Padel Season Simulator

Design plan:

* What are objects
* What are their attributes
* What are their behaviours
* What are their collections? Or how are they grouped?
* How do they interact
* What is the development schedule

Objects:

* Players
* Clubs
* Tournaments
* Matches
* Scores and records

Attributes:

* Players
  + Right/left hander
  + Level
  + Record
  + Age
  + Sex
  + Past tournaments
  + Past matches
* Club
  + Players
  + Record
  + Name
  + Date of creation
* Tournaments
  + name
  + Players
  + Matches
  + Location
  + Dates
* Matches
  + Players
  + Score
  + Location
  + Date
  + Which tournament
* Record
  + Win/loss
  + W/L against specific player