Model::Main

Model1::UseCaseDiagram1

Video Game Tournament Management System

Register a player

«extend»

Player Management

Modify player information

«extend»

Delete a player

«extend»

«extend»

Display players

Create a team

Team Management

Modify a team

«extend»

Remove a player from a team

«extend»

«extend»

Add a player to a team

«extend»

«extend»

Display teams

admin

Create a tournament

Modify a tournament

Tournament Management

«extend»

Add a team to a tournament

«extend»

«extend»

Remove a team from a tournament

«extend»

«extend»

Display tournaments

«extend»

«extend»

Calculate the estimated duration

Model2::ClassDiagram1

Player

-id: Long
-username: String
-age: int

+getId(): Long
+setId(Long): void
+getUsername(): String
+setUsername(String): void
+getAge(): int
+setAge(int): void
+getTeam(): Team
+setTeam(Team): void

Team

-id: Long
-name: String
-ranking: int

+getId(): Long
+setId(id: Long): void
+getName(): String
+setName(name: String): void
+getRanking(): int
+setRanking(ranking: int): void

1..* — 1

Game

-id: Long
-name: String
-difficulty: int
-averageMatchDuration: Duration

+getId(): Long
+setId(id: Long): void
+getName(): String
+setName(name: String): void
+getDifficulty(): int
+setDifficulty(difficulty: int): void
+getAverageDuration(): int
+setAverageDuration(averageDuration: int): void
+toString(): String

Tournament

-id: Long
-title: String
-startDate: LocalDate
-endDate: LocalDate
-spectatorsCount: int
-estimatedDuration: Duration
-breakTime: Duration
-ceremonyTime: Duration
-status: TournamentStatus

+getId(): Long
+setId(id: Long): void
+getTitle(): String
+getGame(): Game
+getStartDate(): LocalDate
+getEndDate(): LocalDate
+getSpectatorCount(): int
+getTeams(): List<Team>
+getEstimatedDuration(): int
+getBreakTime(): int
+getCeremonyTime(): int
+getStatus(): TournamentStatus

1 — 0..*

1..* — 1..*

«enumeration»
TournamentStatus

PLANNED
ONGOING
COMPLETED
CANCELLED