
Team Project, Team 02 - E-Sports Tournament Platform



Members of Team 02

February 7, 2024

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1 S1 Ranking

Before we are able to fully ideate our problem and solution, we must rank our individual work in S1. Justifications are written by each person for themselves, based on feedback discussed in a team meeting. The 2 primary (and sole) ranking criteria we used for this process were:

1. The aesthetic quality of our mock-ups.
2. The believability of our personas.

After about 45 minutes of discussion, we achieved this list:

1. **Samuel:** The team ranked Samuel's S1 Submission 1st. We saw that his persona would be quite likely to make use of his feature 'Creating/Joining a team'. Samuel's persona was also very detailed and tailored to someone that has a passion for what our platform offers, where he mentioned the competency in different games, which aligns with our platform where players are allowed to compete in tournaments across different games. In addition, Samuel scored quite high in terms of aesthetic, his mock-up feature appeared very aesthetically pleasing and very user friendly.
2. **Garance:** The mockup is missing key features such as entry fee and reward which is required for many tournaments. The colours scheme works but the mockup is a bit cluttered. The persona isn't very believable and needs to be more believable, the persona is missing personality, brands, technology and scenario.
3. **Ogieltaziba:** Ogieltaziba was ranked 3rd based on 2 factors. In terms of aesthetics he was ranked best as he focused on the beauty of the mockup as well as user functionality. However in terms of my persona he was ranked last as the rest of my teams personas were more useful to the project. After receiving feedback he then fixed the flaws and made both his mockups and personas more cohesive and coherent.
4. **Talha:** The team has ranked Talha's S1 Submission as 4th. Talha's mockup was ranked 6th, due to a poor aesthetic appearance and a lack of believable features. The UI is very cluttered and the colours used are dull. On the other hand, Talha's persona was ranked 2nd, since it included necessary information on goals and the features the person requires.
5. **Haiwei:** Mock-ups were aesthetically pleasing allowing user to find information easily. Personas lacked fidelity which can be improved by basing them off of real people.
6. **Rhys:** Aesthetically this mockup isn't as good as some other submissions, but it displays all the required info in a clear and concise way. By using colours it easily distinguishes between the two teams, while also keeping consistent with the websites main purple theme. This feature greatly helps the Player persona by including more info about matches than other competitors, such as the players from each team that played on each map, and replay codes / links to recordings of matches.
7. **Mark:** Mark was ranked last due to two factors: his initial mockup was aesthetically the lowest quality - focusing a lot more on structure and layout than presentation; his Team Leader persona was ranked 3rd for usefulness, due to the lack of a frustrations section. That being said, after communication with our team and more work, the new set of mockups and persona improved on those flaws, and are lot more consistent with the rest of our team's work quality.

2 The Project

Team 02's submission for M1 - the Ideation Phase. We are making an E-Sports tournament hosting platform.

2.1 Concept

Essentially, it's what it says on the box. We noticed a lack of viable or well-functioning platforms for E-sports tournaments in a variety of games. The University of Birmingham also has an E-Sports scene on campus, with games such as Overwatch having organised tournaments but having to use various 3rd party services for hosting them that have not been built for purpose. It would be very useful if there was a single universal platform where tournaments for *any game* with *any format* could be hosted - with minimal sign-up hassle or detail hell (where sign-up/registration/creation requires a whole book's worth of details). That is what it aims to be.

One of our direct competitors is [Challonge](#), a platform also for any general tournaments - but one that is often buggy or slow to respond. It has no record of match histories. Its search features are limited. It places a lot of the administrative overhead on the tournament organiser - players have no control of it.

Our application aims to fix some of these issues by:

1. Requiring minimal details on any sign-up/creation/registration pages - offering blazing fast site interaction.
2. Allowing the *possibility* (not necessity) of a lot of information being shown about players/teams/tournaments.
3. Offering match-specific statistics.
4. Letting the participants themselves submit match information - allowing a de-centralised submission of scores and tournament management.

You will be able to:

1. Create tournaments.
2. View tournaments.
3. Join tournaments.
4. Create teams.
5. View teams.
6. Join teams.
7. Track your performance.
8. Advertise yourself as a player.
9. Get direct, tournament-specific and match-specific replays and results inside the app - spectator-friendly.
10. Universal search for all of the above information from one place.

That's it!

2.2 Personas

After user interviews and research into what people are involved in the E-sports tournament community, the following personas have been crafted to guide our development and decision-making.

We have personas on:

1. [Prospective Player - Made by Talha](#)
2. [Substitute Player - Made by Garance](#)
3. [Player - Made by Rhys](#)
4. [Team Leader - Made by Mark](#)

5. Team Coach - Made by Ogieltaziba
6. Event Organiser - Made by Haiwei
7. Spectator - Made by Haiwei
8. Free Agent - Made by Samuel

2.2.1 Prospective Player

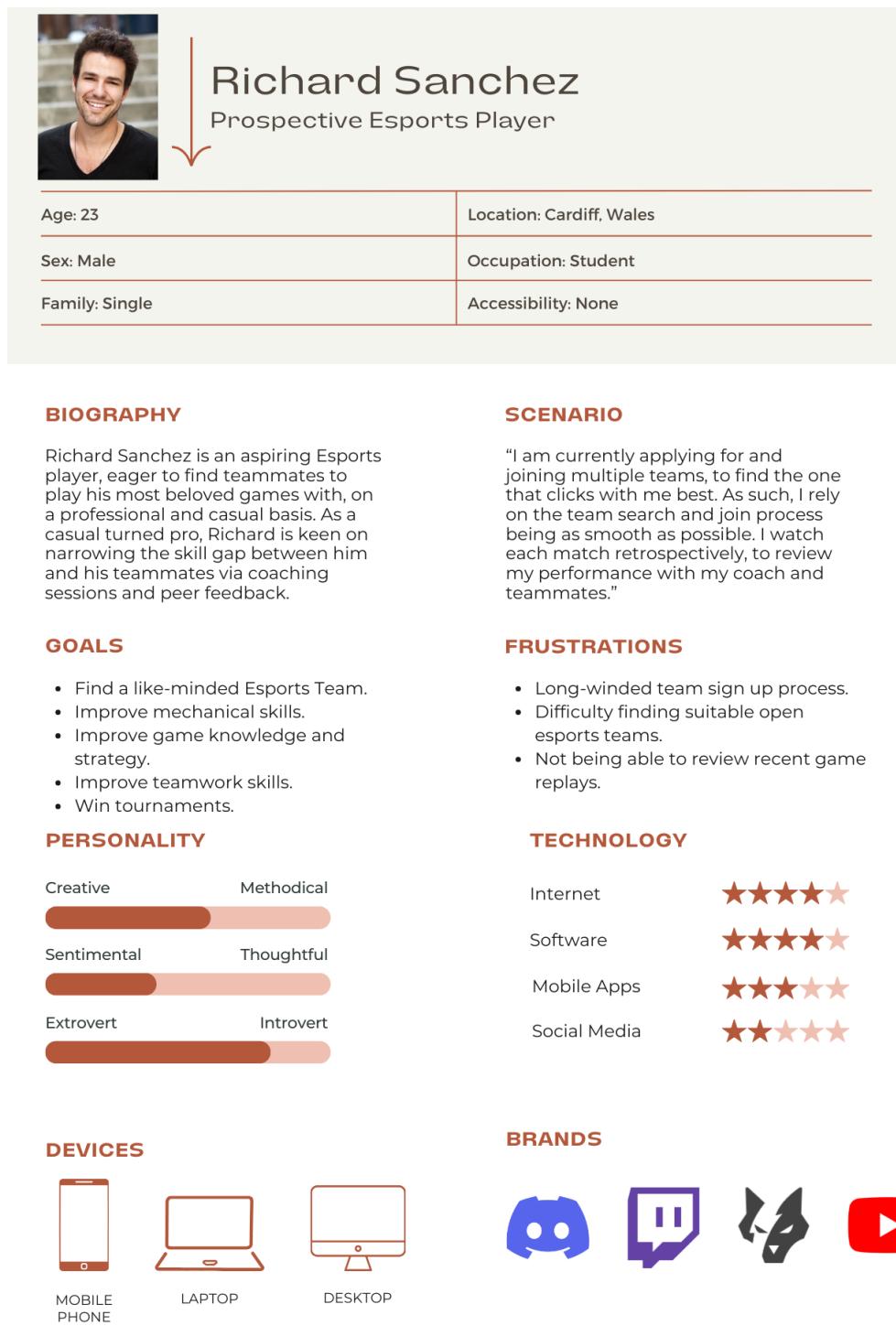
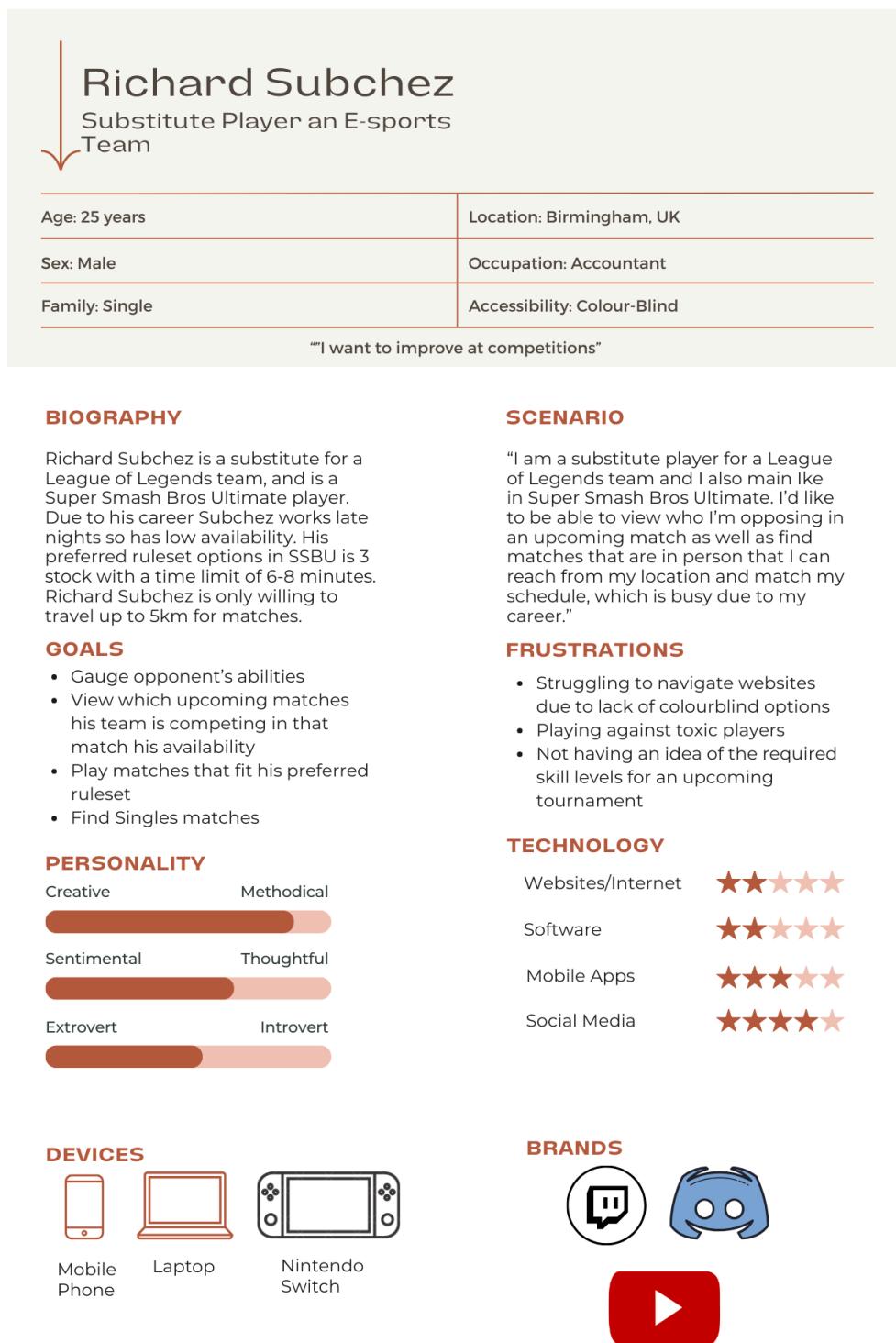


Figure 1: Prospective Player - Made by Talha

2.2.2 Substitute



2.2.3 Player



BIOGRAPHY

He is a cyber security student, who participates for his University's Overwatch E-sports team. He has been playing the game for many years and has recently began playing more competitively in a team environment. He has lots of free time to play the game and practice with his team.

