# User manual for tournamenter (RoboCup 2014) Documentation

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**Marek Suppa, Ivan Seidel**

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# INTRODUCTION

The system called "tournamenter" was made specificly for the RoboCup 2014, with the intention of working locally, and serving as a helper for storing and sharing real-time information about scores, rounds, soccer matches and most of what spectators and teams need to know.

One of the objectives was to allow others (even a small competition), to easily use it. The second objective was to make it useful for most of the tournament types, currently in RoboCup (Rescue, Soccer, Dance, @Home. . . ), and also outside RoboCup (FLL, Sumo. . . ).

For every tournament one system is required. We didn't want to mix things up. During RoboCup, about 20 systems like this will be running simultaneously to provide access to Chairs for each league.

This document provides an easy introduction into how to effectively use the system and make use of its features to simplify the organizational processes that are a necessary part of any RoboCup.