

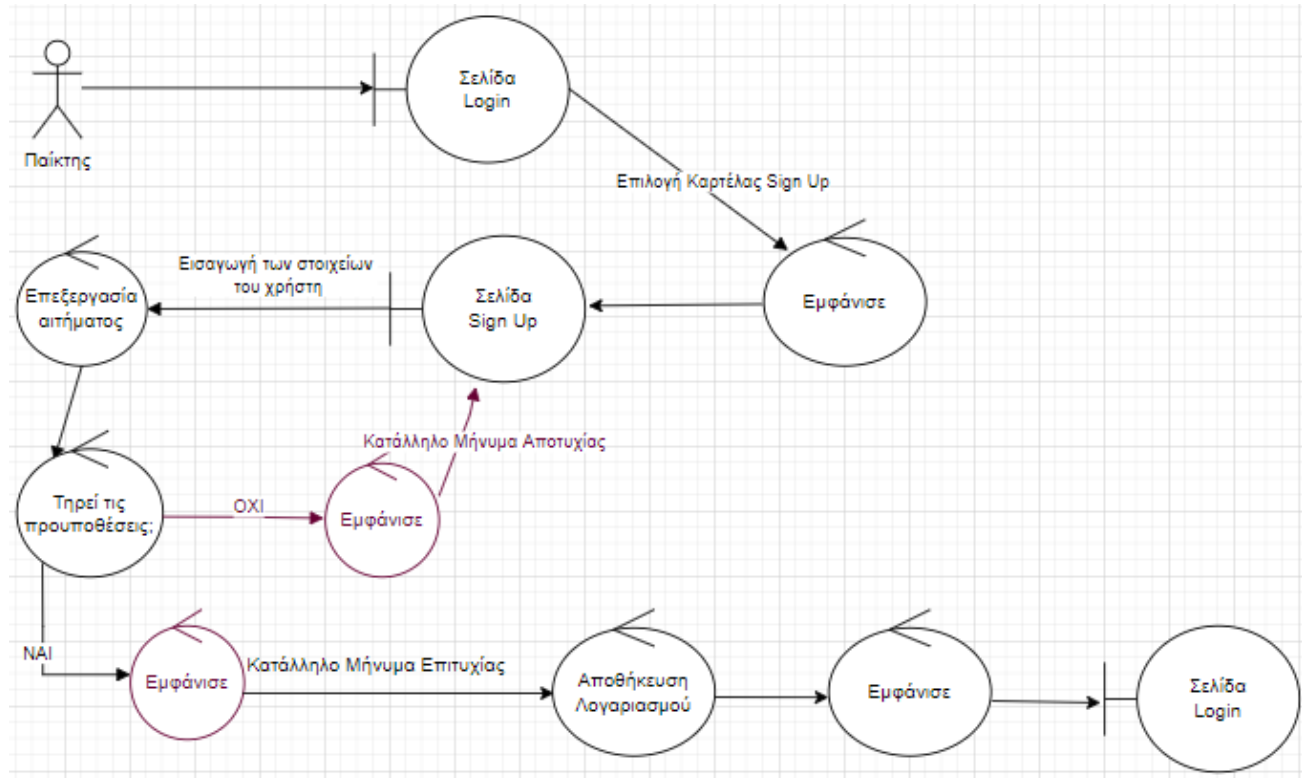
Robustness-diagrams



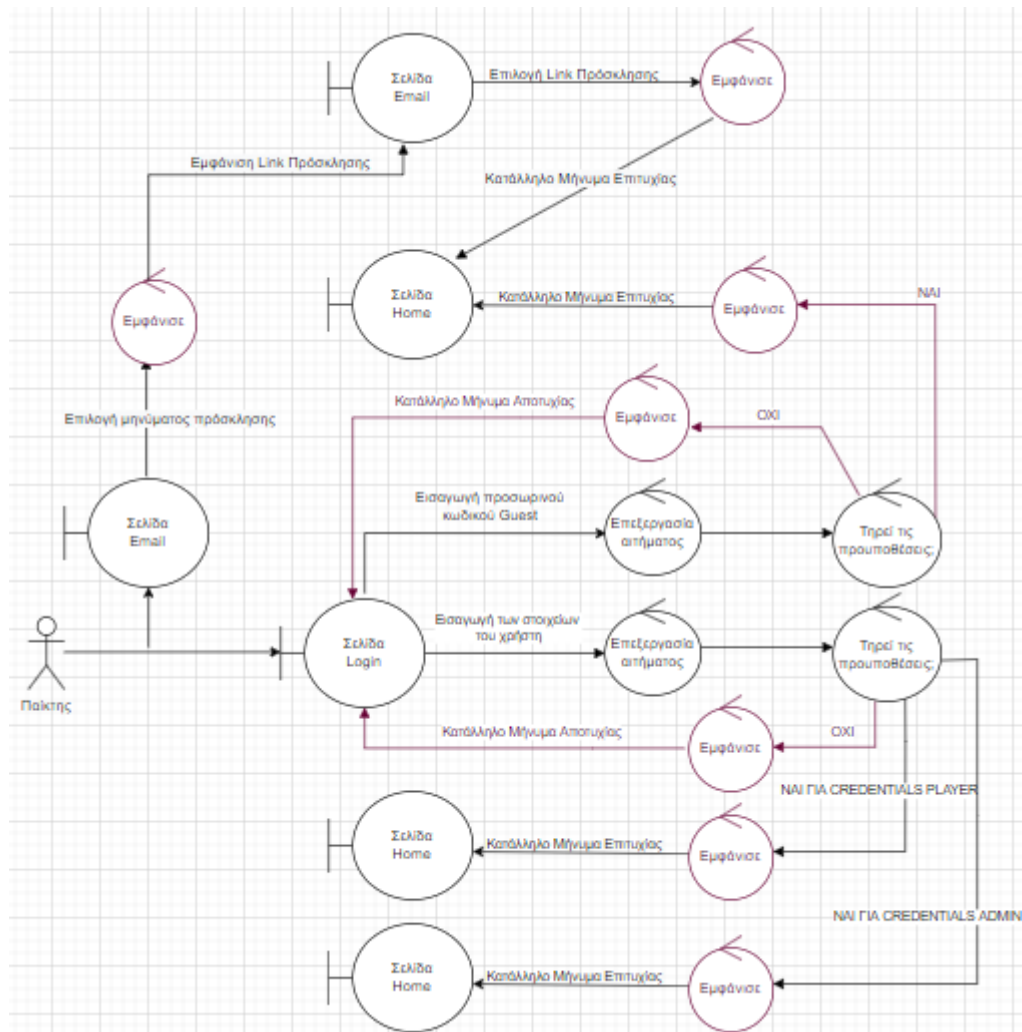
Orgathlon

The only lost match is the one that was not given

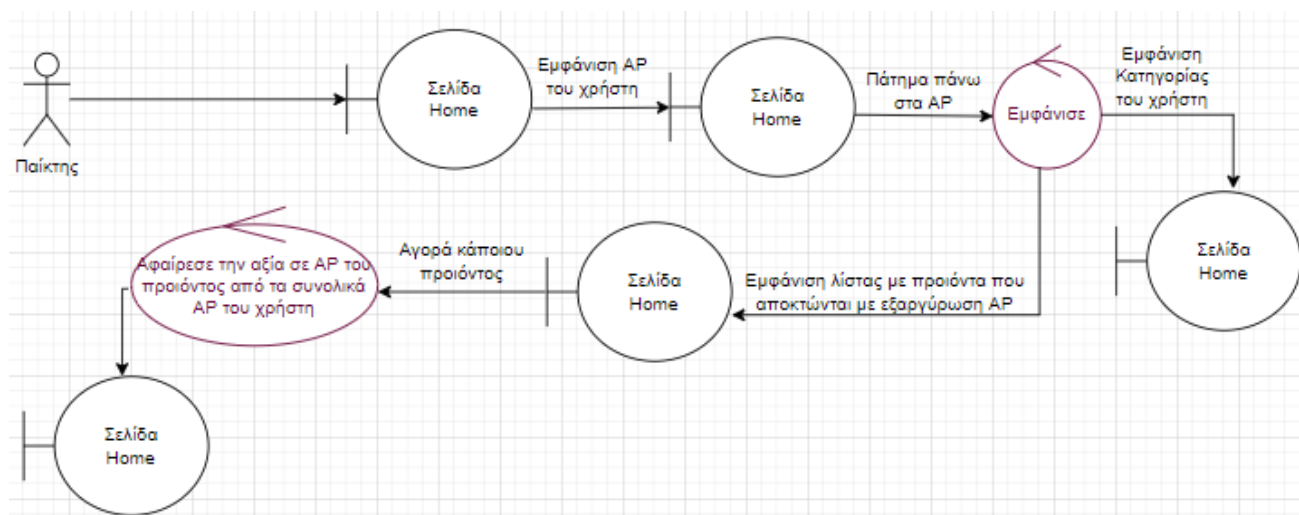