GOALS

- Improve from past matches
- Learn about enemy teams to improve against them
- Coordinate better with their team
- Know when their team is playing and be on time

PERSONALITY



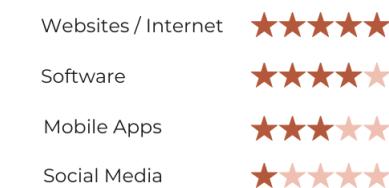
SCENARIO

"Every week I meet with my team to discuss previous matches and strategies for our next match. In my free time I go back and review my own performance in past matches and learn from mistakes. Ideally, I would be able to watch other team's games to see how they won, but tournaments rarely give out replay codes"

FRUSTRATIONS

- Can't see match replays of other teams
- Unfair team matchmaking
- Hard to keep track of matches and tournaments

TECHNOLOGY



DEVICES



BRANDS



Figure 3: Player - Made by Rhys

2.2.4 Team Leader



Kyle Rodriguez
Professional Rocket League
Player and Team Leader

Age: 21	Location: USA
Gender: Male	Occupation: College Student
Family: Single	Accessibility: None

"I just want to play what I love and keep getting better at it."

BIOGRAPHY

Works hard in College and has played video games throughout his childhood. Now, after getting into minor leagues in competitive Rocket League, he takes the game very seriously. He has a disciplined training regime and is open-minded to new ideas and solutions. He also really likes experimenting with tactics and new ways to play. He is motivated by playing at the world stage, live, in S-Tier tournaments.

GOALS

- Training as much and as often as possible.
- Going to as many tournaments in all tiers to get positive rankings, as possible.
- Getting into an S-Tier tournament.

PERSONALITY



DEVICES



SCENARIO

"In order to get better as a team, we must play together as a team as much as possible. Training against other teams trying to do the same is often the best way to do that. Every week, I look for local, regional or national tournaments for us to play at and spend a long time looking through various tournament websites to find the collection I need. It takes away some of my valuable time, and ideally I'd hope to one-day use a website that shows all tournaments happening in all places. I like signups that are quick, easy and streamlined."

FRUSTRATIONS

- Struggles to find tournaments in consistent time-frames.
- Dislikes signing up his data to many websites.
- Can't find reliably statistics on his performance.

SOCIAL NETWORKS

Social networks most-often used.



TECHNOLOGY

Websites/Internet	
Software	
Mobile Apps	
Social Media	

Figure 4: Team Leader - Made by Mark

2.2.5 Coach

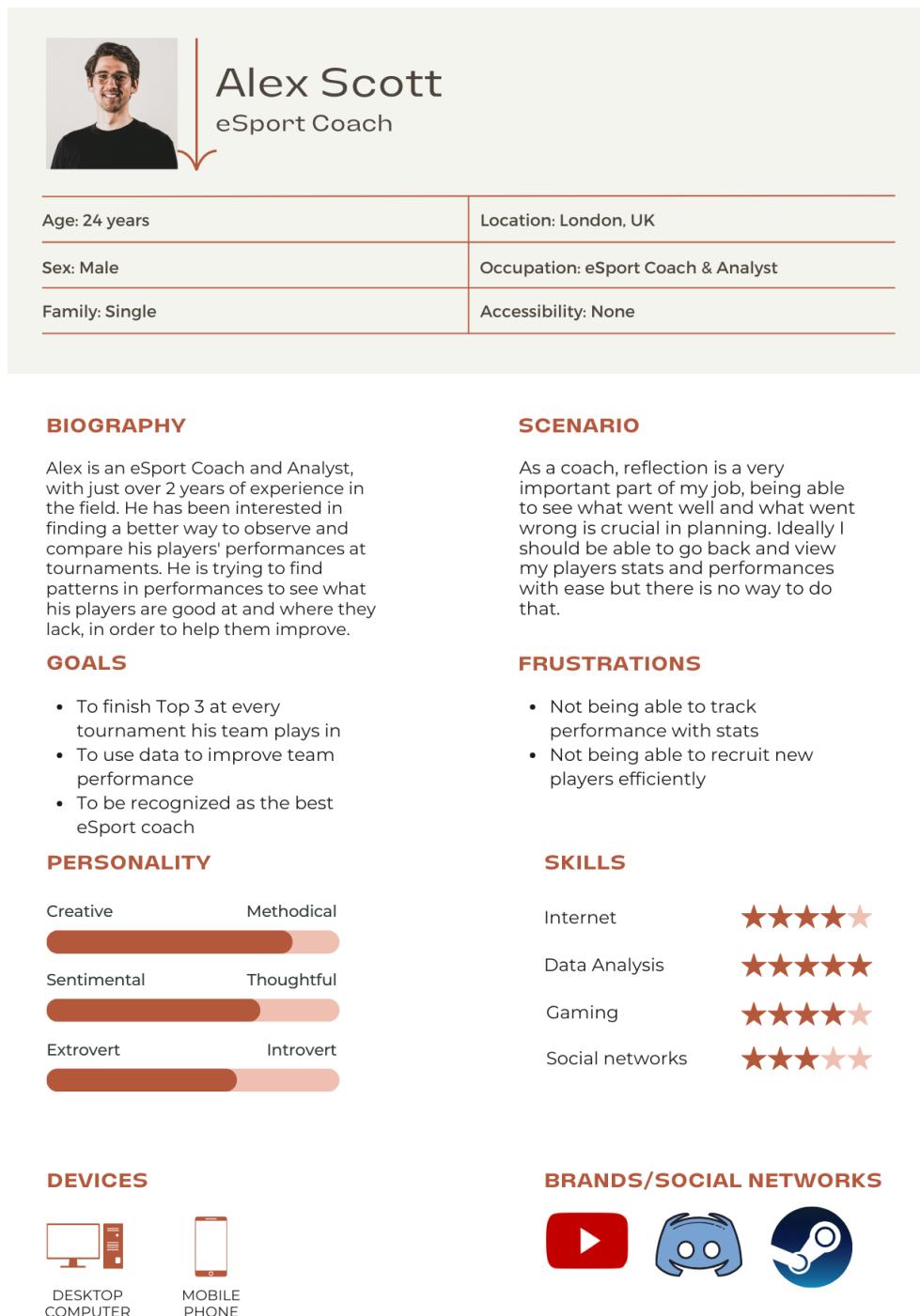
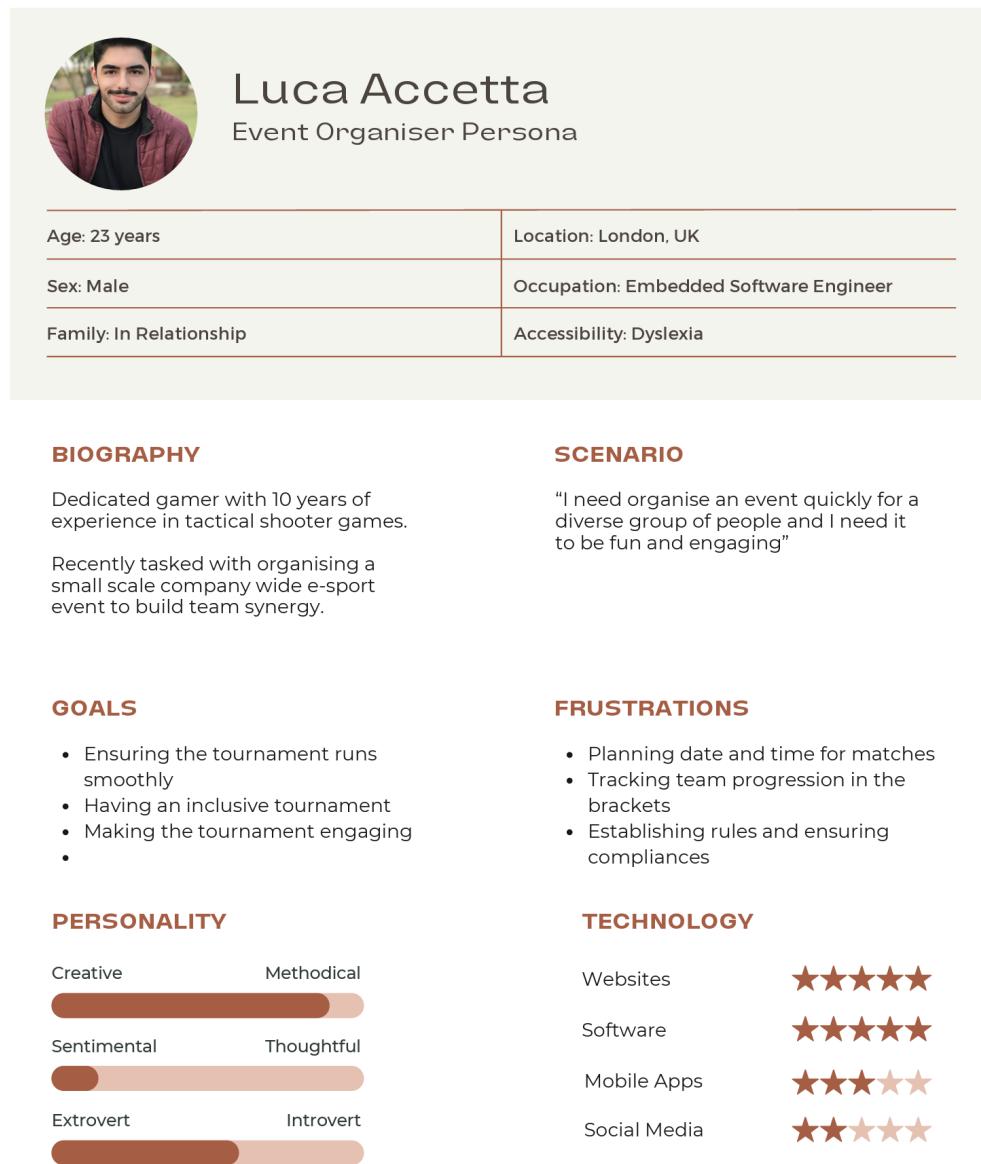


Figure 5: Team Coach - Made by Ogieltaziba

2.2.6 Event Organiser



ECOSYSTEMS

- Use an Android phone
- Use Microsoft Edge to browse the web
- Use Battle. Net to play games

Figure 6: Event Organiser - Made by Haiwei

2.2.7 Spectator



Mila Anderson
Spectator Persona

Age: 20 years	Location: Wellington, New Zealand
Sex: Female	Occupation: Speech & Language Therapist
Family: Single	Accessibility: None

BIOGRAPHY

Casual gamer that enjoys adventuring in open-world games or playing puzzle games with her friends.

