Tournament Co.

Tournament Master
Request for Proposal
Version 1.0

January 14th, 2015

Document History

Version	When	Who	What
0.1	2015-01-13	Tournament Co.	Initial Drafting
1.0	2015-01-14	Tournament Co.	Final Submission

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1.0 Product Overview

Here at Tournament Co. we want a product that allows tournaments of any size and complexity to be created, managed, and semi-automatically updated based on heuristics built into the software.

Currently, there are too many hurdles for both organizers and participants when trying to organize and execute a tournament, such as

- Difficulty in determining the tournament bracket
- Conveying tournament information to stakeholders before, during, and after the events
- Keeping track of team contacts and sharing the appropriate information between all stakeholders.

An excessive amount of time and resources are spent manually organizing tournaments for many potential customers. Our new piece of software should streamline these processes for all stakeholders, minimizing the time spent organizing brackets and improving the efficiency of communication between tournament organizers, participants, and viewers.

2.0 Project Objectives

This product must fulfill the following objectives:

- Automatically build tournaments and dynamically change their state based on match results
- Allow stakeholders an appropriate level of access to tournaments based on their role
- Keep track of all vital tournament information

Tournament Creation and Maintenance

The tournament bracket should be easily created from a list of teams, based on a custom or randomly assigned seeding. The type of tournament should be selectable (ie: round robin, single knockout, swiss-system, multiple-elimination, etc.). Once tournaments are created, they must be dynamically updated based on match results. This means that the matches for the next round should be shown and various stats changed.

Stakeholder Access

There will be various stakeholders for this product, including tournament administrators, team managers, team coaches, the competitors themselves, and various other support staff. There will need to be various levels of access which will be granted to a stakeholder based on their role. For example, tournament administrators will have full access to the tournament and be able to make changes at any level, while the coaches will only be able to update their team details.

Tournament Information

This product should be able to track all the tournament information. Match stats would be included, showing points earned and other details of note depending on the competition. These could be edited by tournament administrators. Team information should also be tracked, including the player roster, administration staff, and player profile pages.

3.0 Current System

We are a startup company contracting the development of this product. This software will serve as the foundation for our company, as no other software or product is already in place. Once complete, we will build our company from this initial product, designing future iterations of the software along with internal company restructuring based on the initial product implementation.

4.0 Intended Users of the System

Tournament Master is intended to be used by

- Tournament administrators
- Tournament teams
- Tournament players and viewers

Tournaments will consist of an administrator group of officials and organizers. Tournament administrators will be responsible for setting up and maintaining the tournaments. This group of users will require the highest level of access, with the ability to update match results and statistics, as well as selecting overall tournament structure.

Tournaments will also consist of multiple teams. Each team will have a team leader, such as a coach or a captain, who will be responsible for communication with the tournament administrators. Each team leader will have control over team information and rosters.

Tournament players and viewers represent the users with restricted read-only access to tournament information. This will allow players and viewers to remain informed of tournament standings and other relevant tournament information.

Organizations that would benefit from this product may include
- Sports clubs
- Video gamers
- Chess clubs
- Recreational competitions

5.0 Known Interaction With Systems Within or Outside the Client Organization

As this product will be the core of our company, it will be a key part in our daily operations. Administrators will be using it to create and manage current tournaments. The product will give them the ability to modify and customize the tournament, based on match results and tournament specific rules.

Our company's advertising agency will be reliant on data gathered by the product. Our company can target our advertising effectively based on who is using the application, what competitions tournaments are being created for, and the physical location of users.

This product will aid all users involved and interested in the tournament, including organizers, coaches, players, and spectators. Pertinent live tournament information will be accessible by all users on a variety of platforms.

6.0 Known Constraints to Development

There are three primary constraints on the product as detailed below. These constraints are intended to secure data against unauthorized access and maximize usage of Tournament Master.

No Unauthorized Modification of Tournament Information

Only the tournament administrators can have the ability to modify the tournament standings at any time. Individual players and teams can modify their personal information. All other users cannot modify the tournament standings.

Tournament Master Must Support Multiple Platforms

Tournament Master must have a mobile application for both iOS and Android as well as a website compatible with all browsers. These will make Tournament Master accessible to users as it will be supported on a variety of platforms. It will also allow users to view and modify tournaments, when convenient for them.

Tournaments Must Support 100 Or More Teams For A Single Bracket

Tournament Master should have the ability to create a large-scale tournament bracket. This bracket, when viewed, must be able to hold all data for that bracket without slowing-down.

Budget

This project needs to be completed within the budget of 2 Million CAD.

7.0 Project Schedule

ID	Task Name	Start Date	End Date	Duration	Assigned To	Percent Complete
1	Release RFP	2015-01-15	2015-01-22	1 Week, 1 Day	Tournament Co.	100%
2	Requirements Elicitations	2015-01-22	2015-01-22	1 Day	Tournament Co. and Developer (Group 5)	0%
3	Requirement Specification 1.0	2015-01-22	2015-01-29	1 Week, 1 Day	Developer	0%
4	Requirement Specification 1.0 Feedback	2015-02-05	2015-02-05	1 Day	Tournament Co.	0%
5	Requirements Specification 2.0	2015-02-05	2015-02-27	3 Weeks, 2 Days	Developer	0%

6	Prototype Demonstration	2015-02-26	2015-02-26	1 Day	Developer	0%
7	Prototype Feedback	2015-02-26	2015-02-26	1 Day	Tournament Co.	0%
8	Final Demonstration	2015-03-24	2015-04-02	1 Week, 3 Days	Developer	0%

8.0 Project Team

Tournament Co. consists of seven employees; here is our contact information and employee roles:

General Contact: lloydrmontgomery@icloud.com

Parker Atkins (CFO)
Andrew Hansen (Director of Information Technologies)
Jordan Heemskerk (Domain Expert)
Laura Kearns (Business Analyst)
Lloyd Montgomery (CEO)
Liam Scholte (System Administrator)
Akshat Verma (Founder)

9.0 Glossary of Terms

Tournament Bracket	A tree-like structure that defines the schedule of current and future matches to be played in a tournament. An example is shown below.
Seed	The initial ranking assigned to teams / individuals before the tournament bracket is built to ensure that the best do not meet till the end of the tournament. This is then used to pseudo-randomly build the tournament bracket.