

Introduction

We are a team of third year Computer Science students that are passionate about computers; specifically programming and gaming. We are not only interested in how modern technology can make our lives easier, but also how it can make our lives fun and enjoyable. We realise that online gaming is a huge aspect of today's community, and would love to take on the project to help facilitate e-sports leagues.

Problem Description

Since online gaming is so popular these days, it is essential to have a good system to manage such activities. However, it is not a trivial task. There are many things that need to be taken into account when designing and implementing such a system. The experience for the final clients (the gamers that will be using the system) needs to be considered, so that it will be a pleasant one. A system like this needs to be easy to use and flexible, so any upgrades can be easily carried out.

Proposed Solutions

Our solution is to develop a well-structured, high quality system that is trustworthy and scalable. We have experience in working with web applications, including databases, client—and server-side scripting. During the last three years while studying, we have learnt about various design patterns, which allow us to develop reliable programs that can be easily maintained and upgraded.

We are an ideal group for this project because we have members that actively take part in online gaming, so they have a rough idea of what needs to be done. We are confident we will be able to deliver the system that meets the company's requirements and maintains a high standard.

Thank you for your time.

Sincerely,

Michael, Po-Han and Uteshlen.