactive viewing experience

Table 1: User Classes and Characteristics

6.4 Operating Environment

OE-1: The System shall operate properly with following PC configuration: Dual-core processor (Intel Core i3 or equivalent), 4GB RAM or higher, Minimum 128GB HDD/SSD storage.

OE-2: The system shall operate correctly with the following web browsers: Windows Internet Explorer versions 7, 8, and 9; Firefox versions 12 through 26; Google Chrome (all versions); and Apple Safari versions 4.0 through 8.0.

OE-3: The system shall be accessed properly while having reliable internet connection with a bandwidth of 2 Mbps.

6.5 Design and Implementation Constraints

CO-1: The system must be developed using ASP.NET and React frameworks due to existing infrastructure or compatibility requirements.

CO-2: The system should be compatible with multiple platforms (web, mobile) to ensure accessibility for a diverse user base.

CO-3: The system must use the MySQL database engine.

CO-4: All HTML code must conform to the HTML 5.0 standard.

CO-5: The system must use SSL encryption to protect user data.

CO-6: The system's design and interface must align with user experience (UX) best practices to ensure ease of use and navigation for diverse user groups.

CO-7: E-sports governing bodies' rules and age restrictions must be considered during system development.

6.6 Assumptions and Dependencies

AS-1: Participants and organizers have reliable internet access throughout the tournament's duration for registration, match updates, and result submissions.

AS-2: Participants provide accurate details during registration, including team formation and player information.

AS-3: Participants will abide by the fair play guidelines, ensuring ethical gameplay and sportsmanship throughout the tournament.

AS-4: Assumes consistency and compatibility with game updates and APIs, ensuring seamless integration for match statistics and results.

DE-1: Relies on support and cooperation from game developers for access to game APIs, ensuring accurate match data and player statistics.

DE-2: Depends on reliable server infrastructure and hosting services to manage tournament data, maintain uptime, and handle traffic spikes.

DE-3: Depends on secure and functional payment gateways for processing registration fees, prize money, or any financial transactions related to the tournament.

7 System Feature

7.1 User Registration and Authentication

7.1.1 Description

Allows players, team managers, and tournament organizers to register accounts securely and authenticate their access to the system.

Priority Level: High

7.1.2 Functional Requirements

FR1: Provide a registration form for users to create accounts with necessary information (username, email, password).

FR2: Implement secure authentication mechanisms (email verification, password hashing) for login.

FR3: Allow password reset functionality through a verified email process.

7.2 Tournament Creation and Management

7.2.1 Description

This feature empowers tournament organizers to create, manage, and schedule esports tournaments efficiently. It includes setting up tournament details, managing participants, and defining rules.

Priority Level: High

7.2.2 Functional Requirements

FR4: Provide an intuitive interface for organizers to create new tournaments, defining game titles, rules, schedules, and registration criteria.

FR5: Allow tournament organizers to set up brackets, manage team registrations, and update match schedules seamlessly.

FR6: Implement automated notifications to participants regarding tournament updates, match schedules, and important announcements.

7.3 Team Creation and Management

7.3.1 Description

Allows players to form teams, manage team details, invite members, and handle team-related activities within the system.

Priority Level: Medium

7.3.2 Functional Requirements

FR7: Enable players to create and manage team profiles, including team name, logo, description, and roster management.

FR8: Implement team invitation functionality for team managers to invite players to join their teams or accept invitations.

FR9: Allow team managers to manage team members, handle substitutions, and update team information.

7.4 Match Result Reporting and Recording

7.4.1 Description

This feature enables participants to report match results accurately, ensuring fair play and transparent tournament progress tracking.

Priority Level: High

7.4.2 Functional Requirements

FR10: Enable participants to report match results within the system, including scores, match details, and any additional relevant information.

FR11: Implement validation mechanisms to verify match result submissions and resolve any discrepancies through a dispute resolution process.

FR12: Automatically update tournament brackets and standings based on reported match results to reflect accurate progress and rankings.

7.5 Payment and Registration Processing

7.5.1 Description

Facilitates secure payment processing for tournament registration fees, ensuring seamless user registration and fee collection.

Priority Level: High

7.5.2 Functional Requirements

FR13: Enable participants to register for tournaments by securely paying registration fees through integrated payment gateways.

FR14: Provide a seamless registration confirmation process upon successful payment, granting access to the tournament and validating participation.

7.6 *Dashboard and Analytics*

7.6.1 Description

Offers tournament organizers and administrators a dashboard view and analytical insights into tournament statistics and user engagement.

Priority Level: Low

7.6.2 Functional Requirements

FR15: Develop an intuitive dashboard interface displaying tournament statistics, registration metrics, match progress, and user participation.

FR16: Generate comprehensive analytics reports showcasing user engagement metrics, tournament success rates, team performances, and other relevant data for informed decision-making.

7.7 *Communication and Notifications*

7.7.1 Description

Facilitates communication between participants, team managers, and organizers through in-app messaging and automated notifications.

Priority Level: Low

7.7.2 Functional Requirements

FR17: Implement an in-app messaging and voice calling system allowing users to communicate within the system, facilitating discussions, and coordination.

FR18: Configure automated notifications for match schedules, tournament updates, registration confirmations, and essential announcements to keep participants informed.

8 *SpiraTeam Tool: Requirement Management and Change Control*

Requirements Detailed Report

This report displays all the requirements defined for the current project in the order that they appear in the requirements list. The requirement's details and coverage status are displayed, along with sub-tables containing the list of covering test cases, linked incidents/requirements, attached documents, associated tasks, linked artifacts and the change history.

Product24: E-Sports Tournament Management System

The E-sports tournament management system mainly manages the whole system of an E-sports tournament. When a player or team wants to play a tournament, they can register through this system. The player can choose the tournament. A player can create a team with his friend. And the organizer's team maintains the tournament and ranking. E-sports tournament Management software grants users the ability to organize and comprehensively manage E-sports events. Tournament organizers use E-sports management software to schedule and promote events, push branding, handle user registration, run competitions, facilitate prize pools, and more. The E-sports player can play tournaments throughout this system. Every E-sports game is mainly played by a group-wise, 6 members or 5 members team participates in a tournament. So, all players must sign up for an account then he/she can register for the tournament. For the registration 1 player submits all group member information. The players pay the registration fee. The registration procedure controls the registered team. When the registered team confirms the team for the registration then the management team selects the team qualification-wise. Then the host management hosted the tournament. And the judging team monitors the game and ranks the players.

RQ:795-Functional Requirements

Type:	Epic	Component:	
Priority:		Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	25.0
Release #:		Est. Effort:	200.00
Task Est. Effort:	0.00	Task Actual Effort:	0.00
Task Remaining Effort:	0.00	Task Projected Effort:	0.00
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Requirement Name	Functional Requirement	Functional Requirements	Asif Ahmed
03-Dec-2023	Requirement Name		Functional Requirement	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed

RQ:797-User Management

Type:	Epic	Component:	
Priority:	1 - Critical	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	3.0
Release #:	1.0.0.0	Est. Effort:	24.00

Task Est. Effort: 0.00
Task Remaining Effort: 0.00
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Task Actual Effort: 0.00
Task Projected Effort: 0.00

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Requirement Name	User Managemen	User Management	Asif Ahmed
03-Dec-2023	Importance	2 - High	1 - Critical	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Importance	1 - Critical		Asif Ahmed
03-Dec-2023	Importance		1 - Critical	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		User Managemen	Asif Ahmed

RQ:812-User registration with unique IDs and passwords

Type: Feature
Priority: 2 - High
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 1.0.0.0
Task Est. Effort: 0.00
Task Remaining Effort: 0.00
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort: 0.00
Task Projected Effort: 0.00

Associated Tasks:

Task #	Name	Status	Priority	Owned By	End Date	% Completed
TK49	code module 1	Not Started	2 - High		02-Feb-2024	0%

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
03-Dec-2023	Importance	1 - Critical	2 - High	Asif Ahmed
03-Dec-2023	Importance		1 - Critical	Asif Ahmed
03-Dec-2023	Requirement Name		User registration with unique IDs and passwords	Asif Ahmed

RQ:814-Player profile creation allowing customization

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	1 - Critical	2 - High	Asif Ahmed
03-Dec-2023	Importance		1 - Critical	Asif Ahmed
03-Dec-2023	Requirement Name		Player profile creation allowing customization	Asif Ahmed

RQ:815-Team creation, allowing team leaders to invite/join members and manage team details

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	1 - Critical	2 - High	Asif Ahmed
03-Dec-2023	Importance		1 - Critical	Asif Ahmed
03-Dec-2023	Requirement Name		Team creation, allowing team leaders to invite/join members and manage team details	Asif Ahmed

RQ:798-Tournament Registration and Management

Type:	Epic	Component:	
Priority:	1 - Critical	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	3.0
Release #:	1.0.0.0	Est. Effort:	24.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			

Decimal:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	2 - High	1 - Critical	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Tournament Registration and Management	Asif Ahmed

RQ:816-Display list of available tournaments with details (date, game, entry fee, etc.

