Soccer Tournament Generator

For our project, we plan on making a soccer tournament simulation Android application. Our project will be broken up as such:

Initial Screen:
As soon as the user opens the app, they will be greeted with a picture of a soccer pitch (all pictures included at bottom) as the background, and a Start button that will take the user to a menu screen.

Tournament Screen:
Here will be the fields (and descriptions) the user will be presented:
- Tournament Name - This will be a text box for whatever name they want to call the tournament.
- Number of teams - This will let the user choose either 4, 8, 16 teams.

Team Selection Screen:
This will be a table view of the league names that we choose to include, and then depending on the league they choose, they will be able to select certain teams. These teams will already be included in the database which will be generated using sqlite. The user will NOT be able to use their own teams. The seeds will be randomly generated, and the bracket will be made.

Tournament Bracket Screen:
This will load an image of a bracket for the background depending on the number of teams they selected. There will be buttons/labels placed on each line of the bracket, that will allow the user to pick the winner, and advance that team to the next line. Note – this will only be in landscape mode and all brackets will be two sided.

Optional if we have time and are ambitious:
- Allow user to re-generate seeds
- Have pictures of teams
- Have all leagues recognized by FIFA
- Have back button at any time
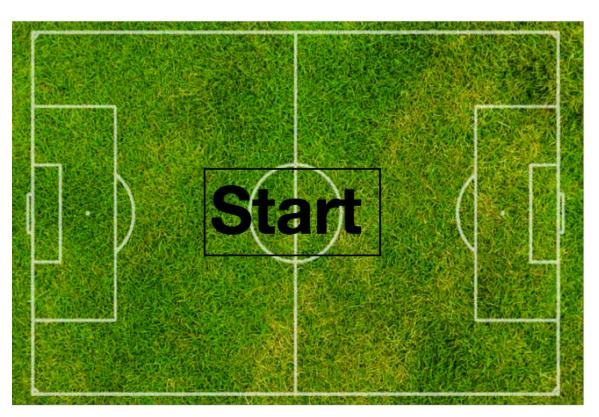- Allow user to input their own teams

Comments:
- We would like to build it on a SQLite3 database, but are unsure if this is what Android applications use.
- We're probably going to need your help.

Timeline:

Februrary 20: Project Proposal accepted, and have all required materials installed and set up

March 6: Have database set up

March 13:Repository will be created on assembla and first commit will be made. Will have layout of app, and initial screen set up.

March 20: Have Tournament Screen set up

March 27: Have Team Selection Screen set up.

April 3: Progress Report turned in. Tournament Bracket Screen set up.

April 10: Make sure app flows well, work on error prevention, finish app

Pictures of examples:

Start Screen:

Tournament Simulator Screen
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