

# BracketMaster:

The premier system for your tournament management needs

By Ben Kelly, Jivan Purutyan, Ted Pyne

# **Bracket Master V1.4.0 Manual:**

## Table of Contents:

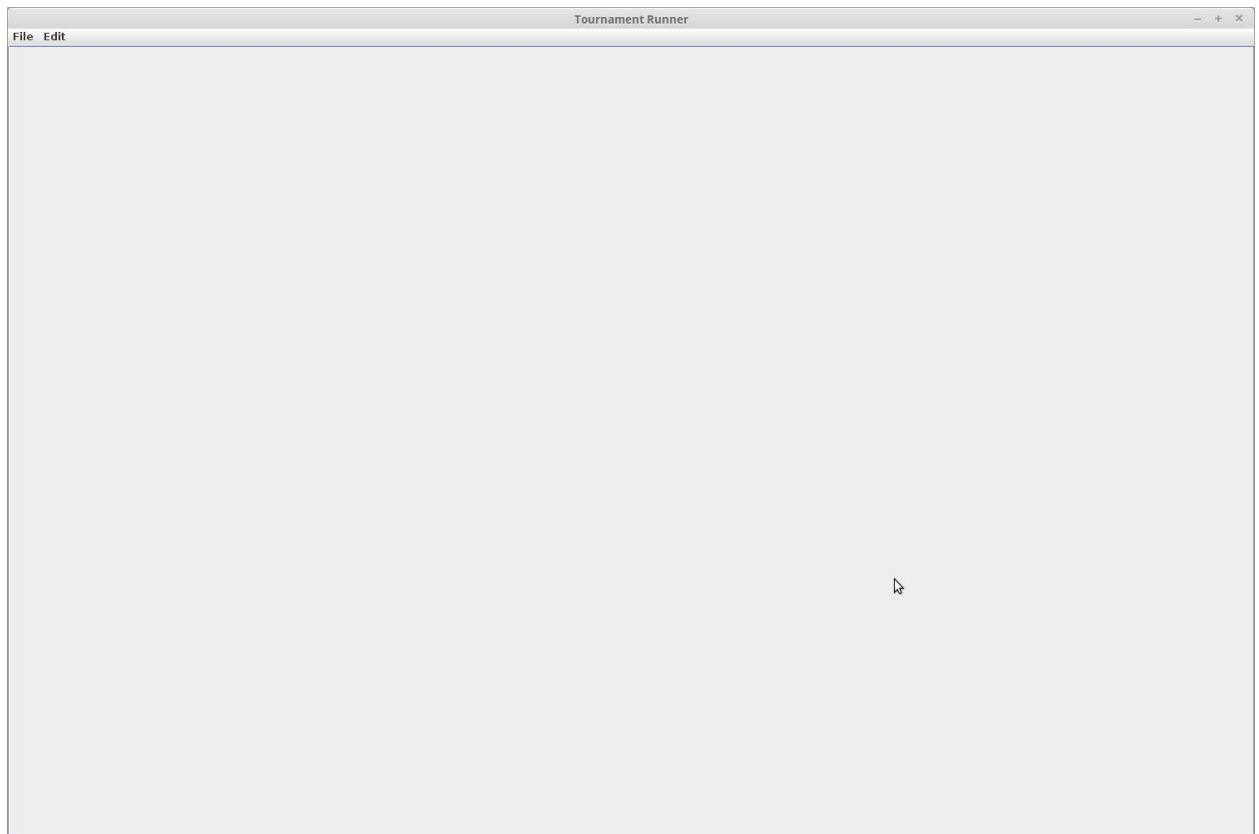
Getting Started	3
Basic Functionality	4
Managing Brackets	5
Saving and Loading	7
Advanced Features	9
Our Story	11

## Getting Started:

Welcome to BracketMaster! BracketMaster is the leading bracket-based tournament management software, designed with the needs of real administrators in mind. The program can be found on DVD, from online sources, or pre-installed on the tournament administrator's computer.

