# Initial Scenario

Tournaments are extremely popular. In a lot of games, there are need to determine who is the best. The idea of this project is to create a bracket tournament system where the computer will help with organization of tournament. At the end, the winner should be identified.

# Requirements

1. Tracks games played and their outcome.
2. Multiple competitors play in the tournament.
3. Creates a tournament plan.
4. Schedules games.
5. A single loss eliminates a player.
6. The last player standing is the winner.

# Questions

1. How many players will the tournament handle? Is it variable?
2. If a tournament has less than the full complement of players, how do we handle it?
3. Should the ordering of who plays each other be random or ordered by input order?
4. Should we schedule the game or are they just played whenever?
5. If the games are scheduled, how does the system know when to schedule games for?
6. If the games are played whenever, can a game from the second round be played before the first round is complete?
7. Does the system need to store a score of some kind or just who won?
8. What type of front-end should this system have (form, webpage, app, etc.)?
9. Where will the date be stored?
10. Will this system handle entry fees, prizes, or other payouts?
11. What type of reporting is needed?
12. Who can fill in the results of a game?
13. Are there varying levels of access?
14. Should this system contact users about upcoming games?
15. Is each player on their own or can teams use this tournament tracker?