Sign Up



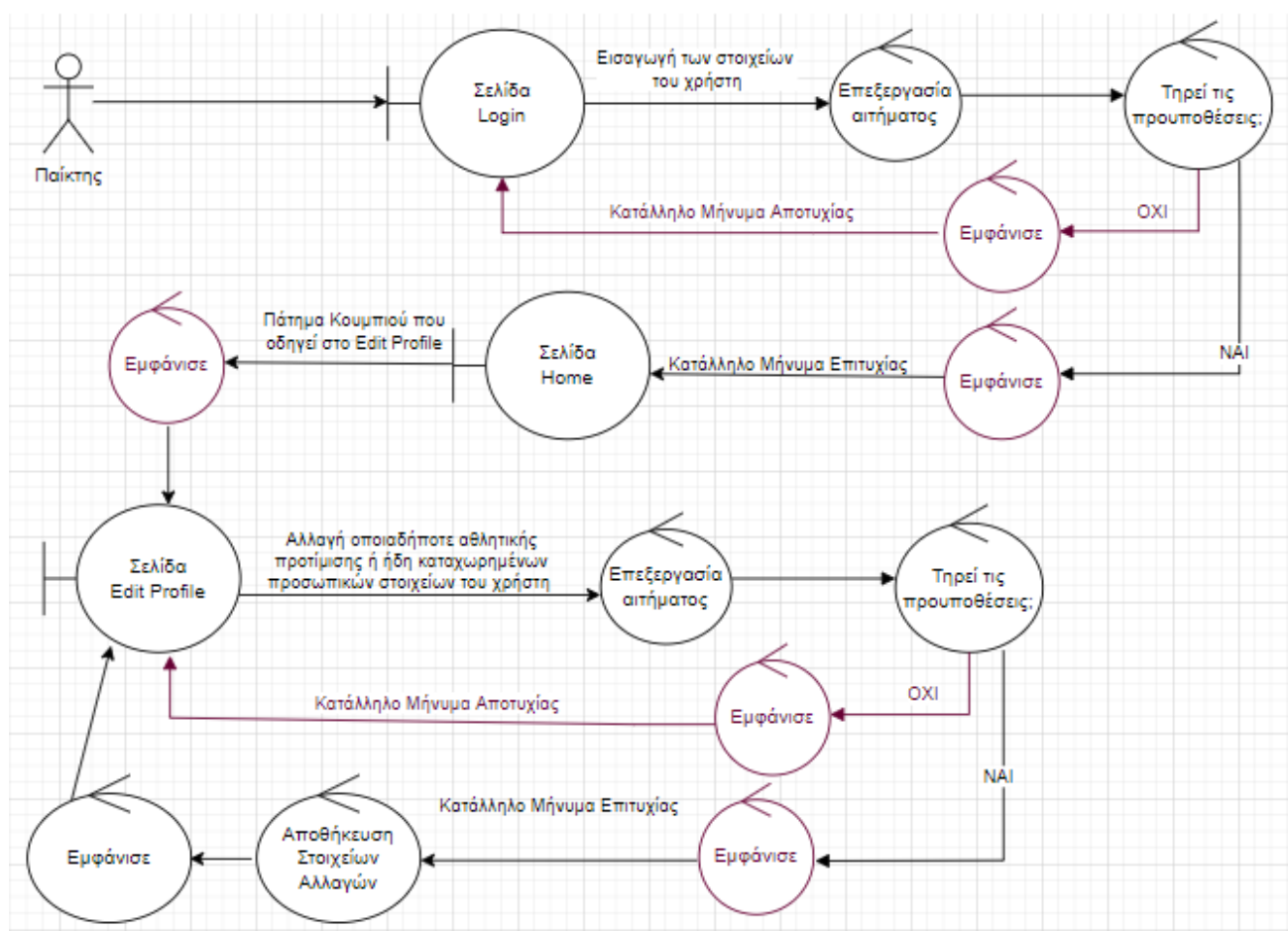
Login



See Athlete Points



Edit Profile



Tournament

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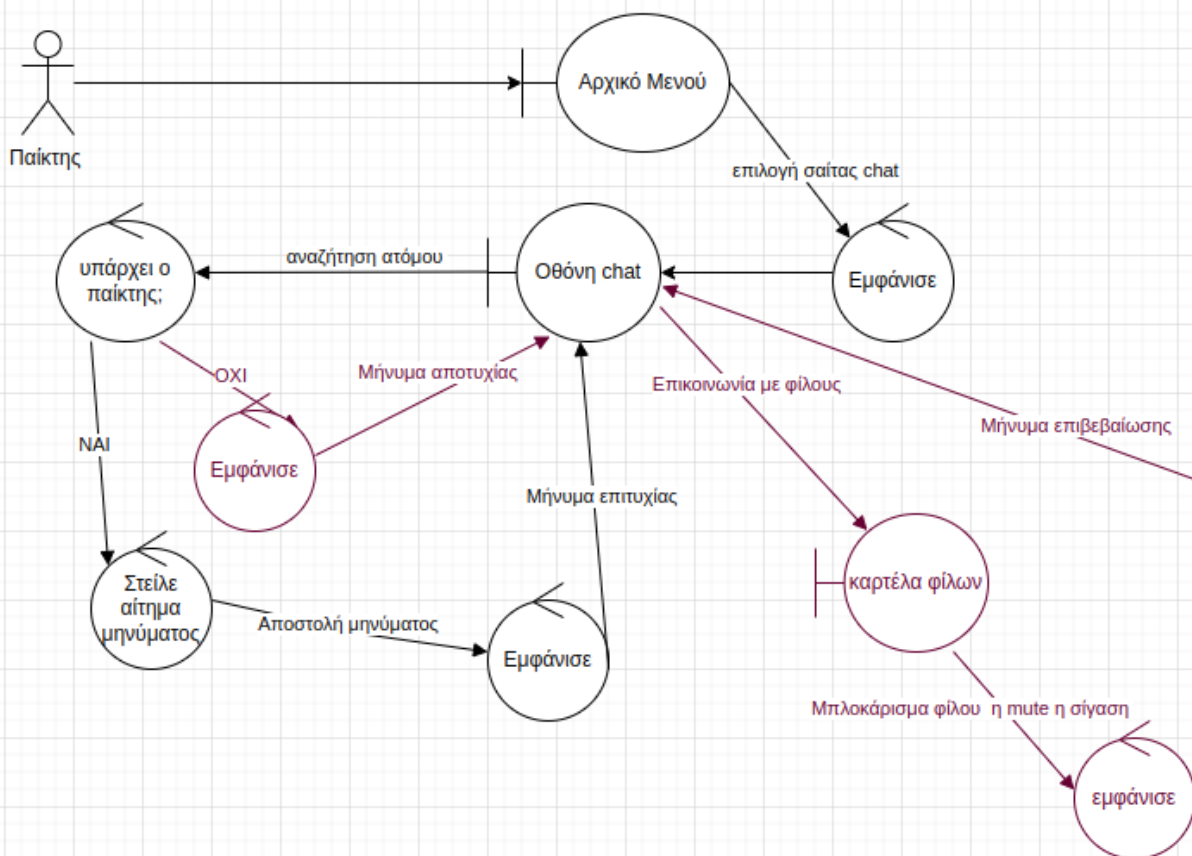
    usecaseDiagram
        actor Player as Παίκτης
        usecase StartMenu as Αρχικό Μενού
        usecase Display as Εμφάνισε
        usecase SelectTournament as Οθόνη Τουρνουά
        usecase ProcessRequest as Επεξεργασία αιτήματος
        usecase ShowPrerequisites as Τηρεί τις προϋποθέσεις
        usecase AddFriends as Πρόσθεσε φίλους
        usecase ShowSuccess as Οθόνη Σημειώνων
        usecase ShowMessage as Εμφάνισε

