Issue being Real:

- Tournity.com

Stakeholders:

- Very easy to find stakeholders (students, friends, sports clubs etc)

How effective can the Solution be:

- Can be

Solution ideas:

Tournament Planner — Add your details, specify availability / be put in tournament which best fits your criteria.

Casual and Ranked — split so players can choose if they want more casual or serious games

Friend system — Invite friends to join your tournaments

Is the Scope realistic:

Not overly ambitious, the problem is easy to understand

Issues:

The Problem seems to general, need to specify a subproblems to tackle.