Tournament Software Planning
- This is to document the software design process of the tournament software.
- Literal Requirements
    - Participants may enter the tournament as individuals or as part of a team
    - It is expected that will be 4 teams each with 5 members and there will be 20 spaces for individual competitors
    - Each team or individual will complete 5 events
    - Each event will be defined as a team or individual event
    - The events will vary in type, from sporting to academic challenges
    - Individuals and teams will be awarded points according to their rank within each event
    - The points awarded for each event are as yet undecided and the college are willing to hear any suggestions you may have
        - Suggestion: Refine what it means to have one event only.
        - Suggestion: Possibly have a display of a scoreboard. Maybe unique insights like which team has the most points, which individual has the most points, and which event has the most points given.
        - Suggestion: Possibly have a report at the end to help distribute to all Teams for review and celebratory purposes.
        - Suggestion: For future events, would it be preferred to have extendability towards bigger teams with more spaces?
        - Suggestion: Refining if the participants/teams or an organizer of the event will be entering the score.
        - Suggestion: Would the organizer prefer entering scores live? Or entering scores at the end? (For a lot of sports/games/events, there's usually an analog record so it makes sense to do it at the end)
    - Also the college would like to include the possibility of entering for one event only
        - Would this event include all 4 teams with 5 members each?
- Simple Requirements
    - Objects
        - Participants/Competitor
            - Individual/Member
            - Team
        - Event
            - Types
        - Point System
    - Workflows for Software
        - Having a clear and concise UI through a GUI.
        - Prompting for the amount of individuals at the beginning of the software.
            - Prompt for a name of each individual.
        - Prompting for the teams in the tournament.
            - Prompt for the composition of the team.
        - Prompting for the amount of events.
            - Prompting for the title and type of the events.

- Prompting how many teams for each event.
  - Prompting for which teams are in each event.
- Prompting for scores.
  - Loop through each event.
    - Loop through each team prompting for a total score.
      - Prompt a breakdown score for individuals?
        - If yes, then loop through individuals of that team and record score.
        - If not, go to next team.
- Display a scoreboard after recording scores.