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed

03-Dec-2023	Requirement Name		Display list of available tournaments with details (date, game, entry fee, etc.	Asif Ahmed
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RQ:817-Team registration for tournaments, including submission of team details and payment integration for registration fees

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Team registration for tournaments, including submission of team details and payment integration for registration fees	Asif Ahmed

RQ:818-Tools for organizers to schedule, organize, and manage tournaments within the system

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			

Classification:**Notes:****Review Date:** --**Ranking:****Decimal:****Requirement Change History:**

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Tools for organizers to schedule, organize, and manage tournaments within the system	Asif Ahmed

RQ:799-Qualification and Selection

Type: Epic
Priority: 1 - Critical
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 1.0.0.0
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 3.0
Est. Effort: 24.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed

03-Dec-2023	Importance	2 - High	1 - Critical	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Qualification and Selection	Asif Ahmed

RQ:819-Automated team qualification process based on set criteria

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Automated team qualification process based on set criteria	Asif Ahmed

RQ:820-Evaluation tools for management to review and select qualified teams

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00

Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Evaluation tools for management to review and select qualified teams	Asif Ahmed

RQ:821-Communication of qualification results to teams via the platform.

Type: Feature
Priority: 2 - High
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 1.0.0.0
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed

20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Communication of qualification results to teams via the platform.	Asif Ahmed

RQ:800-Tournament Hosting

Type:	Epic	Component:	
Priority:	1 - Critical	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	3.0
Release #:	1.0.0.0	Est. Effort:	24.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	2 - High	1 - Critical	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Tournament Hosting	Asif Ahmed

RQ:822-Hosting tools for hosts to create, configure, and manage tournaments.

Type:	Feature	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023

Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 1.0.0.0
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Last Modified: 20-Dec-2023
Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Hosting tools for hosts to create, configure, and manage tournaments.	Asif Ahmed

RQ:823-Monitoring tools for ongoing tournaments (e.g., live chat support, technical assistance)

Type: Feature
Priority: 2 - High
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 1.0.0.0
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
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20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Monitoring tools for ongoing tournaments (e.g., live chat support, technical assistance)	Asif Ahmed

RQ:824-Communication channels between hosts, organizers, and participants

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Importance		3 - Medium	Asif Ahmed
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Requirement Name		Communication channels between hosts, organizers, and participants	Asif Ahmed

RQ:801-Gameplay Monitoring and Ranking

Type:	Epic	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	3.0
Release #:	2.0.0.1	Est. Effort:	24.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	3 - Medium	2 - High	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Gameplay Monitoring and Ranking	Asif Ahmed

RQ:825-Live monitoring of gameplay during tournaments

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	2.0.0.1	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Live monitoring of gameplay during tournaments	Asif Ahmed

RQ:826-Scoring and ranking system for individual players and teams

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	3.0.0.2	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		3.0.0.2 - Release 3.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Scoring and ranking system for individual players and teams	Asif Ahmed

RQ:827-Real-time updates on tournament progress and results visible to participants and spectators

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023

Owner:
Release #: 2.0.0.1
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Real-time updates on tournament progress and results visible to participants and spectators	Asif Ahmed

RQ:802-Communication and Notifications

Type: Epic
Priority: 3 - Medium
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 2.0.0.1
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 2.0
Est. Effort: 16.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
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20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	4 - Low	3 - Medium	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Communication and Notifications	Asif Ahmed

RQ:828-In-app messaging and calling for teams, organizers, and hosts.

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	3.0.0.2	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		3.0.0.2 - Release 3.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		In-app messaging and calling for teams, organizers, and hosts.	Asif Ahmed

RQ:829-Notification system for critical updates (e.g., tournament schedules, qualification status)

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Planned

Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 2.0.0.1
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 1.0
Est. Effort: 8.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		Notification system for critical updates (e.g., tournament schedules, qualification status)	Asif Ahmed

RQ:803-User Interface and Experience

Type: Design Element
Priority: 2 - High
Author: Asif Ahmed
Coverage: 0Covering,0Failed,0Passed0Blocked0Caution
Owner:
Release #: 2.0.0.1
Task Est. Effort:
Task Remaining Effort:
URL:
Difficulty:
Classification:
Notes:
Review Date: --
Ranking:
Decimal:

Component:
Status: Planned
Creation Date: 03-Dec-2023
Last Modified: 20-Dec-2023
Estimate: 3.0
Est. Effort: 24.00
Task Actual Effort:
Task Projected Effort:

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	3 - Medium	2 - High	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Type	Feature	Design Element	Asif Ahmed
03-Dec-2023	Requirement Name		User Interface and Experience	Asif Ahmed

RQ:830-Intuitive and user-friendly design ensuring ease of navigation.

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	2.0.0.1	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Intuitive and user-friendly design ensuring ease of navigation	Asif Ahmed

RQ:831-Responsive and accessible interface across devices

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	2.0.0.1	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Responsive and accessible interface across devices	Asif Ahmed

RQ:832-Dashboard for users to access tournament information, team details, and personal profiles

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	3.0.0.2	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
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20-Dec-2023	Release		3.0.0.2 - Release 3.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Dashboard for users to access tournament information, team details, and personal profiles	Asif Ahmed

RQ:804-Branding and Promotion

Type:	Epic	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	2.0
Release #:	2.0.0.1	Est. Effort:	16.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	4 - Low	3 - Medium	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Branding and Promotion	Asif Ahmed

RQ:833-Tools for organizers to promote events within the platform.

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	3.0.0.2	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		3.0.0.2 - Release 3.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		Tools for organizers to promote events within the platform.	Asif Ahmed

RQ:834-Customization options for tournament branding and publicity features to attract participants and sponsors

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	2.0.0.1	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		2.0.0.1 - Release 2.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		Customization options for tournament branding and publicity features to attract participants and sponsors	Asif Ahmed

RQ:805-Prize Pool Managemen

Type:	Epic	Component:	
Priority:	2 - High	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	3.0
Release #:	1.0.0.0	Est. Effort:	24.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance	3 - Medium	2 - High	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Type	Feature	Epic	Asif Ahmed
03-Dec-2023	Requirement Name		Prize Pool Managemen	Asif Ahmed

RQ:835-Facility for organizers to set up and manage prize pools.

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Facility for organizers to set up and manage prize pools.	Asif Ahmed

RQ:836-Automated distribution of prizes to winning teams/players.