### Starting the Program:

First, ensure the computer has an up to date, secure version of Java installed. Then, insert, download or navigate to the media, and double click on BracketMaster.jar. The program should start automatically, leaving you ready to start setting up your tournament.

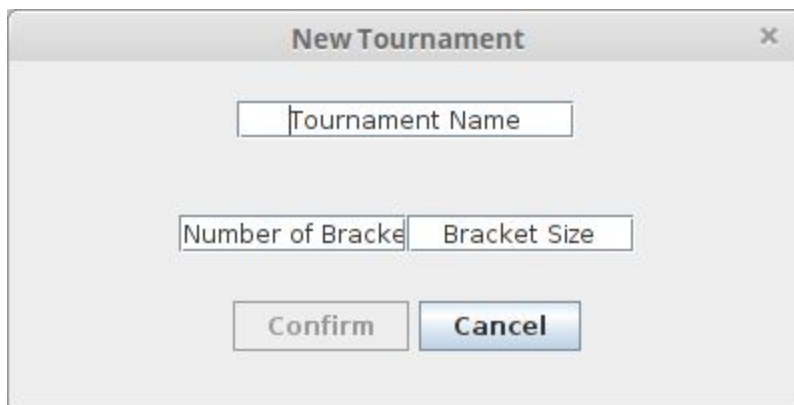


## Basic Functionality:

BracketMaster is designed to be easy to use, powerful, and reliable. The following section details the basic, necessary functionality.

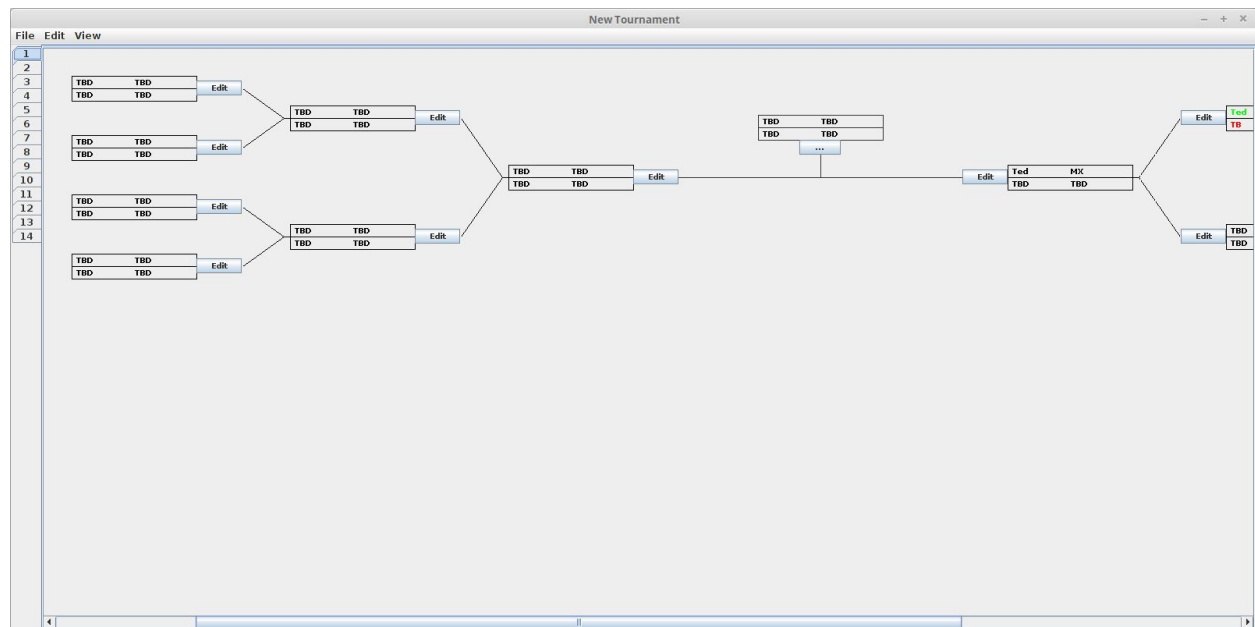
### Creating a Bracket:

The first step in setting up a tournament is to create the brackets. Navigate to File->New Bracket and click. A popup with the three basic pieces of information the program needs should appear: the number of brackets, the size of each bracket, and the tournament name. In tournaments with variable bracket sizes, the size should be set to that of the largest, with the others filled with Byes, as described in the Advanced Features section. Fill the fields in according to the tournament director, and be careful, as the number of brackets or size of each cannot currently be changed.



