Group 10 Proposal: Tournament Manager

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The purpose of the official Mizzou Gaming club is to host on-campus video game tournaments. The club was officially founded in the fall semester of 2011. It has successfully hosted tournaments with game titles such as Call of Duty, FIFA, Halo, Super Smash Bros. and StarCraft in the Student Center and Memorial Union of the University of Missouri.

Group 10 proposes to build a tournament manager for the Mizzou Gaming Club in the form of a web-based application. We intend to design the app to be used by the club administrator. The application will consist of two parts: an online store and a tournament bracket manager. Our implementation will accordingly consist of two phases, the first phase being complete the online store, and the second to be to finish the bracket manager.

Part I: The club admin will post products to the store. Therefore the dataset will be user created, and we will not be using an API for it. However, we do have information on existing products that we can use to represent our data. When a product is purchased online, the club admin will be notified via email. It is then up to the club admin to notify the customer that he has received their order and how he intends to get the product to the customer. User accounts will not be created at any time during the purchasing process. We intend to make the online store as simple as possible so that we can get to part II of project as quickly as possible. Therefore, our online store will initially only allow the purchase of one item at a time. If we have time, we will implement a shopping cart.

Part II: Additionally, club admin will also be able to post tournament passes (as products) to the online store. Because tournaments are held on campus, there will be a deadline when the passes will no longer be sold online, but will be sold at the door of the tournament. An admin positioned at the door of the tournament can then process walk-in purchases into the tournament. These passes will be available for purchase by both Mizzou students and non-students. The money collected from the purchase of the passes will be placed into a pot for that specific tournament. Money will be divvied up for 1^{st}, 2^{nd}, and 3^{rd} place finishers by appropriate ratios. If a user purchases a pass, they will gain one entry into that specified tournament. Before the tournament takes place, there will be a page that users can view: who has already signed up for the tournament and how much money is available to win. Many gaming tournaments are viewed online on website streams such as Twitch.tv. Therefore, as the tournament is in progress, the club admin will use the application to generate and manage the tournament bracket. Viewers at home and gamers at the event will be able to view the bracket and statistics from the tournament. After the event is over, the final placing of the players will be posted on the same page as the bracket.

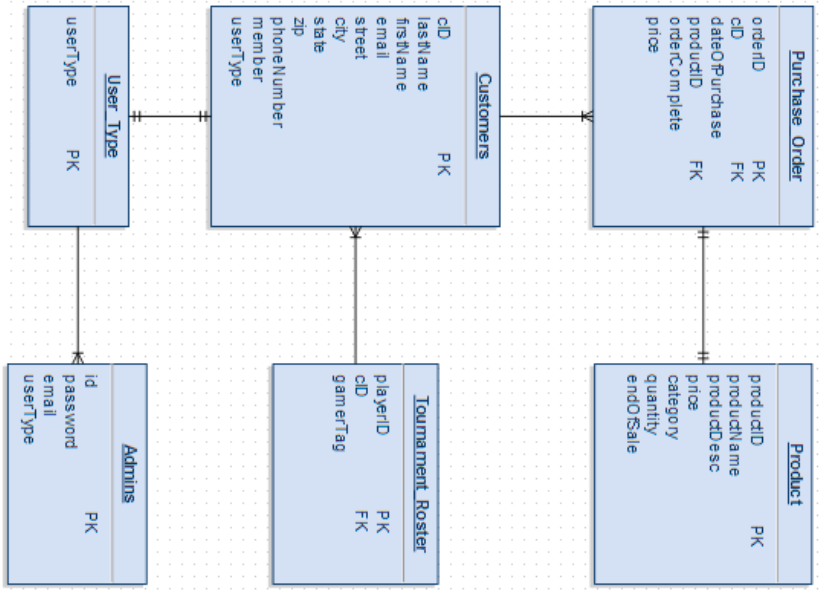
Using these features, we plan on making a positive impact on the speed and efficiency that this club is able to hold tournaments. With this tournament manager tool, this club will benefit by being able to hold more events on campus by eliminating the need for staff members to help run the tournament. The club could even run online tournaments without even needing to book a location on campus to hold the event, although face-to-face combat is preferred.