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Automated distribution of prizes to winning teams/players	Asif Ahmed

RQ:837-Financial tracking and reporting for tournament-related transactions

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Planned
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	20-Dec-2023
Owner:		Estimate:	1.0
Release #:	1.0.0.0	Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
20-Dec-2023	Release		1.0.0.0 - Release 1.0	Asif Ahmed
20-Dec-2023	Status	Requested	Planned	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		Financial tracking and reporting for tournament-related transactions	Asif Ahmed

RQ:806-Non-Functional Requirements

Type:	Quality	Component:	
Priority:		Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	6.0
Release #:		Est. Effort:	48.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Type	Feature	Quality	Asif Ahmed
03-Dec-2023	Requirement Name		Non-Functional Requirements	Asif Ahmed

RQ:807-Security

Type:	Quality	Component:	
Priority:	1 - Critical	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	2.0
Release #:		Est. Effort:	16.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
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03-Dec-2023	Importance	2 - High	1 - Critical	Asif Ahmed
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Type	Feature	Quality	Asif Ahmed
03-Dec-2023	Requirement Name		Security	Asif Ahmed

RQ:838-If there are no activities for 5 minutes, the user account will automatically log out of the system

Type:	Feature	Component:	
Priority:	2 - High	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		If there are no activities for 5 minutes, the user account will automatically log out of the system	Asif Ahmed

RQ:839-Every time the organizer logs in to the system, an OTP will be sent to the given number to verify the user

Type:	Feature	Component:	
Priority:	2 - High	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			

Notes:**Review Date:** --**Ranking:****Decimal:****Requirement Change History:**

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		2 - High	Asif Ahmed
03-Dec-2023	Requirement Name		Every time the organizer logs in to the system, an OTP will be sent to the given number to verify the user	Asif Ahmed

RQ:808-Maintenance**Type:** Quality**Priority:** 2 - High**Author:** Asif Ahmed**Coverage:** 0Covering,0Failed,0Passed0Blocked0Caution**Owner:****Release #:****Task Est. Effort:****Task Remaining Effort:****URL:****Difficulty:****Classification:****Notes:****Review Date:** --**Ranking:****Decimal:****Component:****Status:** Requested**Creation Date:** 03-Dec-2023**Last Modified:** 03-Dec-2023**Estimate:** 1.0**Est. Effort:** 8.00**Task Actual Effort:****Task Projected Effort:****Requirement Change History:**

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance	3 - Medium	2 - High	Asif Ahmed
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Type	Feature	Quality	Asif Ahmed
03-Dec-2023	Requirement Name		Maintenance	Asif Ahmed

RQ:840-If there is a server error, there shall be backup server so that the website gets up and running within fifteen minutes of downtime

Type:	Feature	Component:	
Priority:	3 - Medium	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		3 - Medium	Asif Ahmed
03-Dec-2023	Requirement Name		If there is a server error, there shall be backup server so that the website gets up and running within fifteen minutes of downtime	Asif Ahmed

RQ:809-Usability

Type:	Quality	Component:	
Priority:	3 - Medium	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	2.0
Release #:		Est. Effort:	16.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
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03-Dec-2023	Importance	4 - Low	3 - Medium	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Type	Feature	Quality	Asif Ahmed
03-Dec-2023	Requirement Name		Usability	Asif Ahmed

RQ:841-A user shall be able to login and search for what they want in under one minute or in two and a half minutes maximum

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		A user shall be able to login and search for what they want in under one minute or in two and a half minutes maximum	Asif Ahmed

RQ:842-Players can fill in a registration form for an upcoming tournament in under 15 minutes

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			

Notes:**Review Date:** --**Ranking:****Decimal:****Requirement Change History:**

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		Players can fill in a registration form for an upcoming tournament in under 15 minutes	Asif Ahmed

RQ:810-Efficiency**Type:** Quality**Priority:** 3 - Medium**Author:** Asif Ahmed**Coverage:** 0Covering,0Failed,0Passed0Blocked0Caution**Owner:****Release #:****Task Est. Effort:****Task Remaining Effort:****URL:****Difficulty:****Classification:****Notes:****Review Date:** --**Ranking:****Decimal:****Component:****Status:** Requested**Creation Date:** 03-Dec-2023**Last Modified:** 03-Dec-2023**Estimate:** 1.0**Est. Effort:** 8.00**Task Actual Effort:****Task Projected Effort:****Requirement Change History:**

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance	4 - Low	3 - Medium	Asif Ahmed
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Type	Feature	Quality	Asif Ahmed
03-Dec-2023	Requirement Name		Efficiency	Asif Ahmed

RQ:843-The platform should use 100 to 300 Mb RAM per tab and 0.1% to 1% of CPU usage apart from the browser's usage depending on the user usage.

Type:	Feature	Component:	
Priority:	4 - Low	Status:	Requested
Author:	Asif Ahmed	Creation Date:	03-Dec-2023
Coverage:	0Covering,0Failed,0Passed0Blocked0Caution	Last Modified:	03-Dec-2023
Owner:		Estimate:	1.0
Release #:		Est. Effort:	8.00
Task Est. Effort:		Task Actual Effort:	
Task Remaining Effort:		Task Projected Effort:	
URL:			
Difficulty:			
Classification:			
Notes:			
Review Date:	--		
Ranking:			
Decimal:			

Requirement Change History:

Change Date	Field Name	Old Value	New Value	Changed By
03-Dec-2023	Importance		4 - Low	Asif Ahmed
03-Dec-2023	Requirement Name		The platform should use 100 to 300 Mb RAM per tab and 0.1% to 1% of CPU usage apart from the browser's usage depending on the user usage	Asif Ahmed