Recently picked up interest in watching Overwatch tournaments on YouTube.

SCENARIO

"When I eat I like to watch something and recently I started watching Overwatch tournaments, but I would like a website to find new tournaments and look at statistics of up and coming teams"

GOALS

- Find tournaments to watch
- Follow upcoming teams
- Chat with other people that likes to watch overwatch tournaments too

FRUSTRATIONS

- Keeping track of her favourite team's matches
- Finding her team's previous match data

PERSONALITY



TECHNOLOGY

Websites	
Software	
Mobile Apps	
Social Media	

ECOSYSTEMS

- Use an iPhone
- Use Google Chrome to browse the web
- Use Epic Games to play pc games
- Use Xbox to play console games

Figure 7: Spectator - Made by Haiwei

2.2.8 Free Agent



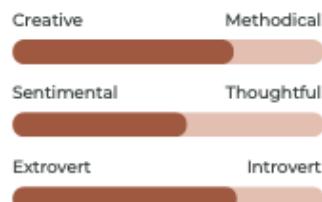
BIOGRAPHY

Benjamin is a professional esports player, with experience playing previously for organisations such as Dignitas, Team Liquid and Cloud9. Benjamin enjoys, spending time with his family, and playing games. Benjamin wants to be able to team with players that have the same passion as him , for tournaments in the games he enjoys playing.

GOALS

- To make esports a full time job.
- To find a new hobby, involving fitness.
- Travel the world, and explore esport societies.

PERSONALITY



SCENARIO

"I play games for many hours a day, and honestly, I am so tired of solo queue, due to toxic players, and players that like to troll. I think a platform that is available for aspiring gamers, will allow people who share the same passion, a place where they can come together, and compete."

FRUSTRATIONS

- Can't find people that share similar passion as me.
- Want to be more active in the competitive space.
- Doesn't want to solo queue the majority of the time.

GAMES PROFICIENCY

Tom Clancy's Rainbow Six Siege	
Rocket League	
Overwatch	
CS:GO	

DEVICES



PHOTOGRAPHY

BRANDS

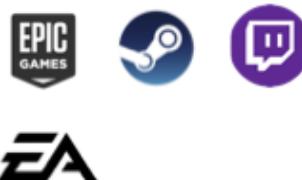


Figure 8: Free Agent - Made by Samuel

2.3 Mock-Ups

Now, each team member used their personas and flair to mockup most of the application's frontend user interface - allowing us to also start discussions on how the backend might function. We experimented around with various layouts, hence some mockups have **header** and **sidebar** versions (one set even having a **mobile** version). We ultimately chose the header version because the JHipster-generated website already contains a header and expanding it is straightforward and easy - not to mention, some of our pages are vertically quite long and having a sidebar extend its entire length uses up a significant chunk of unnecessary space. Space, that *could* be used by page elements.

We also opted for a by-default darker theme since it is easier on the eyes. Whether we will pursue a light theme to go alongside it, is unknown ATTOW (At The Time Of Writing). The team agrees that this would be beneficial accessibility.

2.3.1 Tournament Creation - Garance

Garance worked on what is arguably one of the most core features - **tournament creation**. She explored a variety of UI designs, and stuck with 2 variants:

1. An **advanced** menu, for showing all the options you have open to you as someone creating a tournament.
2. A **basic** menu, for those who get overwhelmed by the sea of options/settings, and just wish to create a simple tournament.

Giving the end-users the option to pick between these will, in our belief, constrict a better. She presents a header ([Figure 9](#)) and sidebar ([Figure 10](#)) version. On the right side of both mockups, you can also see a minor page showing examples of all the tournament formats (Single Elimination, Double Elimination, and Round-Robin). This acts as a guide for the user.

The image displays three wireframe mockups for tournament creation, arranged horizontally. The first two are 'Header Version' mockups, while the third is a separate 'Guide' page.

- Advanced Header Version:** This mockup shows a complex form with many fields and dropdown menus. It includes sections for 'Tournament Name', 'Game', 'Description', 'Tournament Dates', 'Reward', 'Access' (Invite Only or Public), 'Configuration' (Max Team Count, Bracket Format, Rule Sets, Commentator info), 'Location' (Venue Selection, Online), and 'Selected accessibilities'. A large green 'Create Tournament' button is at the bottom.
- Basic Header Version:** This mockup is similar to the advanced one but with fewer options. It lacks the detailed configuration and accessibility sections, making it simpler. It also has a green 'Create Tournament' button.
- Guide Page:** This page provides visual examples of tournament formats. It shows three diagrams: 'Single Elimination' (a tree structure), 'Double Elimination' (a bracket structure), and 'Round Robin' (a grid where every team plays every other team exactly once).

Figure 9: Advanced/Basic Tournament Creation, Header Version - Made by Garance

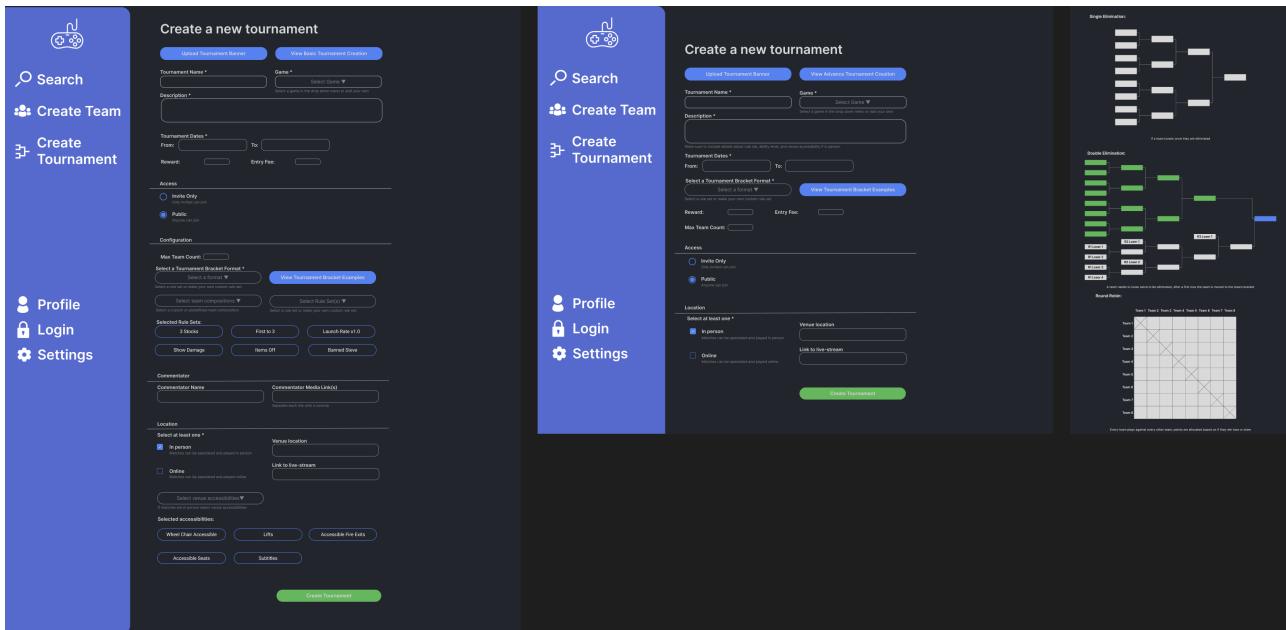


Figure 10: Advanced/Basic Tournament Creation, Sidebar Version - Made by Garance

2.3.2 Tournament Viewing - Mark

Once the tournament is created (with [Tournament Creation - Garance](#)), it can be viewed on the **Tournament View Page**. This is what Mark worked on. It presents a breadth of information about the tournament: the game it's running in; the prize pool; the location, if there is one; etc. It also shows the participants to the tournament and its creator/organiser. It shows the active participants who have signed up. Tournaments often have a large set of information to do with them, and due to the potentially long nature of these, a **Description Modal** was designed to explicitly show all this information in an easy-to-read, large panel - but only showing up when the user presses the description button. Most usefully, it also shows the bracket allocations **in real time** with match information.

Similarly to the description, these brackets and participant lists can get very large. While the participants' list can extend vertically down the page, the brackets expand in all directions. So, during implementation, we will likely aim to implement another modal with panning and zooming capabilities exclusively for the brackets. This was not mocked up as it only became clear to us one day before submission.

Finally, it should be noted that in both the sidebar and header versions, the sign-up button changes to emphasise the reality that tournaments can be publicly open, privately open, or closed.

1. [Tournament View, Header Version - Made by Mark](#)
2. [Tournament View, Header Version, Description Modal Open - Made by Mark](#)
3. [Tournament View, Header Version, Header Open - Made by Mark](#)
4. [Tournament View, Sidebar Version - Made by Mark](#)
5. [Tournament View, Sidebar Version, Description Modal Open - Made by Mark](#)
6. [Tournament View, Sidebar Version, Registration Button Closed - Made by Mark](#)

