***Summary 17-11-2015***

**Introduction:**

* We had start with the implementation
* Edit the analyses.
* Make add, edit, delete and change button.
* Make every functions: Division, pool and tournament schedule etc.
* Make the pool view.
* We just introducing our views.
* We probably work on the match generator. (which team play with each other, many matches)
* Generate match according to the tournament structure.

***Supervisor tips:***

* To the design phase we will add and delete teams, we should make some button with description.
* We need buttons to our scheduling.
* With schedule planner, we will find out if there is KO, RR or double RR,
* We need an export function to our prototype.
* We need to update where we should be scheduling things, (what and where)
* Bhuvan like our code (good idea).
* We should make the interview.

***Next week:***

* When our schedule is finish
* We should start to schedule the algorithm
* Continue with the implement.
* Define where we export and scheduling.
* Mapping diagram.

**Important things:**

* Go from division to teams.
* Tournament password må ikke være ens. (Have en constraint)

***Next meeting.***

Friday 10 `o clock