9 Data Requirements

9.1 Logical Data Model

9.1.1 E-R Diagram

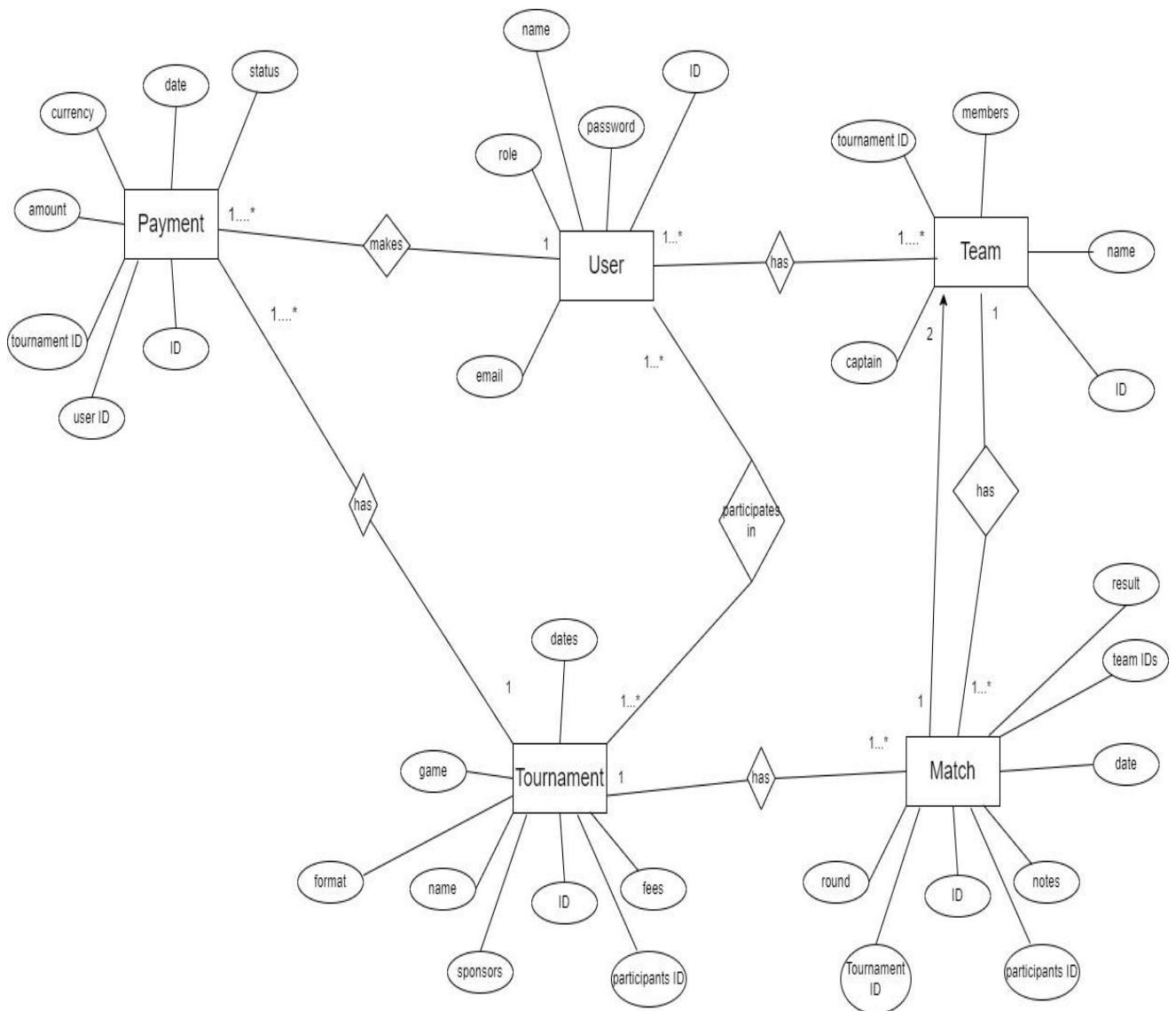


Figure 3 E-R diagram

9.1.2 Data Flow Diagram

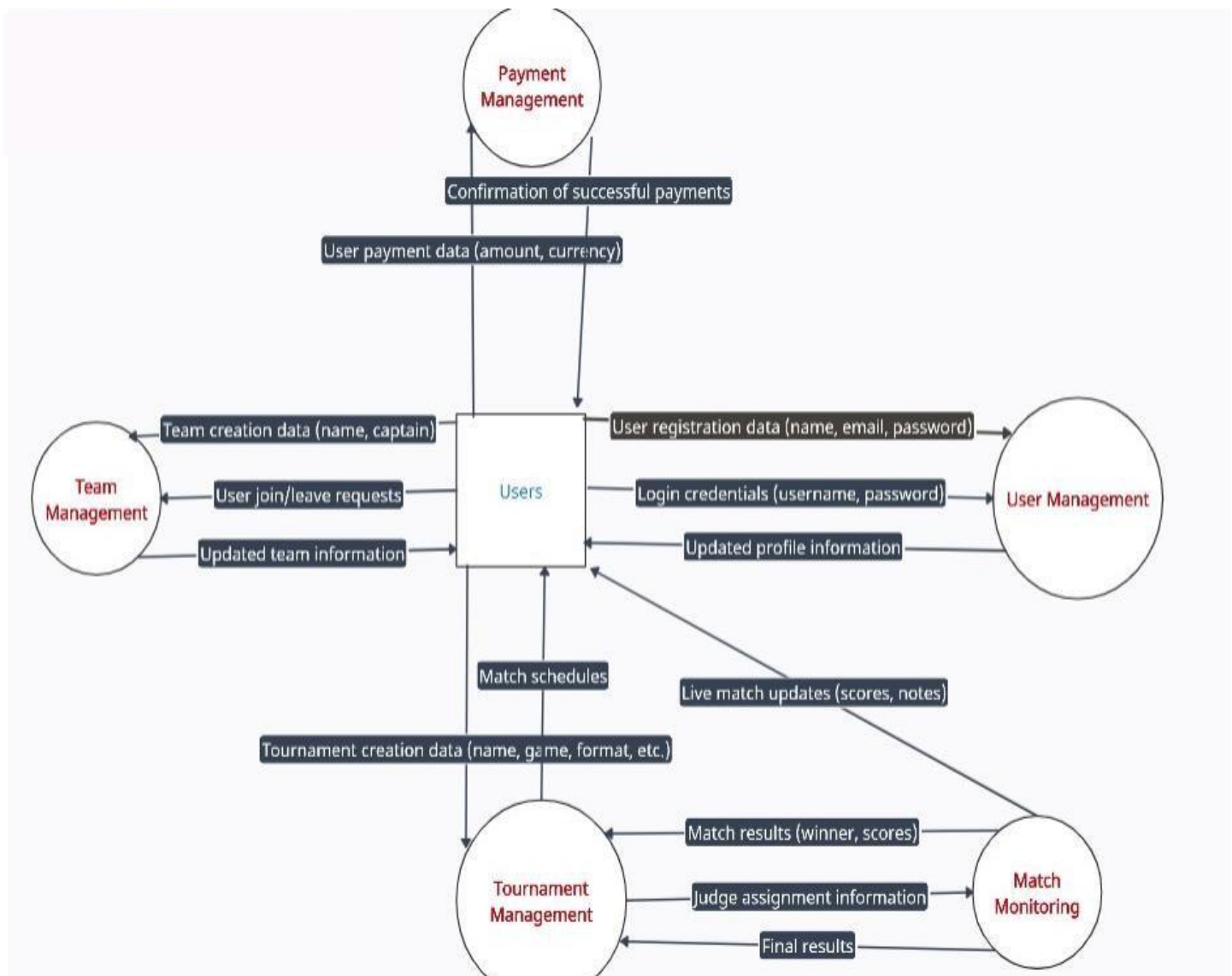


Figure 4: Data Flow Diagram

9.1.3 Class Diagram

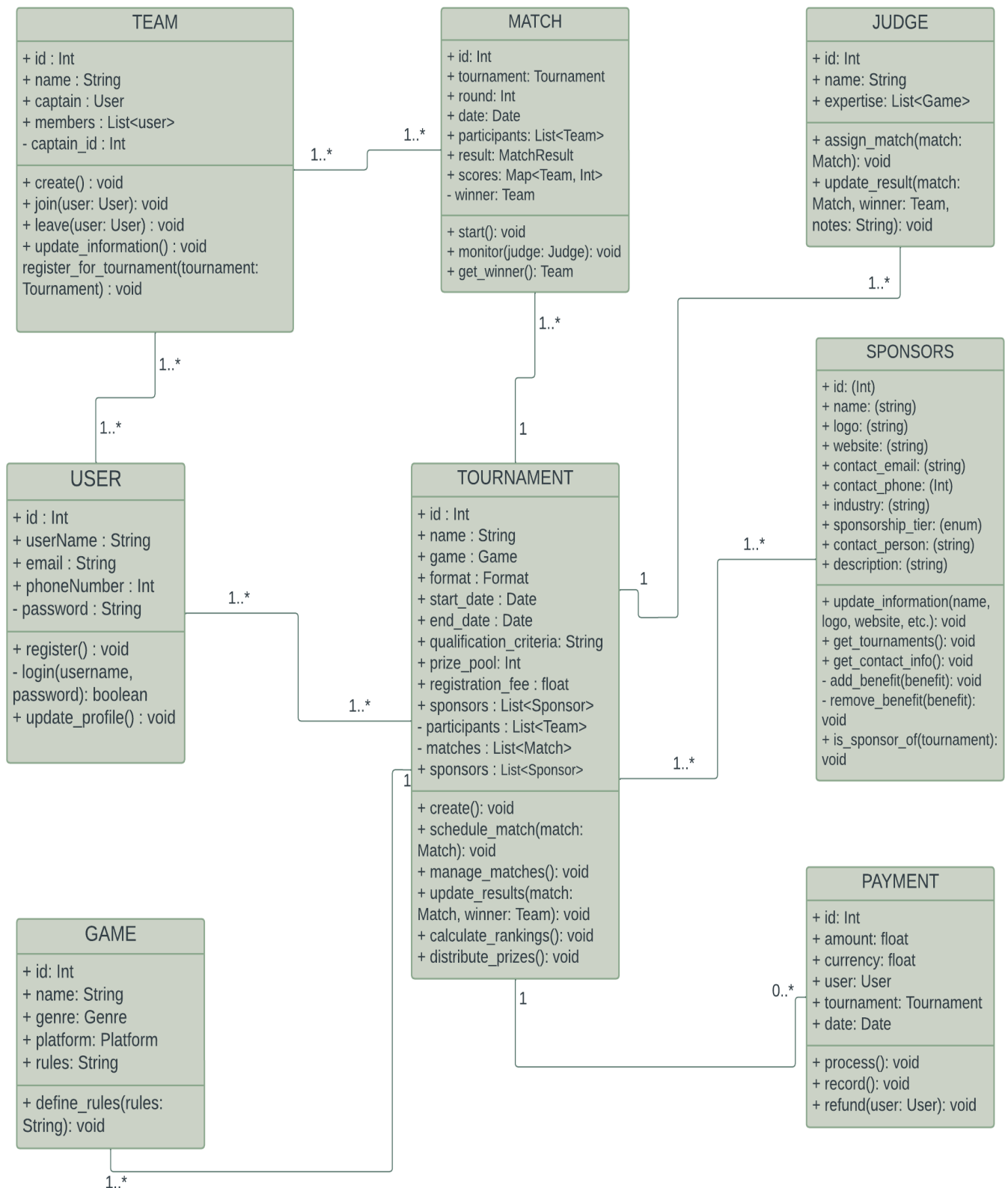


Figure 5: Class Diagram

9.2 Data Dictionary

9.2.1 User Table

Data Element	Description	Data Type	Length	Values
UserID	Unique identifier for the user (Primary Key)	Integer		1001, 1002, ...
Username	User's username	String	50	"player123", "team_alpha"
Email	User's email address	String	100	"asif@gmail.com"
Password	Encrypted password for user authentication	String	255	Hashed password
UserType	Type of user (Player, Organizer, etc.)	String	20	"Player", "Organizer"

Table 2: User Data Table

9.2.2 Team Table

Data Element	Description	Data Type	Length	Values
TeamID	Unique identifier for the team (Primary Key)	Integer		2001, 2002, ...
Teamname	Name of the team	String	50	"Alpha Gamers"
Captain	Team captain	Integer	100	1
Members	List of members on the team	Array	255	[2001,2002]
CaptainID	Unique identifier for the captain Id	Integer	20	3001, 2002, ...

