Project Overview

Project Name: E Sports Portal

Vision & Objectives

Derivco is a global company with offices scattered around the world. Each office has game consoles, and players want to challenge and play games against each other remotely.

Derivco is setting up E Sports leagues to facilitate this and need a web based system to run this process.

The system should:

1. Manage player registrations (sign up).
2. Allow players to create/join teams.
3. Allow administrators to create leagues (based on games, e.g. FIFA 2014, DOTA, Battle Field etc) with progression information (i.e. round robin, knockout ladder or both)
4. Administrators must be able to create and manage league rules
5. Generate fixtures based on availability windows (per user/team – i.e. can only play Mondays and Thursdays between 7pm and 10pm – taking time zone differences into account)
6. Submit results based on league result types (win/lose or win/lose/draw) which must be verified by both teams (e.g. team A submits the results and team B verifies). The system should accommodate uploading of screenshots/photos as proof of the result.
7. Dispute management process (what if Team B disputes the results submitted by Team A?) for league administrators
8. Results & fixtures page (for the leagues)
9. News page (on the front page) where administrators can create and manage news articles
10. Game calendar – players should be able to view a calendar showing their upcoming fixtures

System will require:

1. Database
2. Web client
3. Web based API layer
4. Mobile client to display calendar, results and fixtures, and allow for results submissions (**nice to have)