

A00405691 *Juan José Aponzá Valencia.*

| Functional requirement | Class Name | Method Name |
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| RF1 Register a team | TournamentController | registerTeam(name : String, country : String, nameTechnicalDirector : String) : boolean |
| | Group | registerTeam(name : String, country : String, nameTechnicalDirector : String) : boolean |
| | Team | Team(name : String, country : String, nameTechnicalDirector : String, players : ArrayList) |

| Functional requirement | Class Name | Method Name |
|--------------------------|----------------------|--|
| RF2 Register a player | TournamentController | registerPlayer(shirtNumber : int, teamName : String, playerName : String, country : String, position : String) : boolean |
| | Team | registerPlayer(shirtNumber : int, name : String, country : String, position : String) : boolean |
| | Player | Player(shirtNumber : int, name : String, country : String, position : String) |

| Functional | Class Name | Method Name |
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| requirement | | |
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| RF3 Register a player | TournamentController | registerReferee(id : String, name : String, country : String, type : String) : boolean |
| | Referee | Referee(id : String, name : String, country : String, type : String) |

| Functional requirement | Class Name | Method Name |
|--|----------------------|--|
| RF4 Preload the information necessary to start a tournament | TournamentController | initializeGroups() : void preLoadData() : void preLoadReferees() : void preLoadRefereesToMatches() : void |
| | Group | preloaTeamsGroupA() : void preloadTeamsGroupB() : void |
| | Teams | preLoadPlayers(teams : List<Team>) : void |

| Functional requirement | Class Name | Method Name |
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| RF5 Calculate And Show fixture | TournamentController | showFixture() : String |
| | Group | buildFixture(startDate : LocalDate) : void showFormattedFixture() : String |

| Functional requirement | Class Name | Method Name |
|---|----------------------|--|
| RF6 Assign the referee team to a match based on their availability | TournamentController | assignRefereeToMatch(refereeld : String, teamName1 : String, teamName2 : String) : boolean |

| Functional requirement | Class Name | Method Name |
|------------------------------------|----------------------|--|
| RF7 Record the score of a match | TournamentController | registerResult(teamName1 : String, teamName2 : String, team1Goals : int, team2Goals : int) : boolean |