Model

Player
- chessid : str
- last_name : str
- first_name : str
- birthday : datetime
- chesslevel : int

- _eq_ : boolean
- _str_ : str

Tournament
- _tournament_id : int
- title : str
- description : str
- area : str
- date_begin : datetime
- date_end : datetime
- nb_of_rounds : int = 4
- rounds : [Round]
- players : [Player]
- state : {not_started, started, closed}

- _str_ : str
- _eq_ : boolean

Round
- _round_id : int
- name : str
- date_begin : datetime
- time_begin : datetime
- date_end : datetime
- time_end : datetime
- matchs : [match]
- state : {started, closed}

- _str_ : str

Match
- _no_match : int
- player_white = (player : Player, score : int)
- player_black = (player : Player, score : int)

- str

View

Menu
- display_welcome
- display_choices
- check_choice
- display_main_menu
- check_date
- confirm_database_save

MenuTournament
- display_menu_create
- check_exists
- check_not_enough_players
- check_exist_match_not_ended
- prompt_title
- prompt_description
- prompt_area
- prompt_date_begin
- prompt_date_end
- prompt_number_of_rounds
- prompt_id_or_title
- display_tournament_data
- confirm_tournament_created
- ask_confirm_creation
- display_tournament_end
- display_results

MenuRound
- prompt_date_begin
- prompt_time_begin
- prompt_date_end
- prompt_time_end
- display_confirm_appariement
- display_confirm_matches_created
- display_round_data

MenuPlayer
- display_menu_add
- display_menu_modify
- check_player_exist
- check_menu_modify_choice
- check_player_already_exist_in_tournament
- check_chessid
- check_chesslevel
- prompt_id
- prompt_last_name
- prompt_first_name
- prompt_birthday
- prompt_chesslevel
- confirm_player_created
- confirm_player_modified
- display_player_data

MenuMatch
- prompt_scores
- prompt_no_match
- display_match_data

MenuReports
- display_menu
- error_choice

- display_reports_generated

Controller

chessmanager
- run
- load_database

TournamentController
- tournament: Tournament

- create_tournament
- start_tournament
- close_tournament
- check_all_round_played

RoundController
- round : Round

- create_round
- close_round
- pairing
- check_all_scores_record
- check_player_already_played_together

Parameters
- output_directory : str
- data_directory : str

Logger
- logger

- debug
- info
- warning
- error
- critical

Argparser
- args
- parser

- read_parameters : Parameters

DatabaseLoader

- load : [Player], [Tournament]

DatabseExporter
- players : [Player]
- tournaments : [Tournement]

- save