MMA Tournament simulator

Design Plan

* What are the objects?
* What are their attributes?
* What are their behaviors?
* How are they grouped?
* How do they interact?
* What is the development schedule?

Notes:

Objects

* Fighter
* Bout
* Scores and records
* Schedule

Attributes of a fighter

* Weight
* Height
* Age
* Reach
* Name, nickname, and surname
* Fight record

Attributes of a Bout

* Fighters involved in bout
* Announcer
* Start time
* Number of rounds
* Weight class
* Title

Attributes of scores

* Fighters involved
* Round

Attributes of records

* Fighters win and lose record
* Any special records

Attributes of a schedule

* Fight starts times
* Fight order
* Main events start time

Behaviors

* Fighters fight each other based off their weight class. Other physical attributes are not taken into consideration.
* A fighter’s name and information along with who they are going to be fighting against and when their fight starts is entered.
* Bouts start time, participants, announcers, and the title will be entered.
* Scores from each fight will be entered as one string per fight according to an appropriate writing convention.
* A fighter’s records will be recorded as one string per fighter depending on the fighter’s name
* Each bouts expected start time will be entered and can be displayed when needed.

Data Saving

* All data input into the console is saved in text files labelled appropriately.

Development schedule

* Development schedule for this project is 3 hours a day. Every day for five days. Estimating 15 hours till completion of this program.