Tournament Management Web Application

Chris Oberg, James Ollero, Joseph Milne, Star (Wenda) Cai

Program Objectives:

* Handle creation of a tournament event
* Identify and populate the event with participants
* Handle match-making based on prior seeding (if available) and in-event performance
* This will be accomplished under a variety of tournament formats, including, but not limited to:
  + Single elimination bracket
  + Double elimination bracket
  + Swiss format
  + Threshold elimination
  + Round robin
  + …
* Handle reporting and tabulating of results of the various matches
* Provide text-based descriptions of recommended rulesets for specific game settings

Pitch: We strive to create a tournament manager application for general use. This application will handle the creation of tournaments/events, identify and add participants to the tournaments/events, and handle the matchmaking in random or pseudo-random methods based on tournament/event format. The tournaments/events will have a variety of formats included but not limited to: single and double elimination, swiss, threshold, and round robin. This application will handle the reporting and tabulation of results from the various matches/rounds and provide text-based descriptions of recommended rulesets for specific game settings.

Project 2 Description: This application is a general use tournament manager web application. It will handle the creation of tournaments, identify and add participants to the tournaments, and handle the matchmaking in random or pseudo-random methods based on tournament format. The tournaments will have a variety of formats included but not limited to single elimination, double elimination, swiss, and round robin. The tournament manager will receive reports of matches, tabulate the results, and provide recommended rulesets for tournament formats.

Group Notes:

* Spring Boot Application
* Spring ORM or Hibernate?
* PostgreSQL