Table 3: Team Data Table

9.2.3 Game Table

Data Element	Description	Data Type	Length	Values
GameID	Unique identifier for the game (Primary Key)	Integer		4001, 4002, ...
Gamename	Name of the game	String	50	"Battle Royale X", "team alpha"
Genre	The genre of the game	String	100	"Shooter"
Platform	The platform the game is played on (e.g., PC, console, mobile)	String	255	PC
Rules	The rules of the game	String	20	" Standard battle royale rules apply."

Table 4: Game Data Table

9.2.4 Match Table

Data Element	Description	Data Type	Length	Values
MatchID	Unique identifier for the match (Primary Key)	Integer		5001, 5002, ...
Tournament	Name of the tournament	String	50	"Battle Royale X "
Round	The genre of the game	String	50	"Quarterfinals"
Date	The platform the game is played on (e.g., PC, console, mobile)	Date	255	"2023-06-20"
Participants	The rules of the game		20	[5001,5002]
Result	The result of the match	String	30	"Team 1 wins"
Scores	Scoreline of the match	String	30	"3-1"

Table 5: Match Data Table

9.2.5 Tournament Table

Data Element	Description	Data Type	Length	Values
Tournament ID	Unique identifier for the match (Primary Key)	Integer		6001, 6002, ...
Tournamentname	Name of the tournament	String	50	"Esports Championship 2023"
Game	Game name		50	[]
Format	The format of the tournament	String	255	"Double Elimination"
Start_Date	The date the tournament starts	Date	20	"2023-06-15"
End_Date	The date the tournament ends	Date	30	"2023-07-15"
Qualification_criteria	The criteria for teams to qualify for the tournament	String	50	"Top-ranked teams "
Prize_pool	The total amount of prize money for the tournament	Integer	30	1000000
Registration_fee	The fee to register for the tournament	Number	20	1000
Participants	A list of teams participating in the tournament		50	[]
Matches	A list of matches played in the tournament		50	[]
Sponsors	A list of sponsors for the tournament		50	[]

Table 6: Tournament Data Table

9.2.6 Sponsor Table

Data Element	Description	Data Type	Length	Values
SponsorID	Unique identifier for the sponsor (Primary Key)	Integer		7001, 7002, ...
Sponsorname	Name of the sponser	String	50	"Tech Gaming Co."
Logo	The sponsor's logo	String	50	"tech_gaming_logo.png"
Website	The sponsor's website	String	255	"http://techgaming.com"
Contact_email	The sponsor's contact email	String	20	"info@techgaming.com"
Contact_phone	The sponsor's contact phone number	String	30	"+1 (555) 123-4567"
Industry	The sponsor's industry	String	50	"Technology"
Sponsorship_tier	The level of sponsorship	Enum	30	IV
Contact_person	The name of the contact person at the sponsor company	String	20	"John Sponsorson"

Table 7: Sponsor Data Table

9.2.7 Judge Table

Data Element	Description	Data Type	Length	Values
JudgeID	Unique identifier for the judge (Primary Key)	Integer		8001, 8002, ...
Judgename	Name of the game	String	50	"Judge Smith"
Expertise	A list of games the judge is an expert in the game		100	[]

Table 8: Judge Data Table

9.2.8 Payment Table

Data Element	Description	Data Type	Length	Values
PaymentID	Unique identifier for the payment (Primary Key)	Integer		9001, 9002, ...
Amount	The amount of money paid	Float	10000	50
Currency	The currency the payment was made in	String	100	"USD"
User	The user who made the payment	String	255	1001
Tournament	The tournament the payment was made for	Integer	20	1
Date	The date the payment was made	Date	20	"2023-06-10"

Table 9: Payment Data Table

9.3 Reports

9.3.1 Tournament Reports

Report ID	Report Title	Description
Report-1	Tournament Schedule Report	Provides a detailed schedule of upcoming tournaments, match timings, and venues.
Report-2	Match Results Report	Summarizes match results, including scores, winners, and notable game statistics.
Report-3	Team Performance Report	Analyzes team performance, win rates, and historical match results for each participating team.

Table 10: Tournament Report Table

9.3.2 User Engagement and Statistics Reports

Report ID	Report Title	Description
Report-4	User Activity Report	Summarizes user activity, including registration trends, logins, and participation frequency.
Report-5	Tournament Participation Trends	Graphical representation of participation trends over time, highlighting peak tournament periods.
Report-6	Popular Games and Preferences	Identifies popular games, preferred tournament formats, and user game preferences

Table 11: User Engagement and Statistics Report Table

9.3.3 Financial and Transaction Reports

Report ID	Report Title	Description
Report-7	Financial Summary Report	Provides an overview of financial transactions, including registration fees, payments, and revenue generated from tournaments.
Report-8	Payment Transaction Details	Detailed breakdown of payment transactions, including payment IDs, amounts, and transaction statuses.

Table 12: Financial and Transaction Report Table

10 External Interface Requirements

10.1 User Interfaces

UI-1: Registration Interface

A user-friendly web interface enabling players to register and create accounts securely.

UI-2: Dashboard Interface

Intuitive and responsive dashboards providing real-time tournament updates, team management, and match schedules.

UI-3: Match Reporting Interface

Interface for reporting match results, capturing scores, and providing necessary match-related information.

UI-4: Tournament Management Interface

Comprehensive dashboard allowing organizers to create, schedule, and manage tournaments, teams, and match details.

UI-5: Reporting and Analytics Interface

Interface offering analytics and reporting tools for monitoring tournament progress, statistics, and user engagement.

10.2 Software Interfaces

SI-1: MySQL Database Interface

The system shall interface with the MySQL database to store tournament data, user information, and match results.

SI-2: Integration with Payment Gateway

Integration with a secure payment gateway API to handle registration fee transactions securely.

10.3 Hardware Interfaces

HI-1: Browser Compatibility

The system shall be compatible with Chrome, Firefox, Safari, and Edge browsers for user accessibility.

10.4 Communication Interfaces

CI-1: Email Notification Interface

Integration with an email service API for sending email notifications for important announcements, account verifications, and critical system alerts.

CI-2: Push Notification Integration

Integration with push notification services to deliver real-time updates on tournament schedules, match results, and system announcements to users' devices.

CI-3: In-App Notifications

In-app notification system to display alerts, reminders, and updates within the Esports Tournament Management System's user interface.

CI-4: Voice Calling Integration

Integration with a voice communication system allowing users to engage in group voice calls during tournaments.

11 Quality Attributes

11.1 Usability

QA-1: The user interface shall be intuitive, allowing users to perform common tasks without extensive training.

QA-2: The system shall support multiple languages for a diverse user base.

QA-3: A user shall be able to login and search for what they want in under one minute or in two and a half minutes maximum.

QA-4: Players can fill in a registration form for an upcoming tournament in under 15 minutes.

11.2 Performance

QA-5: The system shall load tournament information and user dashboards within 3 seconds.

QA-6: During peak times, the system should handle concurrent user actions without significant latency.

11.3 Security

QA-7: User authentication shall be mandatory for accessing sensitive data or performing critical actions.

QA-8: All communication channels including voice calls must be encrypted to prevent unauthorized access.

11.4 Efficiency

QA-9: the platform should use 100 to 300 Mb RAM per tab and 0.1% to 1% of CPU usage apart from the browser's usage depending on the user usage.

11.5 Maintainability

QA-10: The system's codebase shall follow standard coding practices and be well-documented.

QA-11: System updates and patches shall be easily deployable without disrupting ongoing tournaments.

11.6 Scalability

QA-12: The system should accommodate a minimum of 10,000 concurrent users during peak tournament times.

