**Summary 20-10-2015**

***Introduction:***

* Talk about what we each other did last time.
* Talk about the actor (tournament manager and tournament cups) and use case.
* We should edit the use case, so the manager can see our system.
* The tournament manger is in the system.
* Our system is not handling the validating job.
* There was a talk about the system and actors.
* We export something which not being sent to the program.
* Tournament planner will validate from the experience he got. Tournament manager will validate from the program (input)

**Our program and project:**

* We made a lot functions.
* Make some interface that give a great overview with all the classes and functions.
* We had created a tournament which have teams, pools and division.
* The manager got some inputs we give.
* Edit would be after creating.
* Two types: upload teams and give some input.

We allow user to edit the teams.

* We will translate the interface to the supervisor especially in the exam.
* Make the user interface in Danish to the tournament manager.
* Web based program (HTML, dotnet)
* We show the interface we make and discuss about it.

No log in system.

Excel template.

Division field.

Add the fields.

* Different will be upload to a excel sheet or to the program.
* The manager will decide the pool size, ¨

***Supervisor tips***

* Tournament manager will not be an actor, because he doesn’t handle anything.
* The tournament manager can validate the system, but not as person.
* We should explain what will work for the actor: tournament manager.
* Excel should support the tournament manager.
* We can add more functionality if we want.
* We had covered many good functions.
* The tournament structure should fit in the functions.
* We had created our tournament, make some edit put teams in pool for example.
* We should be clear about the pool and division edit.
* The system should have function that support the use case.
* The schedule generate match will be complex.
* Our application domain Is good.
* We should discuss about our prototype.
* We should work on the design (the models)
* We should describe what the functions does.
* The flow.
* We should split it up some one make the interface.
* The tournament manage will create and edit the tournament.
* Field is like attributes
* We allow the user to create from scratch.
* He can take excel or create tournament in system itself,
* Our interface is great.
* We can use adobe dream viewer.

***Next week (important!)***

* Done with problem domain and application
* The prototype should be done.
* Component models (waterfall) our work will work will be scoped.
* We should be implanting thing we had done.
* We should split our work: design and interface.
* Everyone should not work on the same.