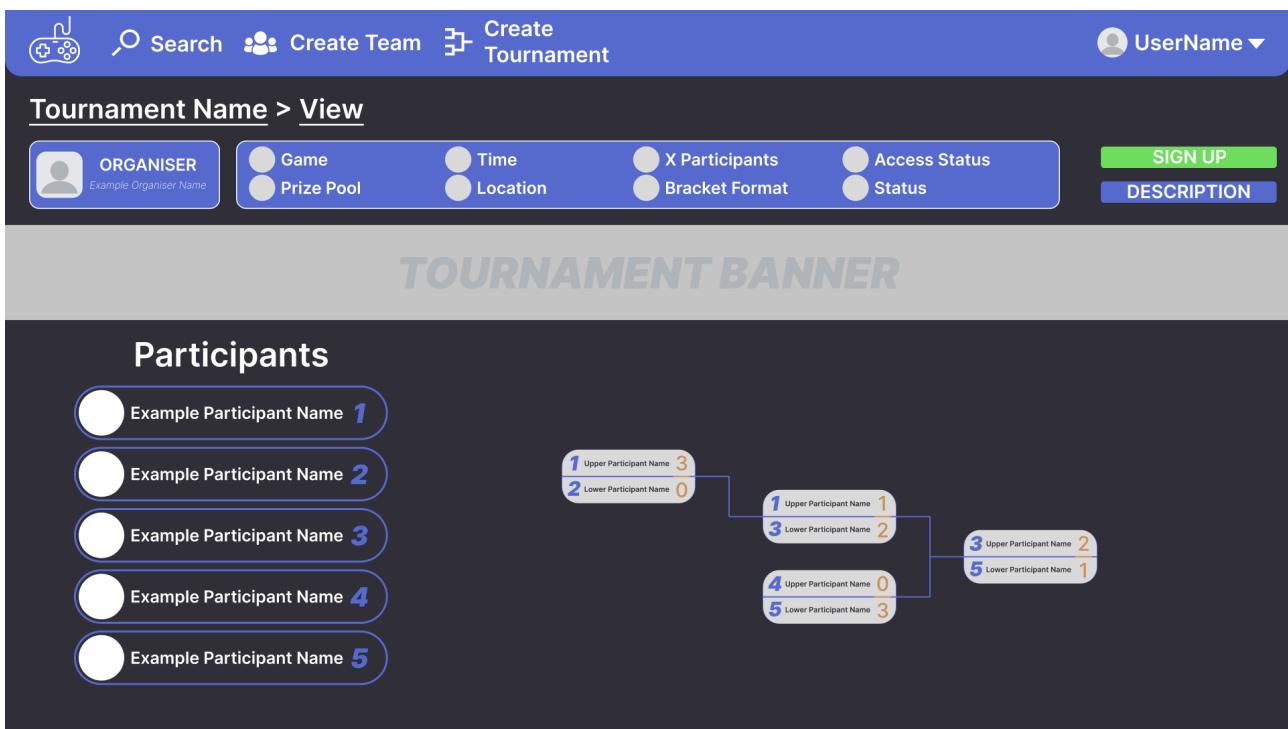


Figure 11: Tournament View, Header Version - Made by Mark

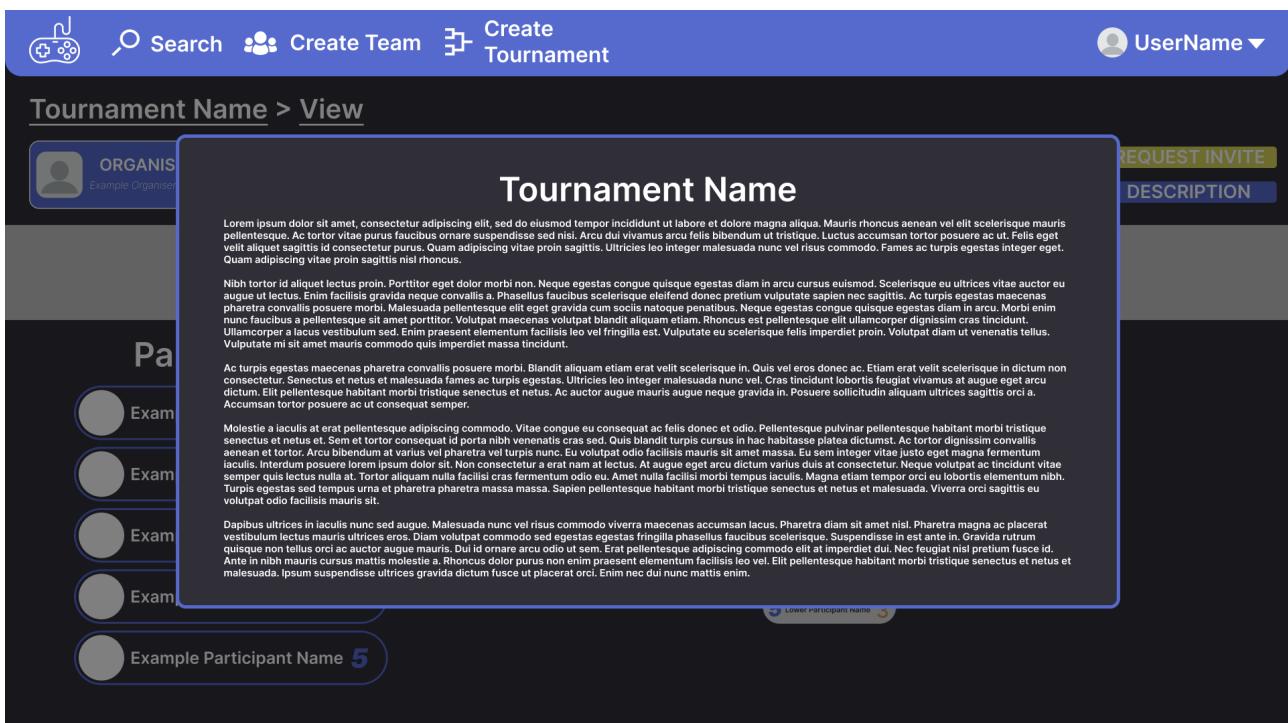


Figure 12: Tournament View, Header Version, Description Modal Open - Made by Mark

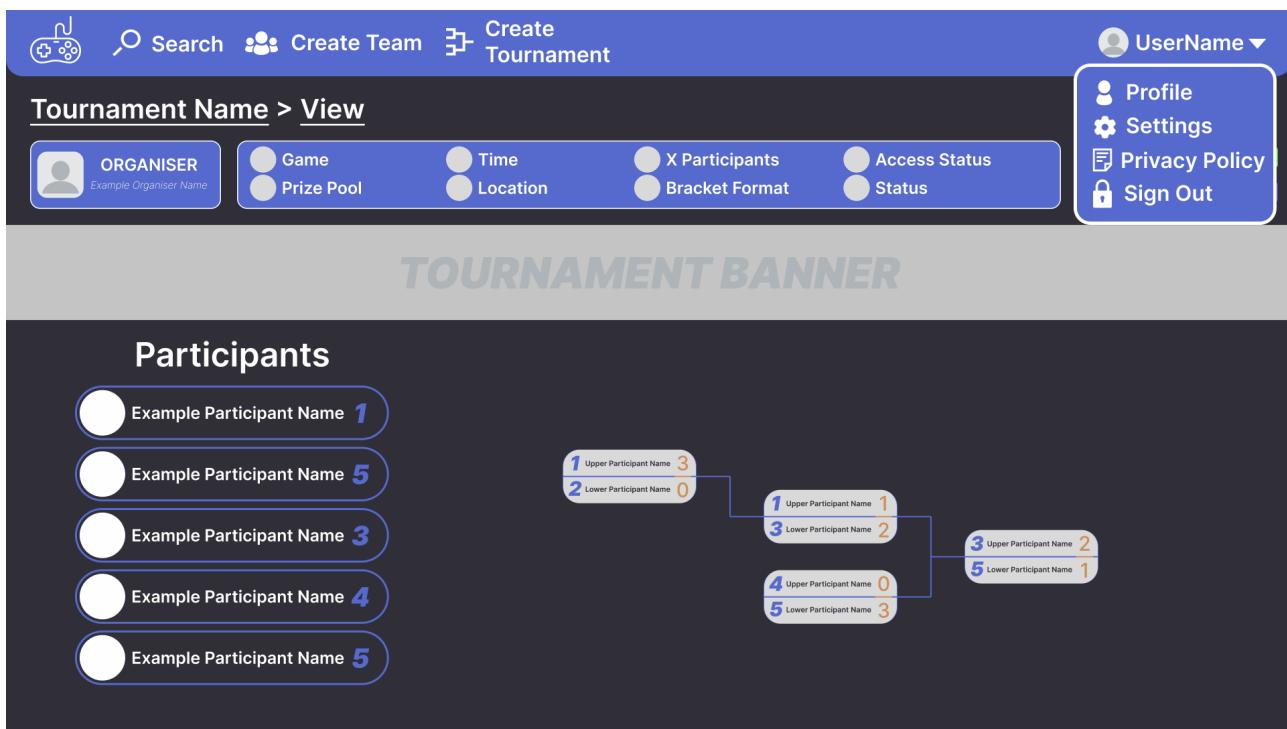


Figure 13: Tournament View, Header Version, Header Open - Made by Mark



Figure 14: Tournament View, Sidebar Version - Made by Mark

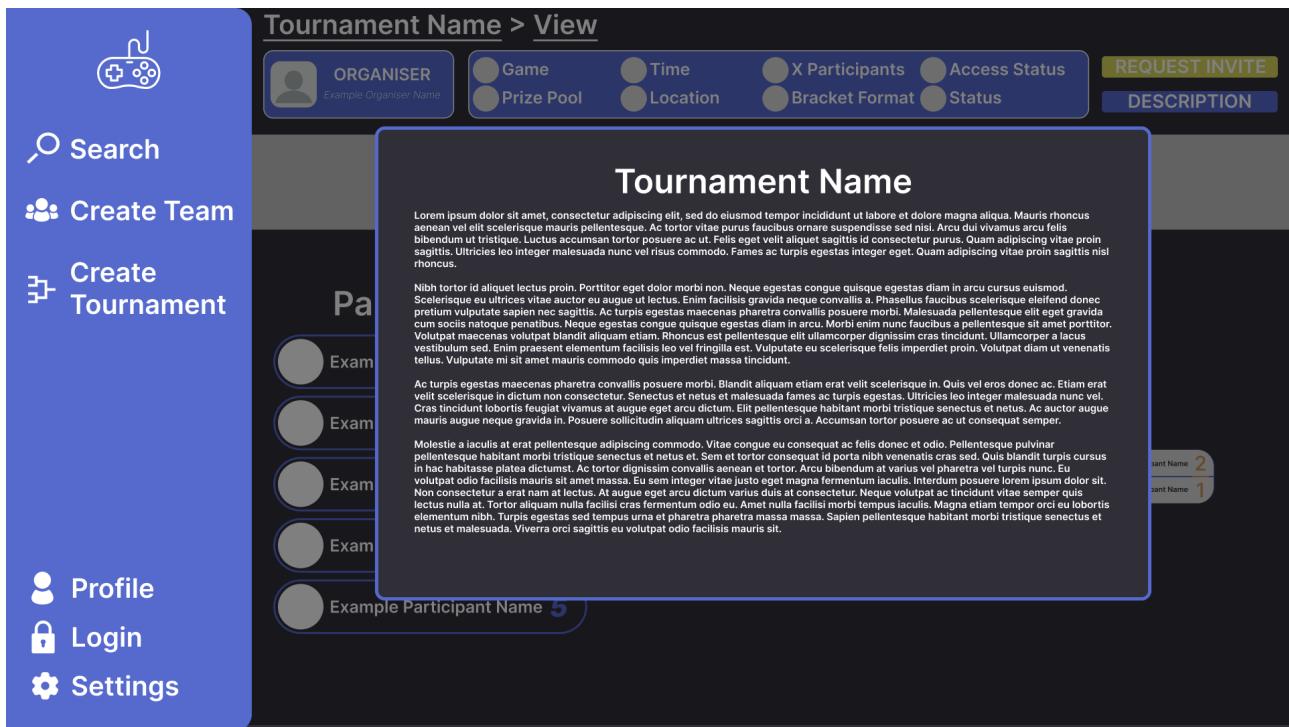


Figure 15: Tournament View, Sidebar Version, Description Modal Open - Made by Mark



Figure 16: Tournament View, Sidebar Version, Registration Button Closed - Made by Mark

2.3.3 Match Management - Rhys

Perhaps you wish to see exact details of a match from a bracket (from [Tournament Viewing - Mark](#)), to know how well your favourite team dominated the opponents? Well, Rhys worked on exactly that! He put together 3 mockups showcasing where the application would take you if you clicked on any of the brackets in the Tournament View Page ([Tournament Viewing - Mark](#)).