11.7 Compatibility

QA-13: The system shall be compatible with major web browsers (Chrome, Firefox, Safari, Edge) and mobile devices (iOS, Android).

12 UI/UX Design:

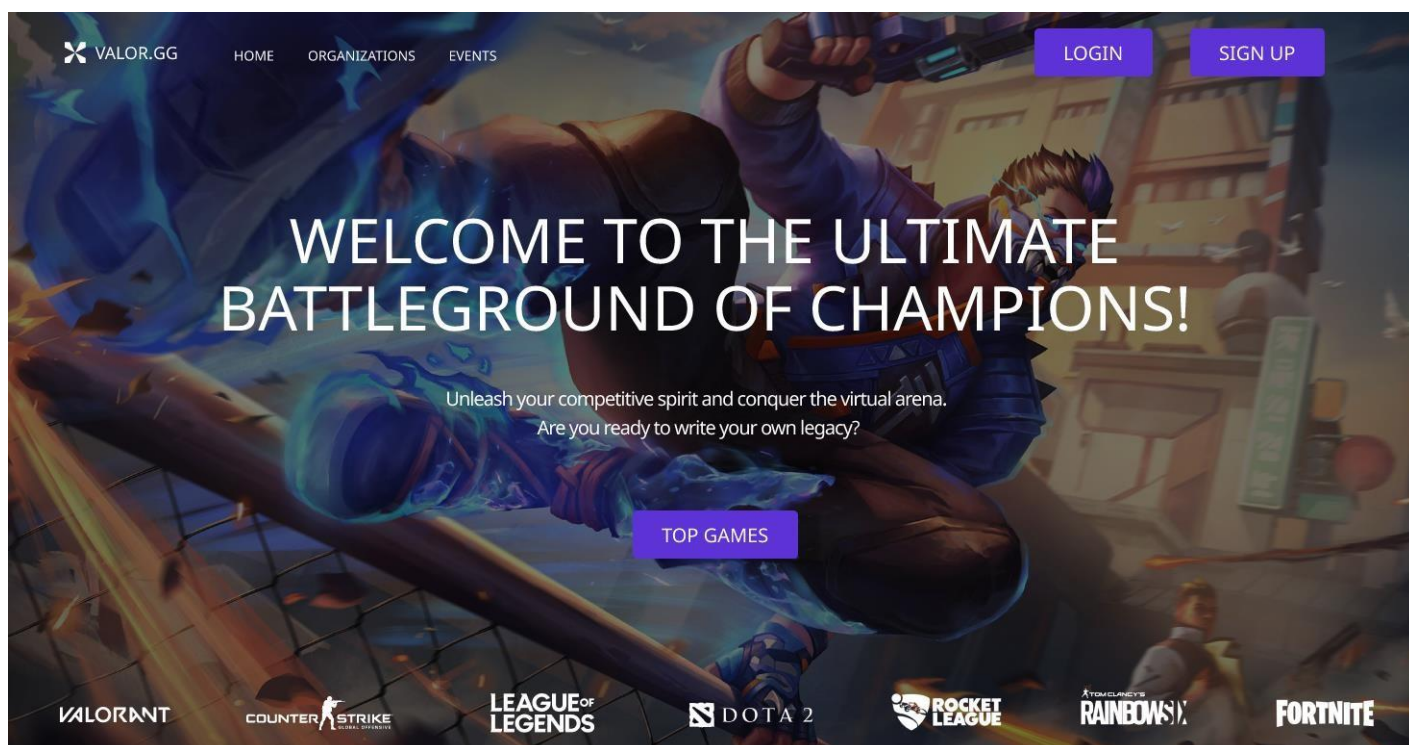


Figure 6: Landing Page

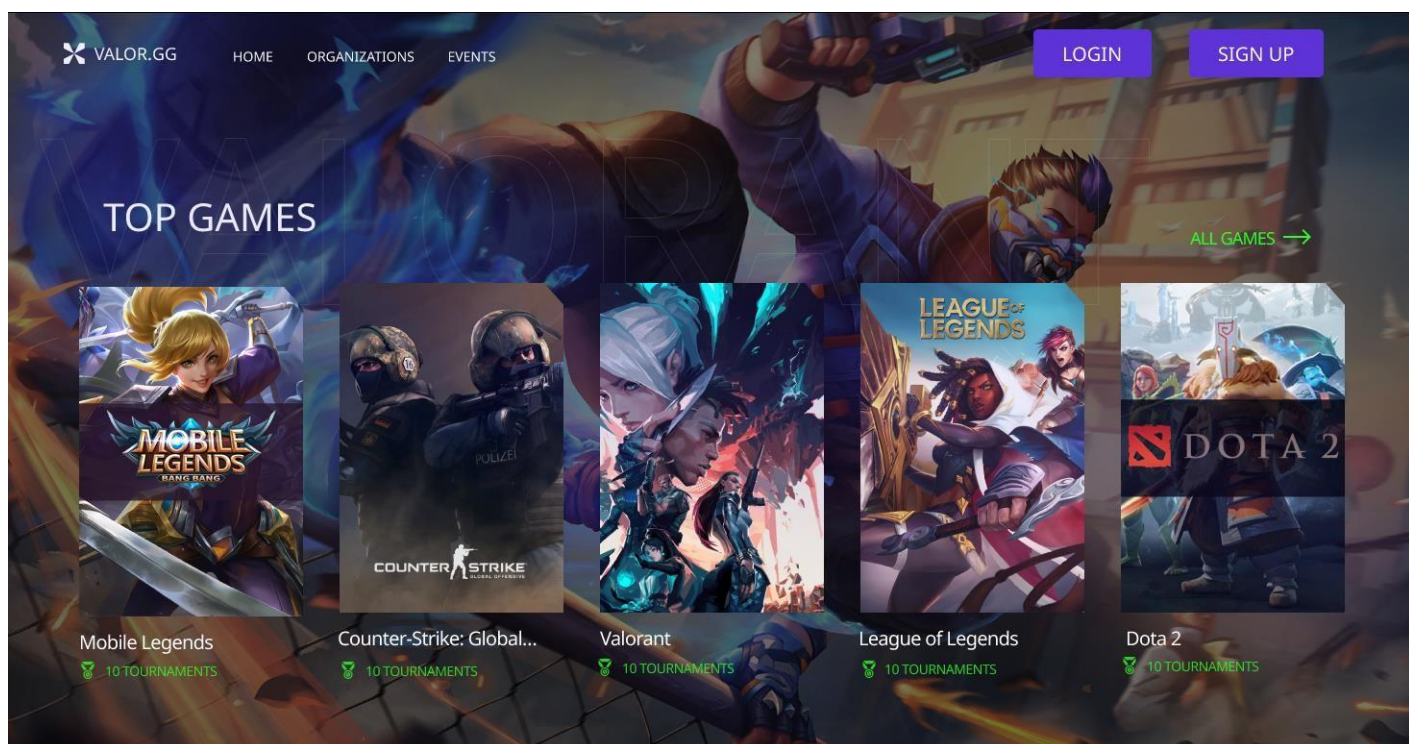


Figure 7: Top Game Section

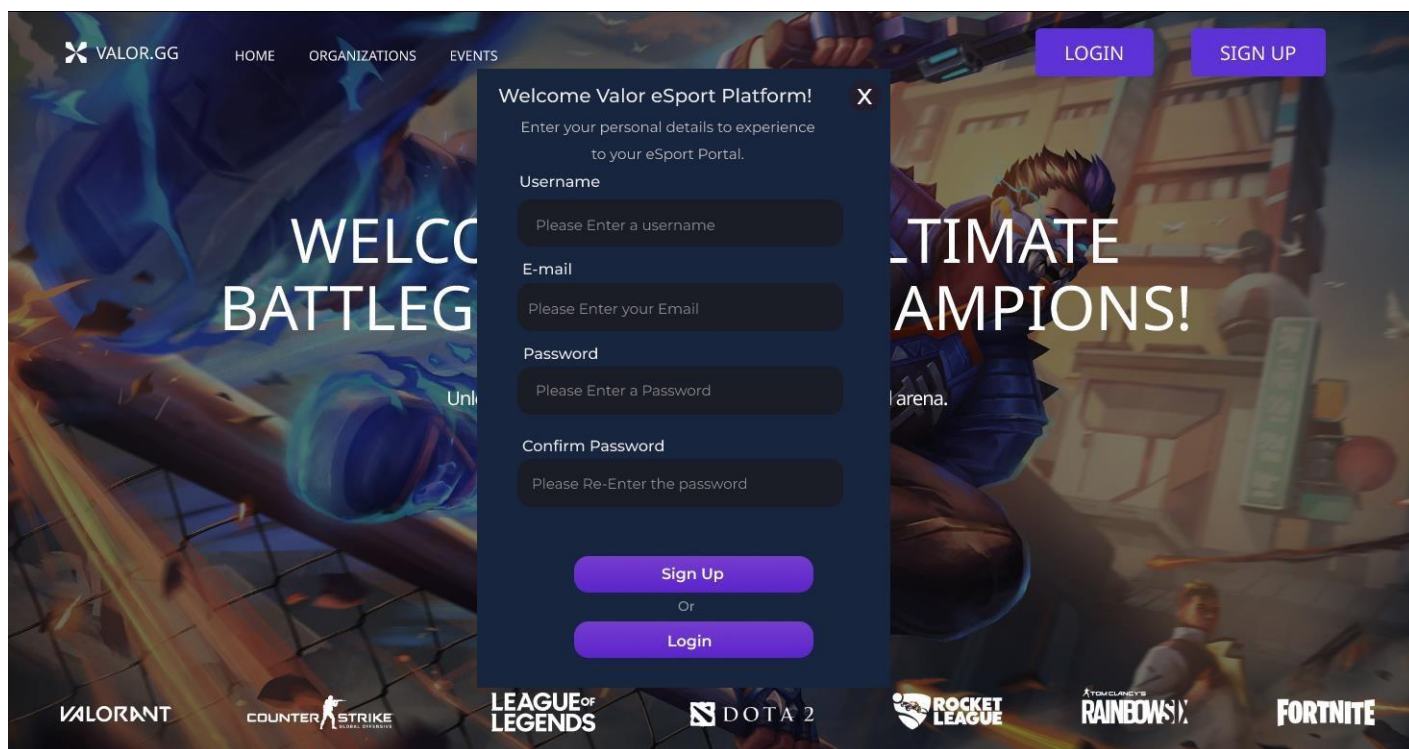


Figure 8: Sign up Page

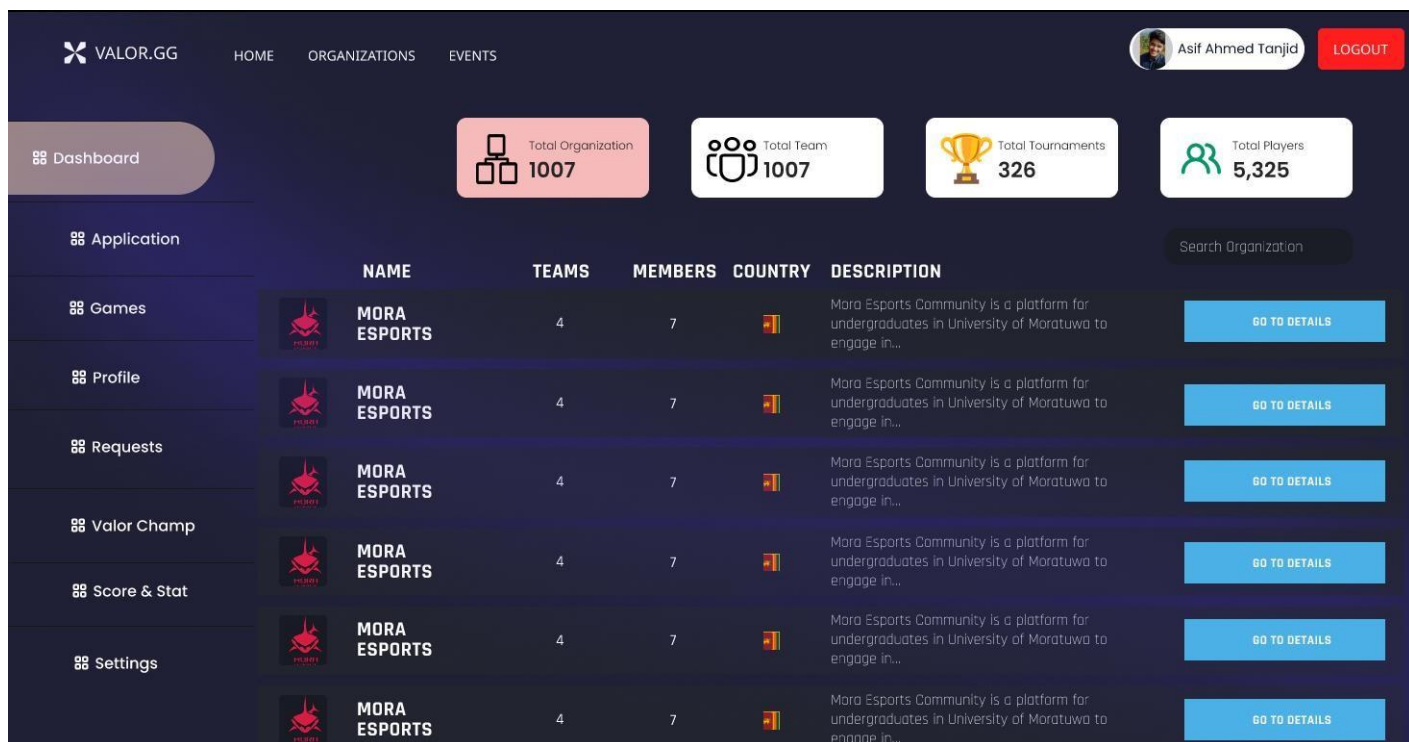


Figure 9: Admin Dashboard

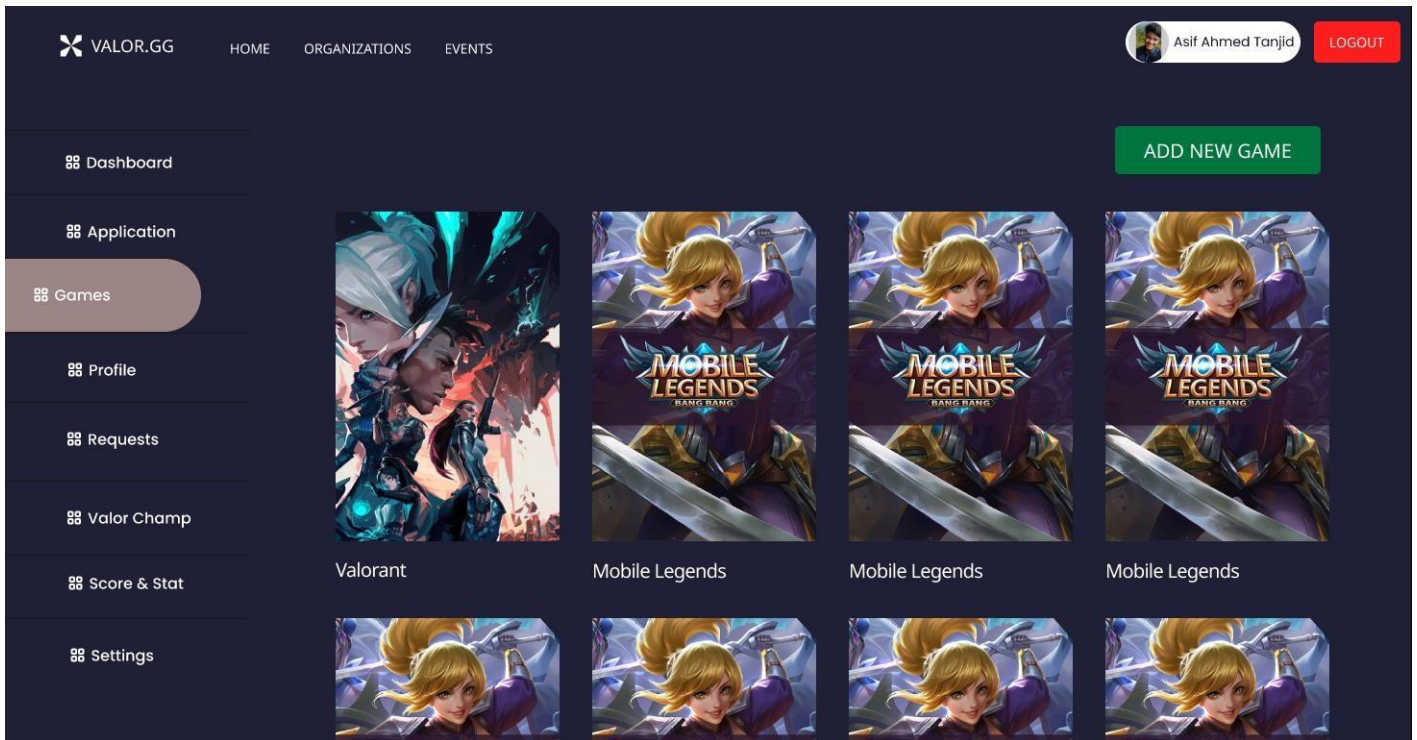


Figure 10:Game managing Page

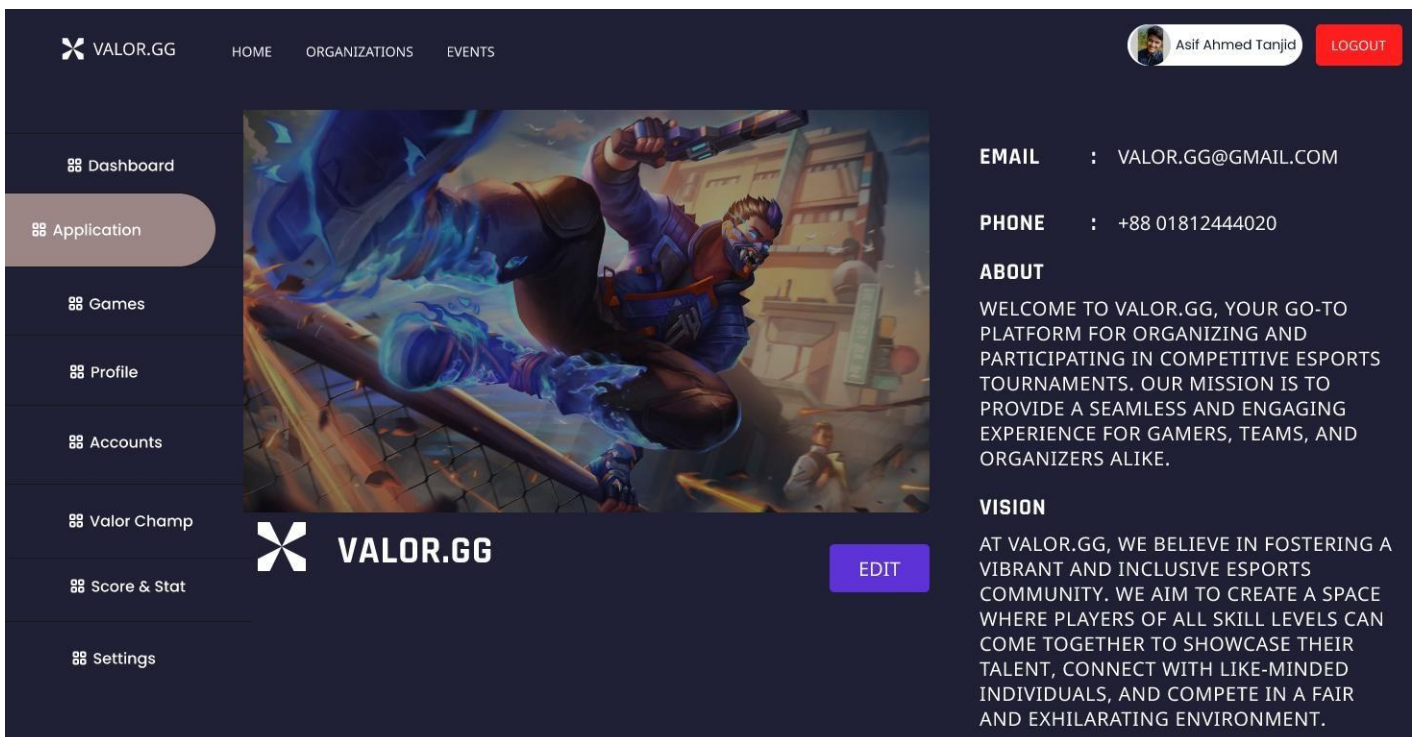



Figure 11: System control Page




VALOR.GG

HOME

ORGANIZATIONS

EVENTS



Asif Ahmed Tanjid

LOGOUT

ORGANIZATIONS













	NAME	TEAMS	MEMBERS	COUNTRY	DESCRIPTION	
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	JOIN NOW
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	REQUEST PENDING
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	JOIN NOW
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	JOIN NOW
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	JOIN NOW
	MORA ESPORTS	4	7		Mora Esports Community is a platform for undergraduates in University of Moratuwa to engage in...	JOIN NOW


Figure 12: Organization Browsing Page

VALOR.GG	HOME	ORGANIZATIONS	EVENTS	Asif Ahmed Tanjil	LOGOUT
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Overview

