Tournament App:

**Requirements:**  
1. Tracks games played and their outcome (who won).

2. Multiple competitors play in the tournament.

3. Creates a tournament plan (who plays in what order).

4. Schedules games.

5. A single loss eliminates a player.

6. The last player standing is the winner.



**Data Mapping:**



**TeamModel - Class**

* TeamMembers (List<Person>)
* TeamName (string)

**PersonModel - Class**

* FirstName (string)
* LastName (string)
* EmailAddress (string)
* CellphoneNumber (string)

**TournamentModel - Class**

* TournamentName (string)
* EntryFee (decimal)
* EnteredTeams (List<Team>)
* Prizes (List<Prize>)
* Rounds (List<List<Matchup>>)

**PrizeModel - Class**

* PlaceNumber (int)
* PlaceName (string)
* PrizeAmount (decimal)
* PrizePercentage (double)

**MatchupModel - Class**

* Entries (List<MatchupEntry>)
* Winner (Team)
* MatchupRound (int)

**MatchupEntryModel - Class**

* TeamCompeting (Team)
* Score (double)
* ParentMatchup (Matchup)

**User Interface Design:**

See Notes