1. The 1st ([Match Information - Made by Rhys](#)), is the page before any scores have been submitted. It displays the teams and their players, along with the scheduled date of the match. The 'Submit Score' button will take the user to the next page where they can submit the score for the match.
2. The 2nd ([Match Information, Score Submission - Made by Rhys](#)), shows how match results would be submitted. We opted for self-managed result submission. We have yet to decide whether we'll implement it by having both sides submit scores and checking if they match until they do, or have one side submit with the other being required to approve them. This reduces administrative overhead on part of the tournament organiser (a drawback of [Challonge](#) since the tournament organiser is required to input all data).
3. The 3rd ([Match Information, Long Page - Made by Rhys](#)), is the page after scores have been submitted, showing the overall match score and individual map scores.

Tournament Name > Match 1

<Date of Match>

Team 1	VS	Team 2
Player 1 <in game name>		Player 1 <in game name>
Player 2 <in game name>		Player 2 <in game name>
Player 3 <in game name>		Player 3 <in game name>
Player 4 <in game name>		Player 4 <in game name>
Player 5 <in game name>		Player 5 <in game name>
Player 6 <in game name>		Player 6 <in game name>
Player 7 <in game name>		Player 7 <in game name>
Player 8 <in game name>		Player 8 <in game name>

Submit Score

Figure 17: Match Information - Made by Rhys

The screenshot shows a user interface for submitting scores for a tournament match. At the top, there are navigation links for 'Search', 'Create Team', and 'Create Tournament'. On the right, there is a user profile icon labeled 'UserName'. The main area is titled 'Tournament Name > Match 1 > Submit Score'.

The interface is divided into three sections, each representing a map:

- Map 1:** Contains fields for 'Map Name', 'Replay Code', and 'Replay / Livestream Link'. Below these are 'Score' fields for Team 1 and Team 2, and two columns of five 'Select Player' dropdown menus each.
- Map 2:** Contains fields for 'Map Name', 'Replay Code', and 'Replay / Livestream Link'. Below these are 'Score' fields for Team 1 and Team 2, and two columns of five 'Select Player' dropdown menus each.
- Map 3:** Contains fields for 'Map Name', 'Replay Code', and 'Replay / Livestream Link'. Below these are 'Score' fields for Team 1 and Team 2, and two columns of five 'Select Player' dropdown menus each.

At the bottom center is a blue 'Submit Score' button.

Figure 18: Match Information, Score Submission - Made by Rhys

The screenshot displays a tournament match interface with the following details:

- Tournament Name > Match 1**
- Date of Match**: Not specified.
- Team 1** vs **Team 2**
- Map 1 Score**: 2 - 1
 - Team 1 Roster** (8 players): Player 1, Player 2, Player 3, Player 4, Player 5, Player 6, Player 7, Player 8.
 - Team 2 Roster** (8 players): Player 1, Player 2, Player 3, Player 4, Player 5, Player 6, Player 7, Player 8.
- Map 2 Score**: 3 - 2
 - Team 1 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.
 - Team 2 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.
- Map 3 Score**: 0 - 2
 - Team 1 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.
 - Team 2 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.
- Map 4 Score**: 1 - 0
 - Team 1 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.
 - Team 2 Roster** (5 players): Player 1, Player 2, Player 3, Player 4, Player 5.

Figure 19: Match Information, Long Page - Made by Rhys

2.3.4 Team View - Haiwei

So you've found a tournament, you're excited by the results (from [Match Management - Rhys](#)), and you want to know more about a specific team. You'd like to view some information about them, right? Well, Haiwei mocked up some views of what a professional E-Sports team's page might look like. It allows you to follow them, to join them, to view their statistics, and to view their latest matches. Most importantly, it allows you to also view their members.

This mockup experimented with the potential idea of having a mobile application support the desktop web application. Haiwei therefore made a mobile version of the same page. We ultimately chose not to pursue the mobile version due to the significant quantity of extra work with very little benefit in return. It is interesting nonetheless.

