

- What kinds of tournaments do you want selectable? (ie round robin, single knockout, swiss-system, multiple-elimination)
 - would want expandability, but do not add any more until 2.0
- What are the levels of administration for each tournament?
 - Administrators are based on a per-tournament basis
 - One user makes a tournament and they are the owner/administrator, they can then further invite other users to be administrators for the tournament.
 - Non-administrative users can't make any changes to a tournament and are restricted to viewing privileges only
 - Tournaments can be private or public invitation
 - private: only administrators can invite users to be a part of it
 - public: anyone can join at any time
 - Tournaments can be private or public for viewing
 - private: only people currently part of the tournament and administrators can see it
 - public: anyone can see the tournament information
- Scope of the Tournaments
 - Not looking to organize large events and such (nothing like a professional organization), only going for local and amateur sports clubs that would use it.
- Do participants use the software for any other functions other than to check and maintain the results
 - Rather see features like this in a v2.0
 - Please build software architecture to have the capability to add new features
- What are the different levels of administration and what can they do?
 - Admin(a form of user) - All access to a tournament, can also be a player
 - Team captain/Coach(a form of user) - signs up a roster of a team for a tournament. the roster can contain other users.
 - User - can view and participate in a tournament in which they are registered
 - Guest - can view only
- You requested 100 or more teams/players in a single bracket. Is there a maximum?
 - No more than 128 players/teams per tournament
- How are disqualifications/draw/forfeits handled?
 - disqualifications
 - done by administrator, as they are the only one who can input game information and scores
 - no rematch
 - draw
 - depending on type of game
 - if elimination, no draw, have to have overtime or sudden death or administrator decision
 - forfeits
 - handled by administrator
- Do specialty scores have to be listed?

- yes, but only things such as overtime and sudden death
- What info would you consider to be vital to a tournament?
 - Different things based on who its for? (sports, games, etc...)
 - DQ, forfeit, regulation, overtime
 - nothing special for score
 - administrators enter scores and then also pick who is the winner
- How does Tournament Master keep track of scores to properly do tournament seeding, or is that done by the tournament administrator/creator?
 - configure round robin, then you don't have to worry about seeding (it determines seeding)
 - admin can't change seeding once it's done by round robin
 - able to manually enter
 - randomize option
- What do you mean by dynamically updated based on match results?
 - automatically push winners to next tier of match
 - dealing with uneven teams
- What kind of information should be available for the users to have access to change?
 - no information, put it in 2.0
- Based on the tournament, what type of information is required for teams/users to register?
 - user can't ask to register!
- What information will users need to register for Tournament Master?
 - email
 - password
 - username
 - Full Name
 - Display name unique to every tournament
 - <<backend>> assign unique user IS to keep track of users
- Do you want to have a tournament history listed for each user?
 - out of scope, put in 2.0
- What platforms did you envision this software to be on?
 - iphone
 - android
 - web-interface for desktop access (mobile if necessary)

Extra notes:

- When viewing tournament list, can view based on current location/city
- User can view a list of upcoming registered games