A dialog box titled "New Tournament" with a close button (X) in the top right corner. It contains three input fields: "Tournament Name" at the top, and "Number of Brackets" and "Bracket Size" side-by-side in the middle. At the bottom are two buttons: "Confirm" and "Cancel".

After, the program should display the brackets in a tabbed format:



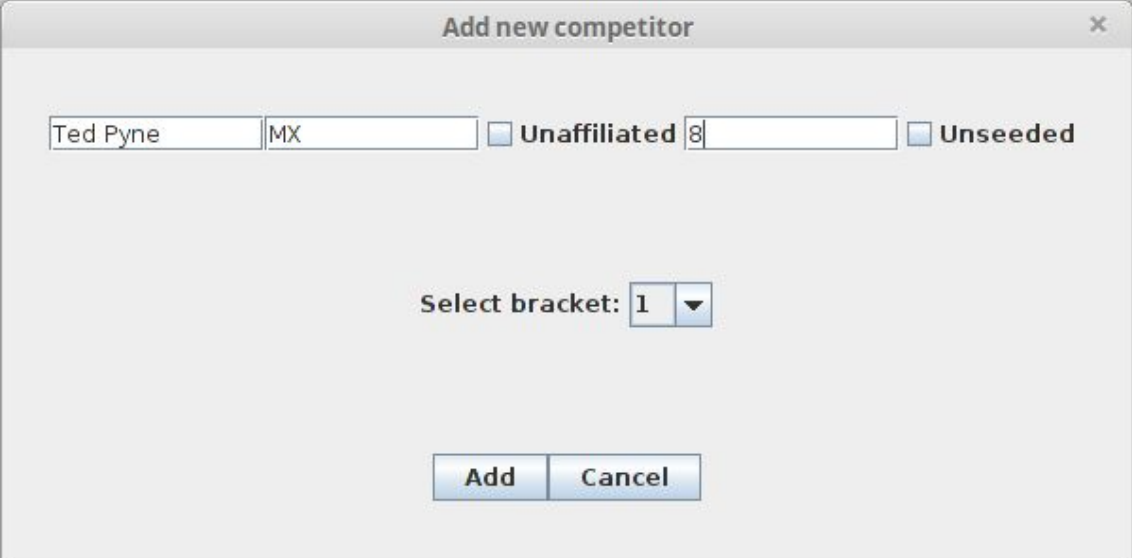
## Managing Brackets:

BracketMaster supports the most common actions administrators may wish to take, under a setup-run model. First round matches can be freely edited, while following matches can only be changed by advancing winners from previous matches.

### Setup Phase:

Once the brackets have been created, as detailed in the Getting Started section, you may begin to add competitors. Navigate to Edit->Add Competitor and click. A popup dialog will ask you the name and school of the entrant, with an option for unaffiliated, the seed of the entrant, with an option for unseeded, and a drop down menu for which bracket to add to.

The competitors will be added to the bracket according to their seeded position, and unseeded competitors will receive the lowest unoccupied seed.



A dialog box titled "Add new competitor" with a close button (X) in the top right corner. It contains two text input fields: the first contains "Ted Pyne" and the second contains "MX". To the right of these fields are two checkboxes: "Unaffiliated" (unchecked) and "Unseeded" (unchecked). Between the checkboxes is a small text input field containing the number "8". Below these fields is a label "Select bracket:" followed by a dropdown menu showing "1" and a downward arrow. At the bottom are two buttons: "Add" and "Cancel".