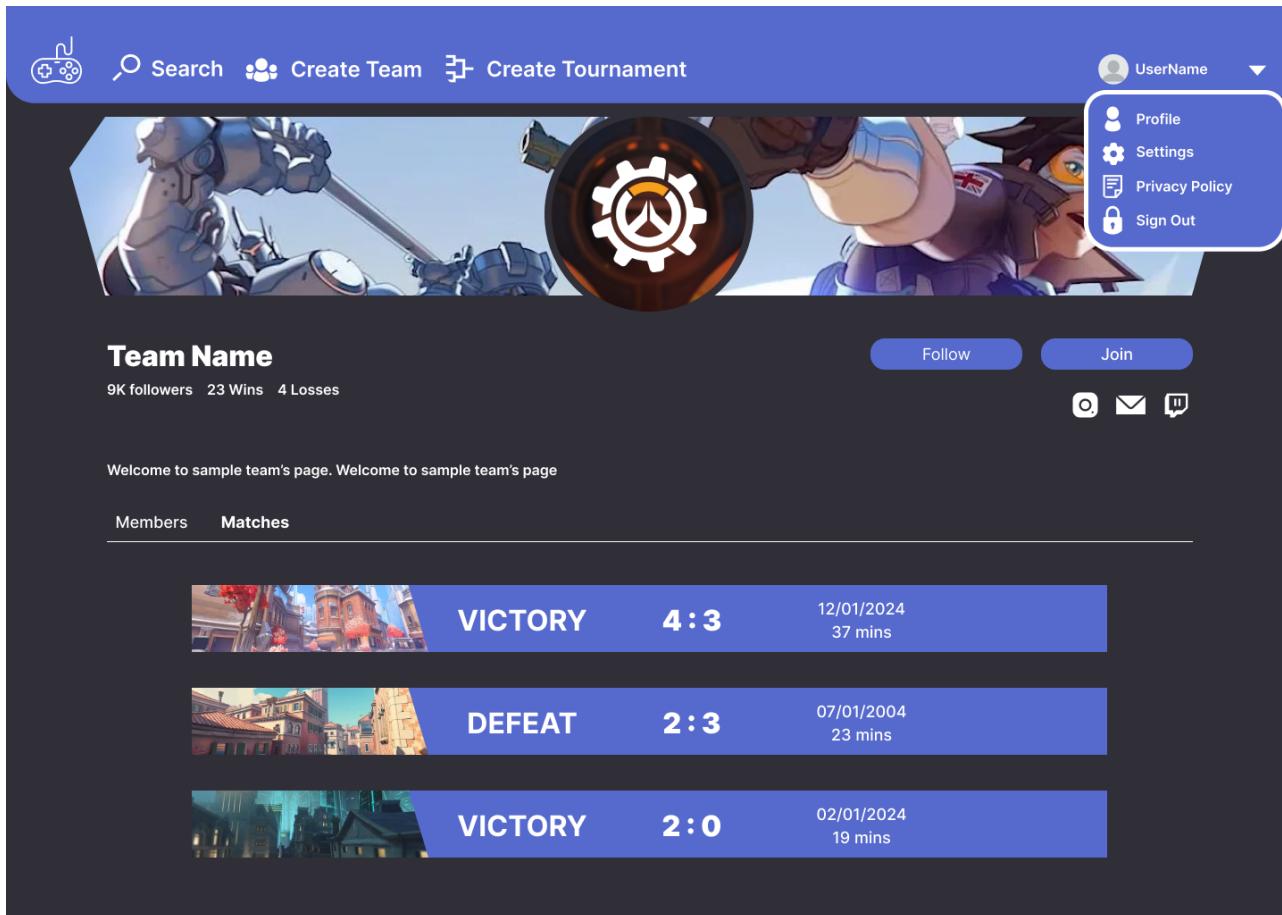


Figure 20: Team View, Header Version - Made by Haiwei

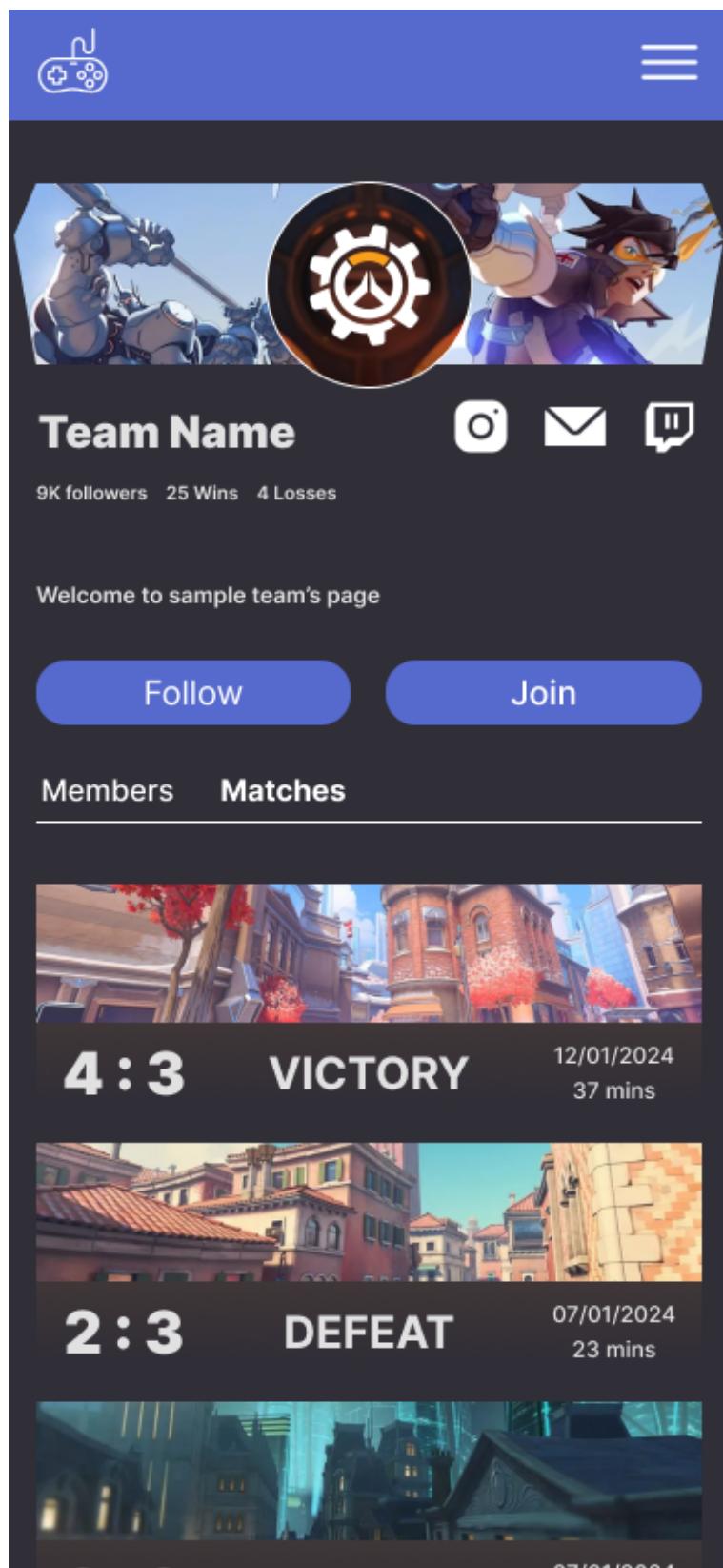


Figure 21: Team View, Mobile Version - Made by Haiwei

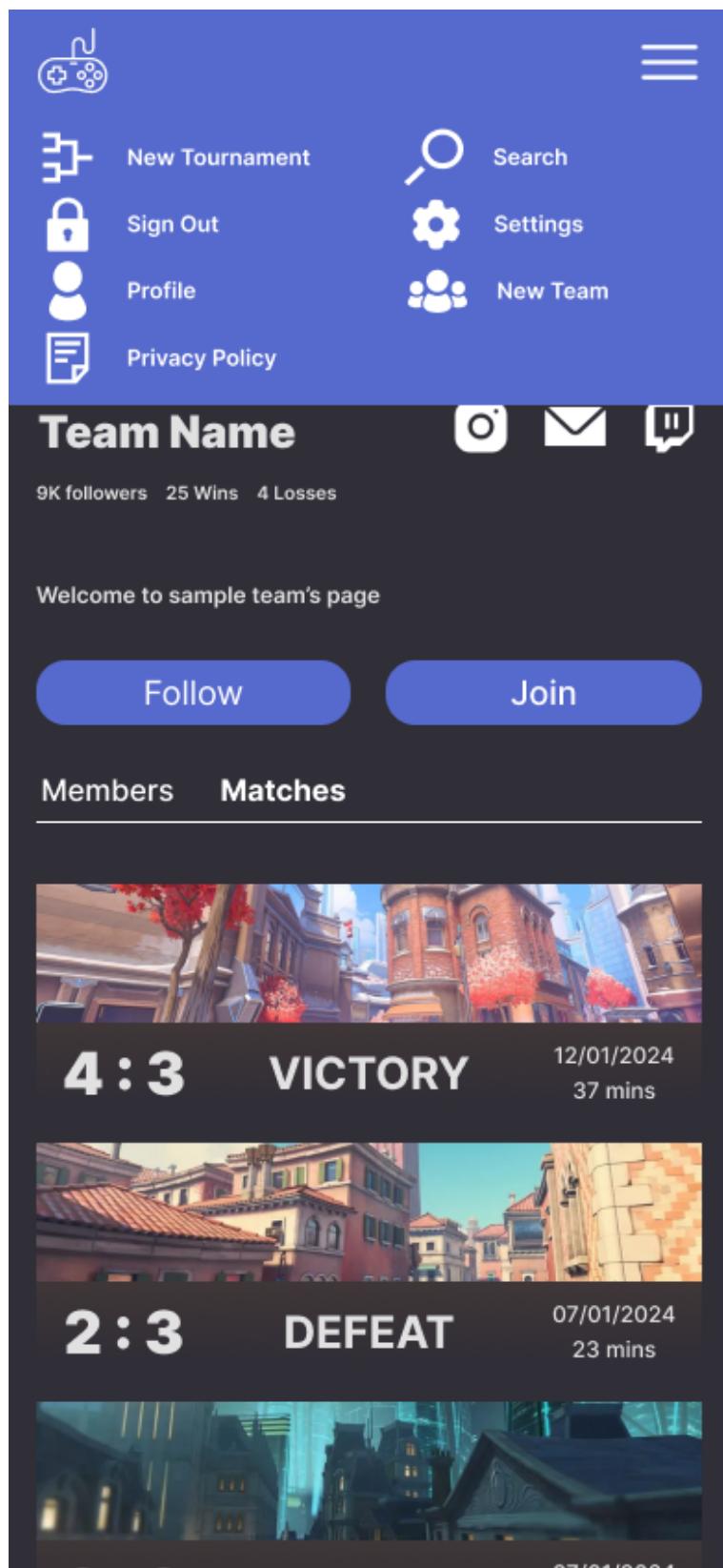


Figure 22: Team View, Mobile Version, Header Open - Made by Haiwei

2.3.5 Player Profile - Ogieltaziba

So you looked at a team you're following (with [Team View - Haiwei](#)), and you want to know more about a specific player? This is where Ogieltaziba's **Player Profile** comes in. On top of being the primary place you as a player would view your own statistics and information, it is also the place where others can do the same. Coaches can view their players' statistics to inform his teachings. Recruiters can spot rising underdogs. Players get insights into their professional career.

Ogieltaziba made 2 variants:

1. The 1st ([Player Profile, Tournament History - Made by Ogieltaziba](#)) showing the latest *tournament* history, while
2. The 2nd ([Player Profile, Match History - Made by Ogieltaziba](#)) shows the latest *match* history. A user can toggle between them with the button shown at the right side of the History card.

The screenshot displays the Player Profile interface. At the top, there is a blue header bar with icons for a controller, search, create team, and create tournament, along with a user profile icon labeled "UserName". Below the header, the main content area is titled "View Player Info". It features a large blue box containing player details: "ExampleName" and "ExampleUsername" (represented by a placeholder profile picture), "About Me: www.twitch.com/exampleuser", "Languages: English", and "Devices: PC | PS5". To the right of this box are two sections: "Current Teams" (listing "ExampleTeam1", "ExampleTeam2", and "ExampleTeam3") and "Tournament History" (listing "Tournament1" (Overwatch), "Tournament2" (Overwatch), and "Tournament3" (Fortnite)). At the bottom left, there are four performance metrics: "WINS" (7), "K/D" (4.2), "TOP 10s" (15), and "Tournaments Played" (22).

Figure 23: Player Profile, Tournament History - Made by Ogieltaziba

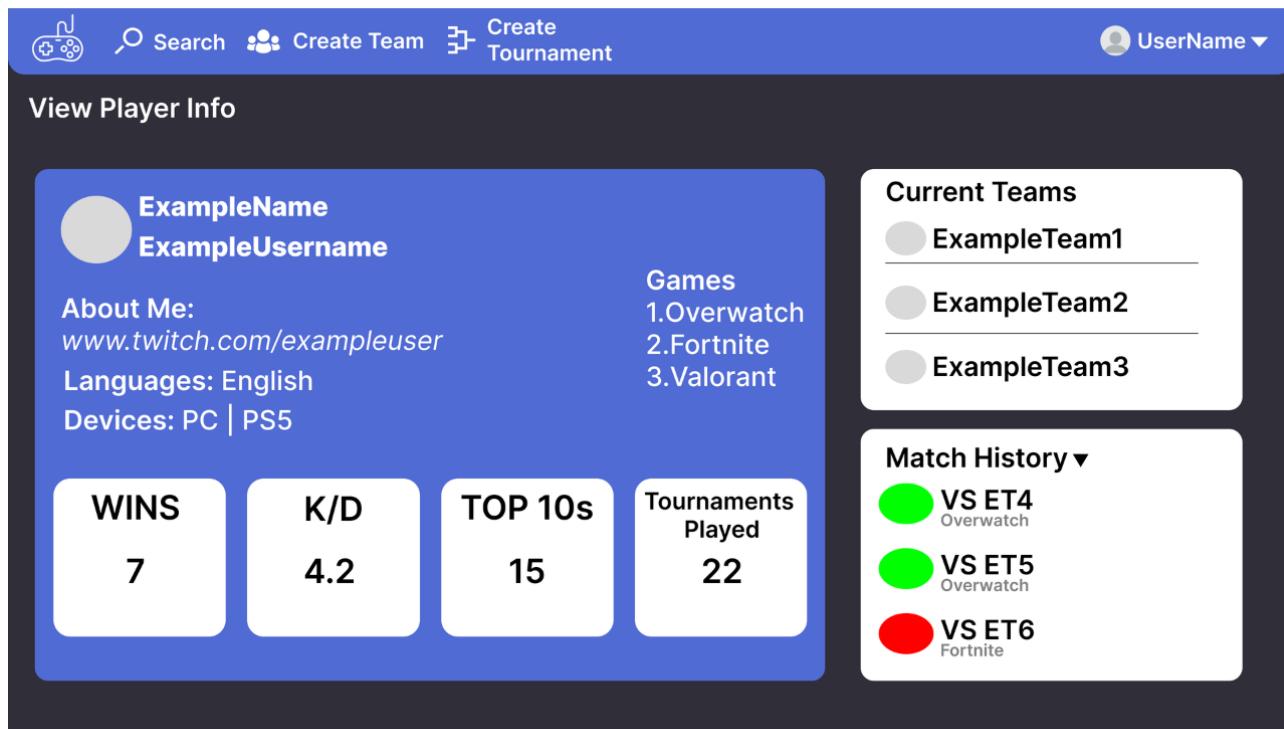


Figure 24: Player Profile, Match History - Made by Ogieltaziba

2.3.6 Team Creation/Joining - Samuel

Now that you've viewed another player's teams, you're interested in competing with them. You might want to join a team. Samuel worked on a page ([Team Joining - Made by Samuel](#)) just for that purpose. It allows you to browse suggested and trending teams, and join ones (either directly or by sending a request if they're private teams) that have spaces.

But what if you don't want to join one? What if you want to make one yourself? A page ([Team Creation - Made by Samuel](#)) exists for that too! You write your name, you select the game the team is for, you declare a size and its privacy, and that's all you need to do! Quick, easy and streamlined.

