Project: GameScores

Authors: Bruce Davidson, Richard Crossley, Nickolas Holden, Robert Woods

Programming Language: Java

Database format: Access with possible going to MySQL.

Database tables: Games, BowlerInfo, TeamStats, Averages.

How the user uses the program:

1. Login to program
2. User enter scores for game.
3. Display Scores for tournaments and leagues
4. Player can join or pick teams
5. Personal and Team averages
6. Join leagues and tournaments

Administration Options:

1. Logins for both users and Administrators
2. Create teams and leagues

Advance feature possibilities:

1. Mobile
2. Website
3. Possibility to add multiple games

Use Case:

1. Login

A. User

a. Enters login credentials and password

b. New Game

I. Enter scores

II. Save scores

c. View Games

I. Choose a previous game, league, or tournament

II. View scores for the selected game, league, or tournament

d. View Averages

I. View Personal average

II. View Team average

e. Join Team

I. Search teams

II. Select team to join

f. Join League or Tournament

I. Search leagues

II. Select league to join

III. Search tournaments

IV. Select tournament to join

B. Administrator

a. Same as User

b. Create Team or League

1. Guest

A. Same as User Except:

a. Can’t save game information

b. Can’t join teams, leagues or tournaments

B. Temporary account for trying out the app

1. Exit