My project is a wrapper for a school intramurals database. Students can sign up, by entering their first and last name, gender, and studentID, which is meant to be unique. Once logged in, they can view available leagues, and request to join or create teams. Each league has a sport, skill level, genders allowed, and a default game location. Each league has a maximum amount of teams and a maximum amount of players allowed on each team. Players can only be on one team per league and must match the league's restrictions.

After creating a team, the student becomes the team's captain. Teams can invite other teams to play games against each other, by the captain sending an invite. The captain can also do other things like changing the team's name, deleting the team, accepting requests, and changing the captain to another player.

Games are made solely through invites. Users can view their schedule with all the games for their teams on their home screen. If a team captain wants to view their team's schedule, they can view it on the team editing screen.

Players can leave teams via their home screen or by being accepted onto another team. For a captain to leave, they must either delete the team, give away captaincy first, or be accepted into another team. Teams can not exist without a captain, so a captain going to another team either deletes the team or makes the next player the new captain.

Students, leagues, and teams all have ID attributes. None of these IDs are available to the client's view, and a student has to remember their ID.