        Player --> StartMenu
        StartMenu --> Display : Επιλογή Καρτέλας Τουρνουά
        Display --> SelectTournament
        SelectTournament --> ProcessRequest : Επιλογή είδος τουρνουά
        ProcessRequest --> ShowPrerequisites
        ShowPrerequisites --> AddFriends : ΝΑΙ
        ShowPrerequisites --> ShowMessage : ΟΧΙ
        AddFriends --> ShowMessage : ΝΑΙ
        AddFriends --> ShowMessage : ΟΧΙ
        ShowMessage --> ShowSuccess : Μήνυμα επιτυχίας
        ShowMessage --> ShowMessage : Μήνυμα επιτυχίας
    
```

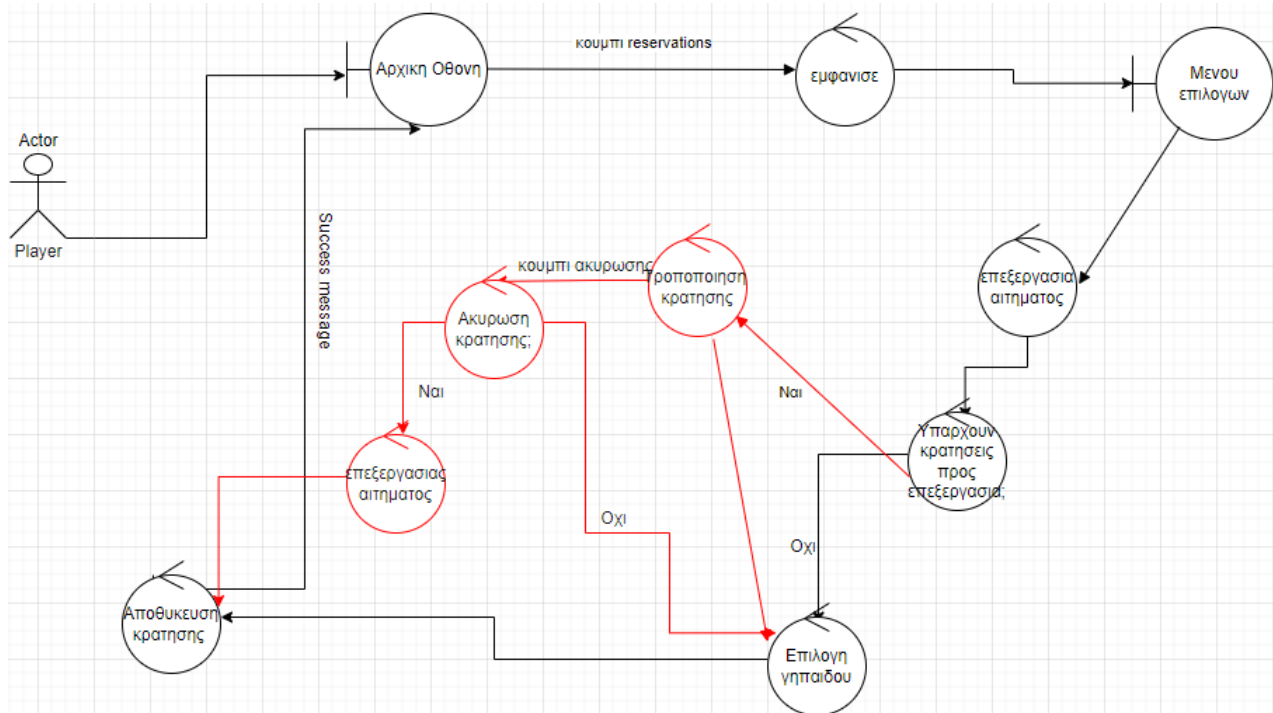
The diagram illustrates the tournament system's workflow. It begins with a **Παίκτης** (Player) interacting with the **Αρχικό Μενού** (Main Menu). From the Main Menu, the player can select a tournament card (**Επιλογή Καρτέλας Τουρνουά**), leading