Schedule

Bracket



Discover the next era of Esports in Sri Lanka - Play Expo 2023 organised by Gamer.LK which redefines the legacy of the beloved Sri Lanka Cyber Games tournament to provide a new platform for gamers in Sri Lanka to rally around. Play Expo is open to gamers from across Sri Lanka to represent their gaming clans and team to compete for glory across 22 popular gaming titles. Play Expo is set to be new pinnacle Esports event in the country, allowing gamers in Sri Lanka to hone their skills and celebrate the strategy, collaboration and spirit of competitive gaming.

LOCATION : ONLINE

STATUS : PENDING

COUNTRY : SRI LANKA

DATE : 20-11-2023

FORMAT : SINGLE EIMINATION

ENTRY FEE : \$50

PRIZE POOL : \$2000

RULES AND REGULATIONS

- TEAMS SHOULD CONSIST OF FIVE PLAYERS.
- NO PLAYER MAY BE A PART OF MULTIPLE TEAMS IN THE SAME TOURNAMENT.
- PROVIDE ACCURATE INFORMATION DURING REGISTRATION.
- INCLUDE A TEAM CAPTAIN'S CONTACT INFORMATION FOR COMMUNICATION PURPOSES.
- TEAMS MUST CHECK IN AT LEAST 30 MINUTES BEFORE THE SCHEDULED START TIME.
- FAILURE TO CHECK IN MAY RESULT IN DISQUALIFICATION.
- IN THE CASE OF TECHNICAL DIFFICULTIES, TEAMS SHOULD REPORT THE ISSUE TO THE ORGANIZER IMMEDIATELY.
- THE ORGANIZER WILL MAKE A DECISION ON HOW TO PROCEED (E.G., RESCHEDULE, FORFEIT, ETC.).