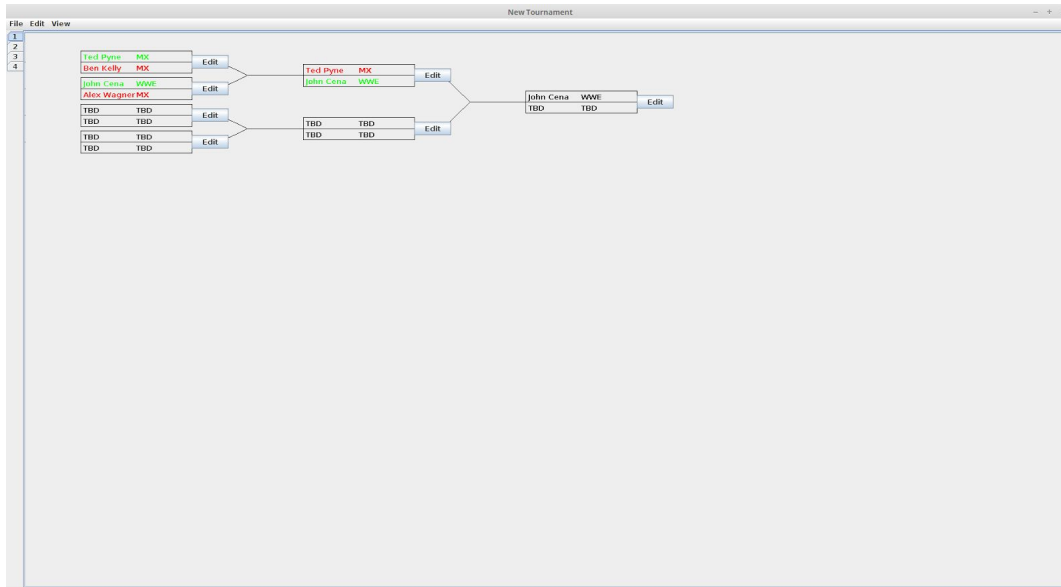
In addition, clicking "Edit" on a first round match will present a box allowing the user to edit the match, including the competitors and match notes.



A dialog box titled "Match Info" with a close button (X) in the top right corner. It features a "Winner:" label followed by a dropdown menu showing "Unplayed". Below this is a "vs" label between "Player A" and "Player B". Under "Player A" and "Player B" are two rows of text input fields, each containing "TBD". At the bottom is a text area containing the text "No information available yet". Below the text area are two buttons: "Save" and "Cancel".

### Advancing Competitors:

Once two competitors are present in a match, with no “TBD” entries present, the user can navigate to the edit box and select the winner from a dropdown menu. The user can also add match notes, which can include score, injuries or any other information, as instructed by the tournament director.



The screenshot shows a "Match Info" dialog box. It has a title bar with "Match Info" and a close button. The content is as follows:

**Winner: John Cena(WWE)**

**Player A vs Player B**

Ted Pyne vs John Cena

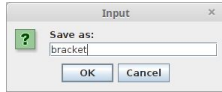
MX vs WWE

No information available yet

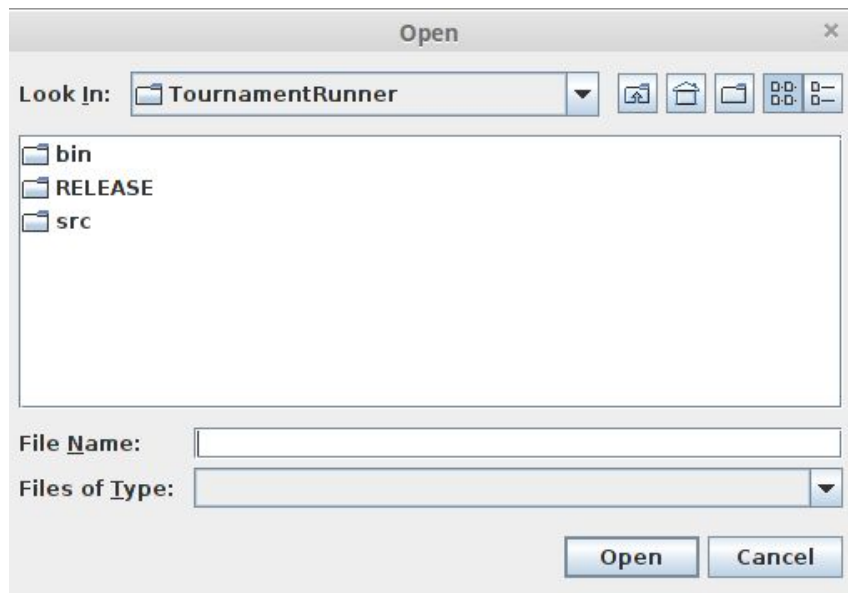
**Edit Close**

## Saving and Loading:

BracketMaster, in order to allow for easier setup and backups in case of power loss, allows the user to save the tournament at any time, including all entered information, and load the tournament without any data loss. To save the tournament, go to File->Save As, enter a filename, then navigate to a folder to save into. It is strongly recommended to save frequently, as no autosave functionality is present.



To load a file, navigate to File->Open, then browse to the folder and select the file to load. Only .bracket files will be visible for selection.



### File format:

The program uses a custom file format, with the extension .bracket. The file is human readable, and advanced users may attempt editing of the file, although doing so is unsupported, and technical assistance will not be provided for brackets edited in this way.

The file header, starting on the first line, contains:

1. The number of brackets
2. The size of a bracket
3. The name of the tournament

After, each bracket is listed as follows:

1. The name
2. A listing of each Match in the bracket tree, with a unique value (computed by a pseudo-heap algorithm) denoting its spot in the tree, and comma separated fields for the left competitor, right competitor, winner, and match notes. The Person objects are slash-separated

A sample header, and the beginning of a file:

```
GNU nano 2.2.6 Terminal File: natl preps.bracket
14
32
New Tournament
1
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,16
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,17
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,8
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,18
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,19
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,9
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,4
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,20
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,21
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,10
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,22
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TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,29
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,14
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,30
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,31
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,15
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,7
TBD/TBD,TBD/TBD,No Winner/No School,No information available yet,3

^G Get Help      ^O WriteOut      ^R Read File      ^Y Prev Page      ^K Cut Text      ^C Cur Pos
^X Exit          ^J Justify       ^W Where Is       ^V Next Page      ^U UnCut Text    ^T To Spell
```

The final match in each bracket receives number 1, and the children of a match with unique ID X can be found by  $X*2$  and  $X*2+1$ .