to the **Εμφάνισε** (Display) use case. The player then selects a tournament type (**Επιλογή είδος τουρνουά**), which leads to the **Οθόνη Τουρνουά** (Tournament Screen). From the Tournament Screen, the player can process a request (**Επεξεργασία αιτήματος**), leading to the **Τηρεί τις προϋποθέσεις** (Check prerequisites) use case. If the prerequisites are met (**ΝΑΙ**), the player is added as a friend (**Πρόσθεσε φίλους**). If not (**ΟΧΙ**), a success message (**Μήνυμα επιτυχίας**) is displayed. The **Πρόσθεσε φίλους** use case also leads to a success message if the request is successful (**ΝΑΙ**) or a failure message if not (**ΟΧΙ**). The success message is then displayed to the player.

[illegible]

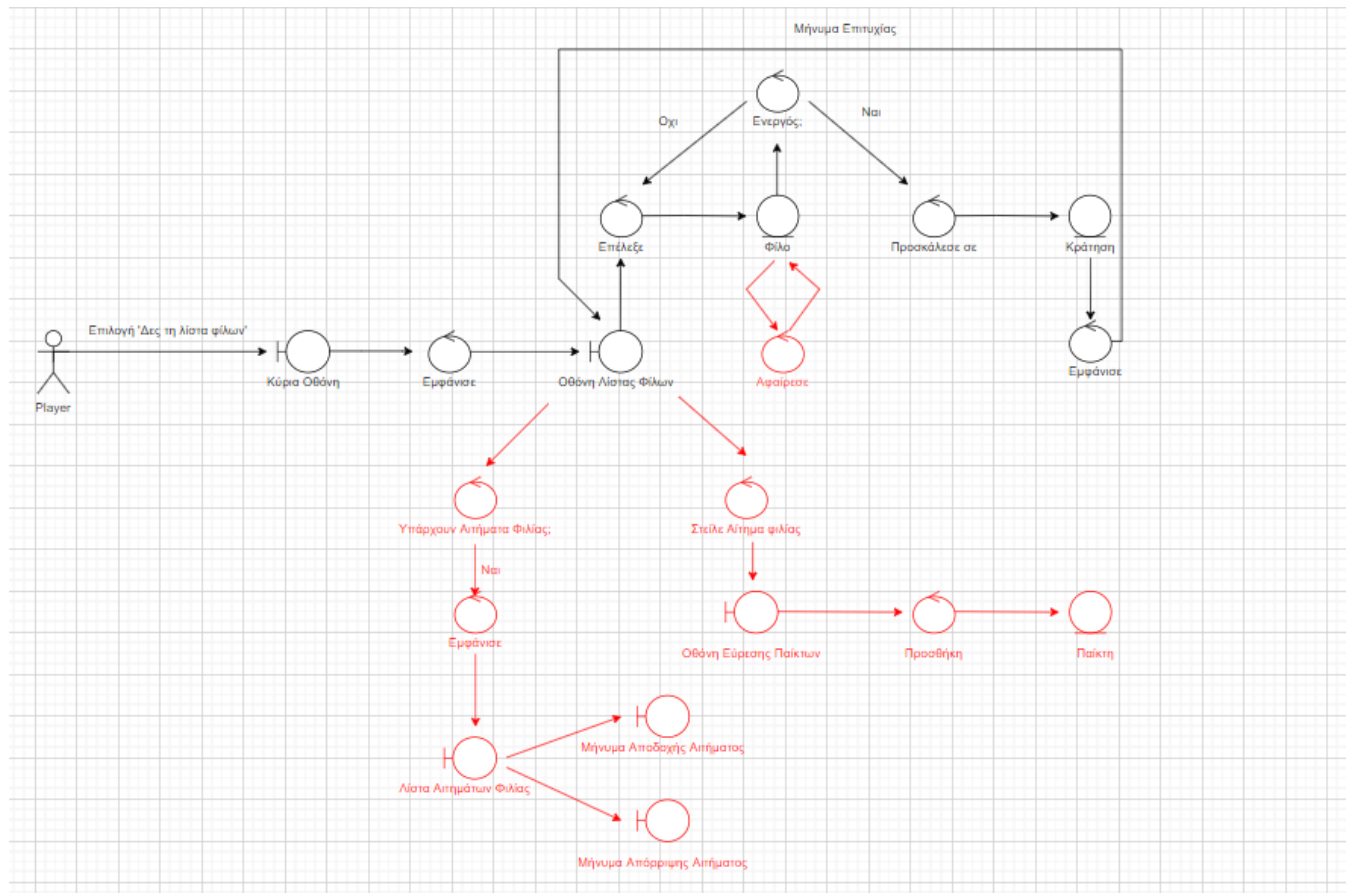
CHAT



RESERVATION



See Friends List



Find Players