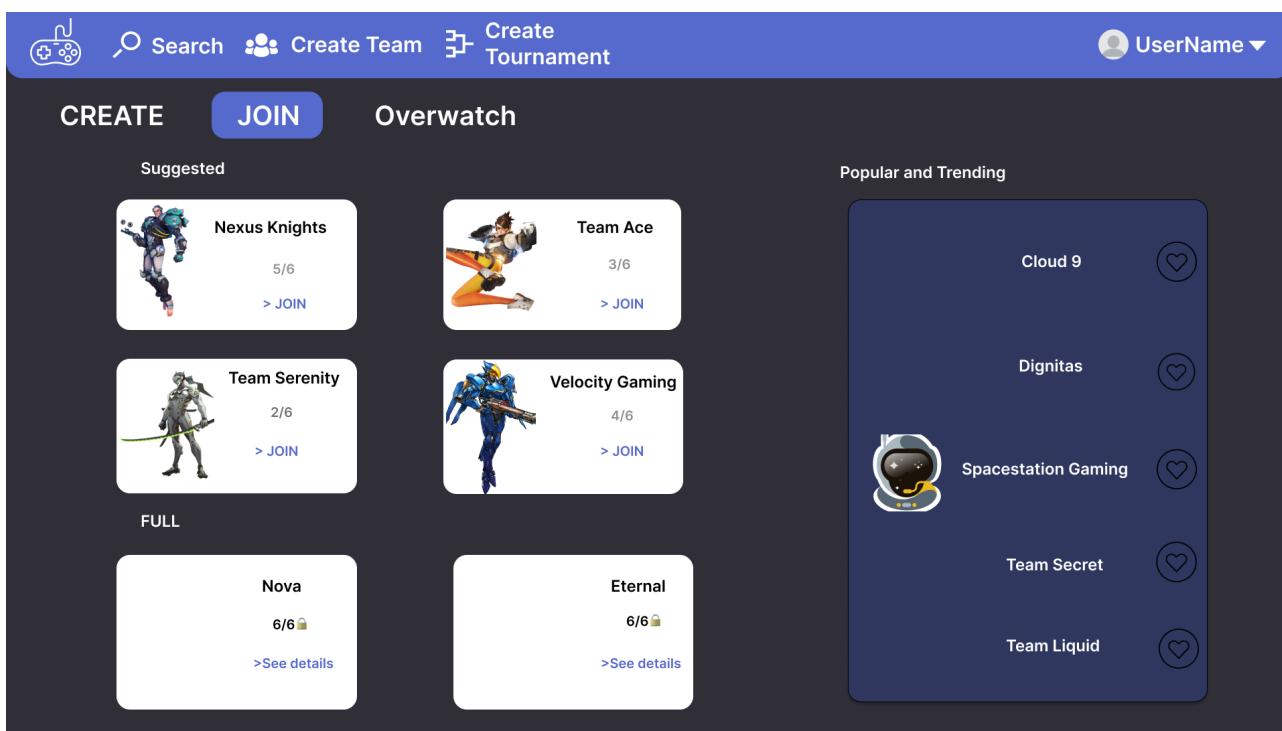


Figure 25: Team Joining - Made by Samuel

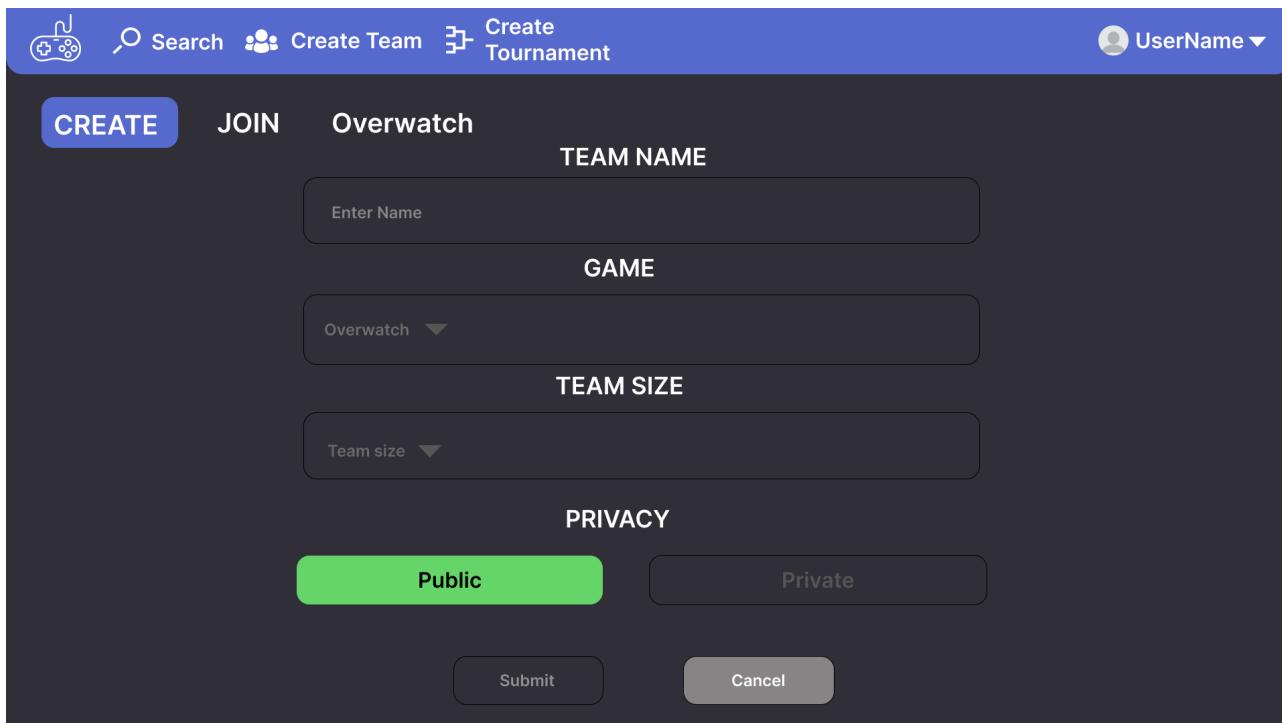


Figure 26: Team Creation - Made by Samuel

2.3.7 Universal Search - Talha

All of the aforementioned pages exist independently of the application, but how would one get to most of them? By searching! Talha worked on the **universal search** page mockup - a page which allows you to search for players, teams *and* tournaments all

from one query box! The mockups below show how you can filter by certain categories, and what the results that come up might look like. This ties the entire application together, and will therefore likely be a natural homepage.

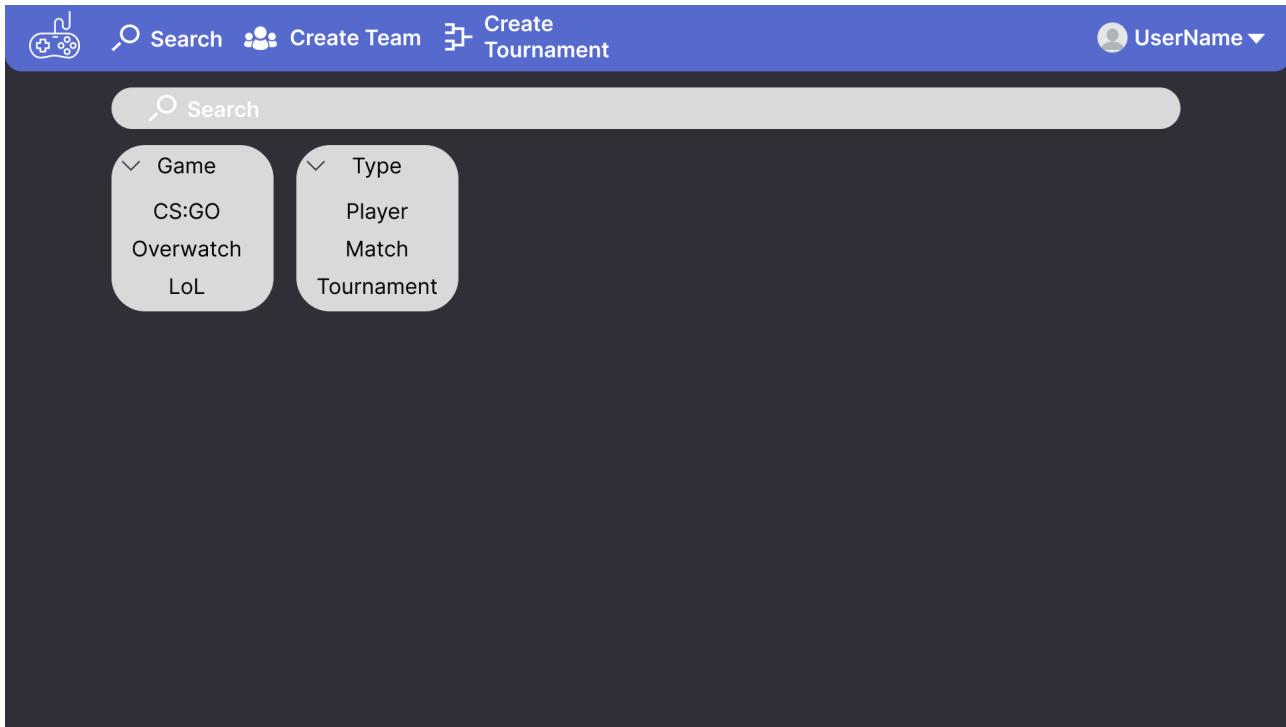


Figure 27: Universal Searching, Filters Visible - Made by Talha

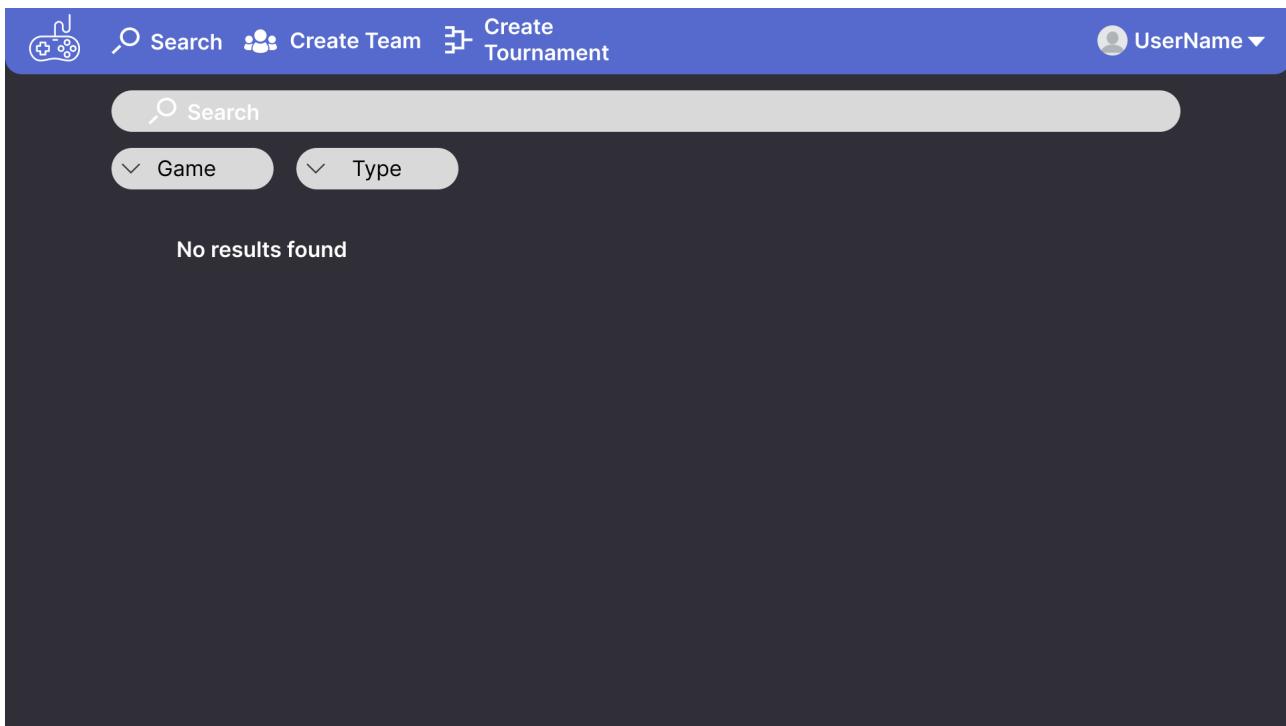


Figure 28: Universal Searching, No Results - Made by Talha

The screenshot shows a user interface for managing esports teams and tournaments. At the top, there are navigation icons for a controller, search, create team, create tournament, and user profile. A search bar contains the text 'Search' and a dropdown menu with 'CS:GO' selected. Below the search bar, a section titled 'Players' displays a card for 'HeadshotHavoc | Brian Law'. The card includes a profile picture of a player wearing headphones, the name 'HeadshotHavoc | Brian Law', a bio about being a CS:GO sharpshooter, and team information for 'PulseFury' and 'Nova Knights'. Below this, a section titled 'Teams' lists three teams: 'PulseFury' (8/10 rating, LoL), 'Nova Knights' (10/10 rating, LoL), and 'Aces' (8/10 rating, Overwatch). Finally, a section titled 'Tournaments' shows two entries: 'Pixel Prowess Cup' (LoL) with a trophy icon and 'Standings' showing PulseFury in 1st place, Nova Knights in 2nd, and Aces in 3rd; and 'Cyber Clash Cup' (CS:GO) with a flame icon and a recent match result between PulseFury (PF) and Aces (Aces) with a score of 3 - 0.