- ANY FORM OF CHEATING, EXPLOITING, OR USING THIRD-PARTY SOFTWARE IS STRICTLY PROHIBITED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- TREAT OPPONENTS, ORGANIZERS, AND FELLOW PARTICIPANTS WITH RESPECT AND SPORTSMANSHIP.
- UNSPORTSMANLIKE BEHAVIOR MAY RESULT IN PENALTIES OR DISQUALIFICATION.

Figure 13: Tournament Details Page

Business Rule

ID	Rule Definition	Type of Rule	Static/Dynamic	Source
BR1	Only registered users can participate in tournaments.	Fact	Static	System Requirement Document
BR2	Each team must consist of minimum 4 players for a tournament.	Constraint	Static	Game-specific Regulations
BR3	Participants must register at least 24 hours before the tournament start time.	Constraint	Static	Organizational Policy
BR4	Tournament matches must adhere to predefined time slots.	Constraint	Static	System Requirement Document
BR5	Match scores are calculated based on predefined game rules.	Fact	Static	Game-specific Regulations
BR6	Organizers must generate post-match reports within 24 hours of match completion.	Constraint	Static	Organizational Policy
BR7	Participants must abide by the fair play policy during matches.	Constraint	Dynamic	System Requirement Document
BR8	Prize distribution follows the reward structure outlined in the tournament guidelines.	Constraint	Dynamic	Tournament Guidelines