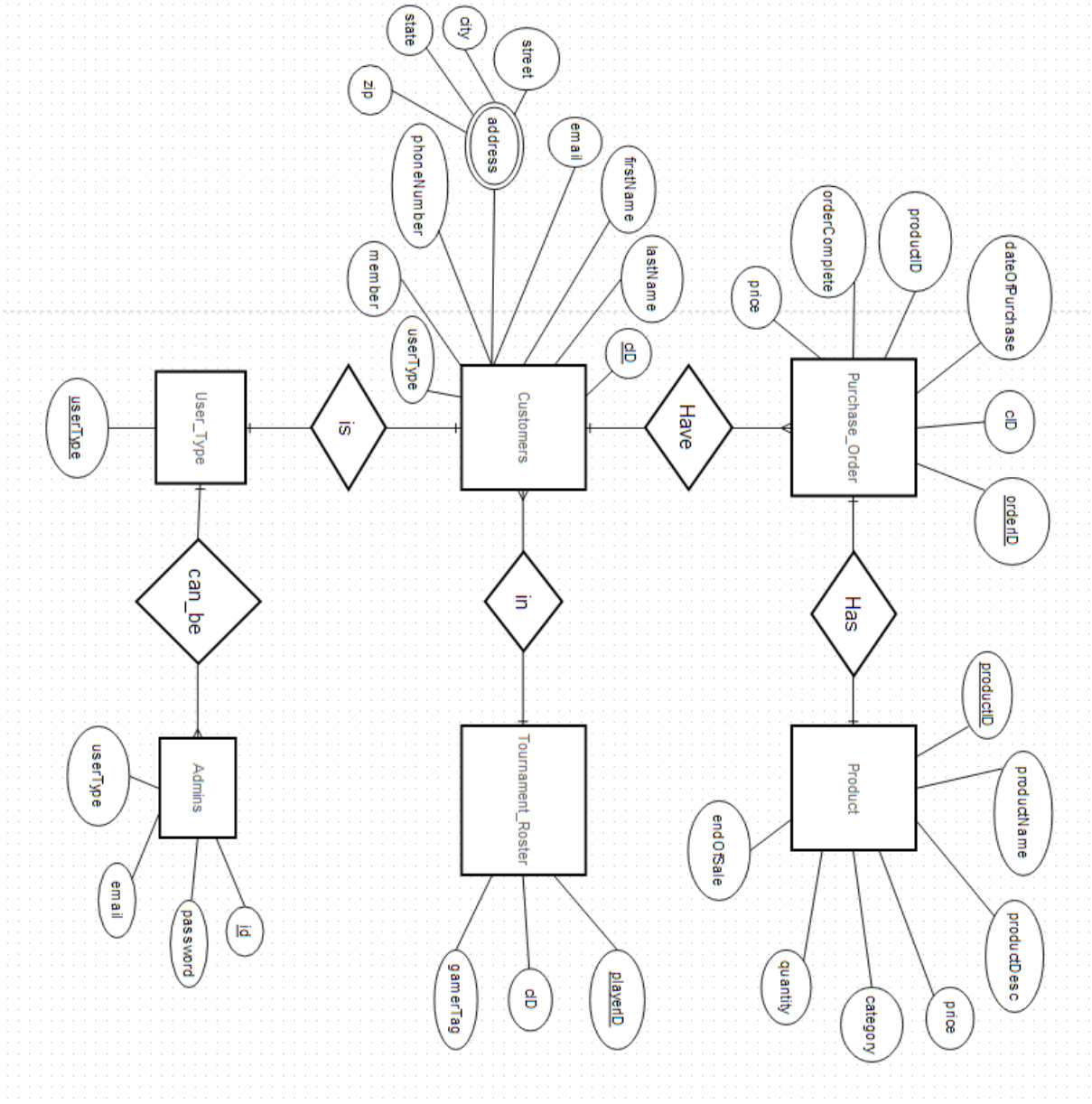
We all met on Wednesday March 12 and created the ERD for the database of the online store. Our focus is to get the online store completely done in two weeks so that we can get to work on the tournament manager portion of the project. The tournament manager will be the most difficult and trickiest to implement because it will require the most database logic. We plan to complete both phases of the project by week 5 so that we can spend the rest of the time debugging polishing and testing our website on both Google Chrome and Internet Explorer. The following is a table of the division of labor that we came up with.

Division of Labor and Implementation Schedule

Team Members	Tasks	Schedule
Ryan, Ronnie, Will	1. Create Form for the Users of the Online Store.	Week 1
	2. Write PHP to connect the form to the database	Week 2
Kyle, Tom, Grace	1. Create Form for the Admin of the Online Store.	Week 1
	2. Write PHP to connect the form to the database	Week 2
Ronnie, Ryan	1. Create Form for User joining a Tournament. (This will be similar to the form for purchasing a product, but will have more options)	Week 2
	2. Write PHP to connect the form to the database	Week 3
Grace, Will	1. Create page where users can view team rosters, view the bracket and view statistics.	Week 2
	2. Create Form where an Admin can create a tournament	Week 3
	3. Write PHP that receives the information for the tournament and inputs data into database.	Week 4
Ryan, Kyle, Ronnie, Tom	Create a page where Admin can:	
	1. Generate the bracket.	Week 2
	2. Progresses players in the tournament bracket	Week 3
	3. Insert and edit statistics	Week 4

The following is the UML and ERD diagrams of our proposed project respectively.





Our regular meeting time is scheduled for Monday or Wednesday at 12pm or 3pm respectively, depending on whether we have CS3380 lab on Monday. The meeting location will be in the EBW lab. If there is a lab for Monday, we will meet on Wednesday. If necessary we some of us will meet on both days. We appreciate this opportunity, and welcome any feedback on our project design. If you would like to contact any of us, our contact information is as follows:

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