Figure 29: Universal Searching, Results - Made by Talha

3 Meeting Diary

It should be noted that the only meetings we logged into the diary were ones where we were with our TA. The rest of the meetings (we had about 4 of these) that appear on our time sheets are less formal (although not less productive) and are amongst ourselves. It is for this reason that there are only 2 meetings here.

Table 1: Meeting 1: 47 minutes

Date:	2024-01-25	Location:	UG04
Meeting Type:	First w/ TA	Ext. Attendees:	Katie Potts
Team Attendees:	6/7	Apologies:	Talha
Meeting Lead:	Mark	Note Taker:	Mark
Agenda Items:	<ul style="list-style-type: none"> • Talk about ideas • Pick an idea • Get basic questions about the project answered 	Update on actions:	N/A
Actions & Owner:	<ul style="list-style-type: none"> • Pick an idea • Explore tech stack and answer any technical questions • Allocate who makes what personas 	Time sheets signed off / feedback:	No time sheets. (first time team has met)
Next meeting date/time/location:	2024-02-01 @ 11:30 in UG04	Next meeting lead/note taker:	Samuel (lead), Haiwei (secretary)

Table 2: Meeting 2: 80 minutes

Date:	2024-02-01	Location:	UG04
Meeting Type:	Regular	Ext. Attendees:	Katie Potts
Team Attendees:	7/7	Apologies:	N/A
Meeting Lead:	Samuel	Note Taker:	Haiwei
Agenda Items:	<ul style="list-style-type: none"> • Discussion with tutor. • Discussion about M1. • Ranked S1 submissions, based on different criteria: aesthetics and believability. • Agreed on coherent mock-up/persona concepts (colour palette and layout). 	Update on actions:	<ul style="list-style-type: none"> • We picked an idea (E-sports tournament platform) • We successfully deployed and committed to repository. • All personas made.
Actions & Owner:	<ul style="list-style-type: none"> • Redesign all personas for consistency and fill gaps. • Redesign all mockups for consistency and improve designs. • Setup Kanban board on GitLab. 	Time sheets signed off / feedback:	All time sheets for S1 submission (did the day before since that is when submission was).
Next meeting date/time/location:	2024-02-08 @ 11:30 in UG04	Next meeting lead/note taker:	Haiwei (lead), Garance (secretary)

4 S2 Task Allocation & Planning

We allocated all the features for everyone based on their mockups - whatever a person mocked up, they make. Below are screenshots of each person's Kanban board, along with a screenshot of a universal one:

1. Universal Task List
2. Garance's Task List
3. Haiwei's Task List
4. Mark's Task List
5. Ogieltaziba's Task List
6. Rhys' Task List
7. Samuel's Task List
8. Talha's Task List

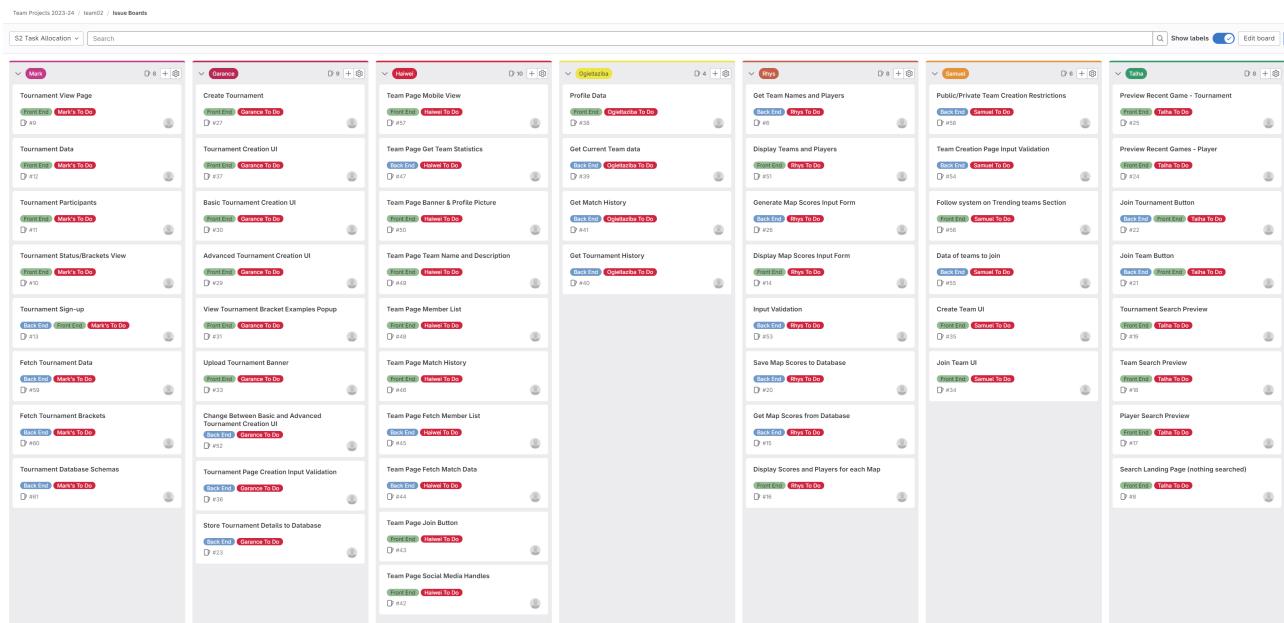


Figure 30: Universal Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital task board interface with three main columns: "Garance To Do", "Garance In Progress", and "Garance Done".

- Garance To Do:** Contains 9 tasks.
 - Create Tournament (Front End, Garance, #27)
 - Tournament Creation UI (Front End, Garance, #37)
 - Basic Tournament Creation UI (Front End, Garance, #30)
 - Advanced Tournament Creation UI (Front End, Garance, #29)
 - View Tournament Bracket Examples Popup (Front End, Garance, #31)
 - Upload Tournament Banner (Front End, Garance, #33)
 - Change Between Basic and Advanced Tournament Creation UI (Back End, Garance, #52)
 - Tournament Page Creation Input Validation (Back End, Garance, #36)
 - Store Tournament Details to Database (Back End, Garance, #23)
- Garance In Progress:** Contains 0 tasks.
- Garance Done:** Contains 0 tasks.

Figure 31: Garance's Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital task board interface with three main columns: 'Haiwei To Do', 'Haiwei In Progress', and 'Haiwei Done'. The 'Haiwei To Do' column is currently active, displaying 10 tasks. Each task card includes a title, category tags (e.g., 'Front End', 'Back End'), assignee ('Haiwei'), and a task ID. The 'Haiwei In Progress' and 'Haiwei Done' columns are empty.

Column	Task Title	Category	Assignee	ID
Haiwei To Do	Team Page Mobile View	Front End	Haiwei	#57
	Team Page Get Team Statistics	Back End	Haiwei	#47
	Team Page Banner & Profile Picture	Front End	Haiwei	#50
	Team Page Team Name and Description	Front End	Haiwei	#49
	Team Page Member List	Front End	Haiwei	#48
	Team Page Match History	Front End	Haiwei	#46
	Team Page Fetch Member List	Back End	Haiwei	#45
	Team Page Fetch Match Data	Back End	Haiwei	#44
	Team Page Join Button	Front End	Haiwei	#43
	Team Page Social Media Handles	Front End	Haiwei	#42

Figure 32: Haiwei's Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows an issue board interface with three main columns:

- Mark's To Do** (Red header): Contains 8 tasks.
 - Tournament View Page (Front End, Mark, #9)
 - Tournament Data (Front End, Mark, #12)
 - Tournament Participants (Front End, Mark, #11)
 - Tournament Status/Brackets View (Front End, Mark, #10)
 - Tournament Sign-up (Back End, Front End, Mark, #13)
 - Fetch Tournament Data (Back End, Mark, #59)
 - Fetch Tournament Brackets (Back End, Mark, #60)
 - Tournament Database Schemas (Back End, Mark, #61)
- Mark's In Progress** (Yellow header): Contains 0 tasks.
- Mark's Done** (Green header): Contains 0 tasks.

Figure 33: Mark's Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital task board interface with three columns:

- Ogieltaziba To Do**: Contains 4 tasks.
 - Profile Data: Front End, Ogieltaziba, #38
 - Get Current Team data: Back End, Ogieltaziba, #39
 - Get Match History: Back End, Ogieltaziba, #41
 - Get Tournament History: Back End, Ogieltaziba, #40
- Ogieltaziba In Progress**: Contains 0 tasks.
- Ogieltaziba Done**: Contains 0 tasks.

Figure 34: Ogieltaziba's Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital workspace for managing tasks. At the top, there's a navigation bar with 'Rhys' Tasks' and a search bar. Below this, the interface is divided into three main vertical columns, each representing a different status of tasks assigned to 'Rhys':

- Rhys To Do:** This column contains eight tasks, all of which are currently assigned to Rhys. The tasks are:
 - Get Team Names and Players (Back End)
 - Display Teams and Players (Front End)
 - Generate Map Scores Input Form (Back End)
 - Display Map Scores Input Form (Front End)
 - Input Validation (Back End)
 - Save Map Scores to Database (Back End)
 - Get Map Scores from Database (Back End)
 - Display Scores and Players for each Map (Front End)
- Rhys In Progress:** This column is currently empty, indicating no tasks are currently being worked on by Rhys.
- Rhys Complete:** This column is also currently empty, indicating no tasks have been completed by Rhys.

Figure 35: Rhys' Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital task board interface with three main columns: "Samuel To Do", "Samuel's In Progress", and "Samuel's Done".

- Samuel To Do:** Contains 6 tasks.
 - Public/Private Team Creation Restrictions (Back End, Samuel, #58)
 - Team Creation Page Input Validation (Back End, Samuel, #54)
 - Follow system on Trending teams Section (Front End, Samuel, #56)
 - Data of teams to join (Back End, Samuel, #55)
 - Create Team UI (Front End, Samuel, #35)
 - Join Team UI (Front End, Samuel, #34)
- Samuel's In Progress:** Contains 0 tasks.
- Samuel's Done:** Contains 0 tasks.

Figure 36: Samuel's Task List

Team Projects 2023-24 / team02 / Issue Boards

The screenshot shows a digital task board interface with three main columns:

- Talha To Do:** This column contains 8 tasks. Each task card includes a title, labels (e.g., Front End, Back End), and a user assigned to it (Talha).
 - Preview Recent Game - Tournament
 - Preview Recent Games - Player
 - Join Tournament Button
 - Join Team Button
 - Tournament Search Preview
 - Team Search Preview
 - Player Search Preview
 - Search Landing Page (nothing searched)
- Talha In Progress:** This column contains 0 tasks.
- Talha Done:** This column contains 0 tasks.

Figure 37: Talha's Task List