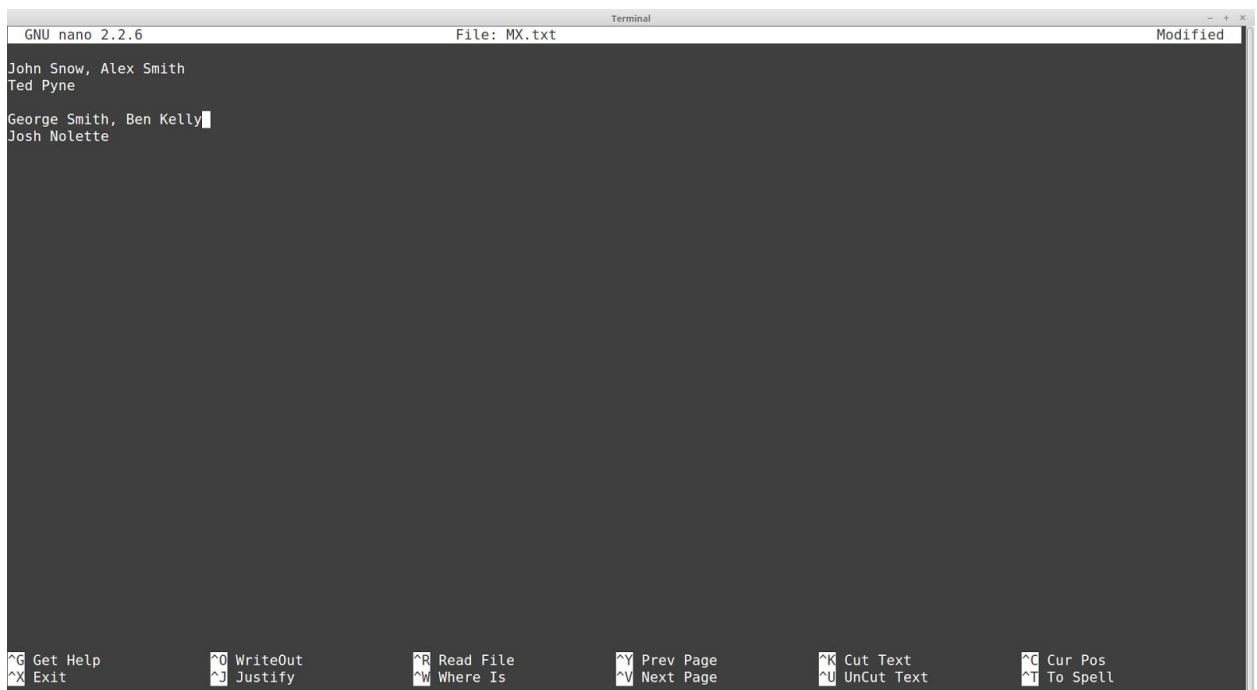


## Advanced Features:

BracketMaster includes several advanced features to aid administration for more advanced or larger tournaments.

### Batch Importing:

The program supports the ability for teams to submit rosters that can then be batch imported in the program. A team can submit a text file, with a comma and line-separated list of competitors, with the first line corresponding to the first bracket, the 2nd to the 2nd, etc. To enter no competitors in a bracket, leave the corresponding line empty. The program will prompt for the team name, then allow the user to select a text file. Files not formatted in the proper way may cause undefined behavior, and are not supported by the program. A sample file is displayed below:



```
GNU nano 2.2.6 File: MX.txt Modified
John Snow, Alex Smith
Ted Pyne
George Smith, Ben Kelly
Josh Nolette
```

GNU nano 2.2.6 File: MX.txt Modified

John Snow, Alex Smith  
Ted Pyne  
George Smith, Ben Kelly  
Josh Nolette

Get Help WriteOut Read File Prev Page Cut Text Cur Pos  
Exit Justify Where Is Next Page UnCut Text To Spell

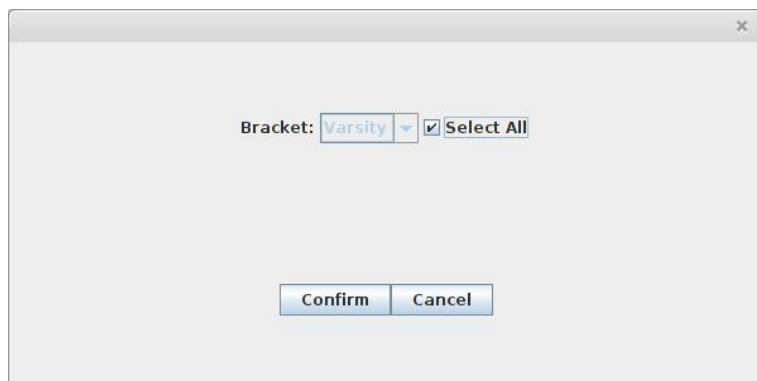
### Keyboard Shortcuts:

BracketMaster supports keyboard shortcuts for many tasks. On Mac, all shortcuts should be prefixed by Command, and on Windows, all shortcuts should be prefixed with prefixed by Control. The behavior of any shortcut is identical to selecting the relevant menu item.

Key	Command
N	New Bracket
O	Open Bracket
S	Save
A	Add Competitor
T	Add Team Roster
R	Change Bracket Name
F	Fill Bracket
=	Zoom In
-	Zoom out

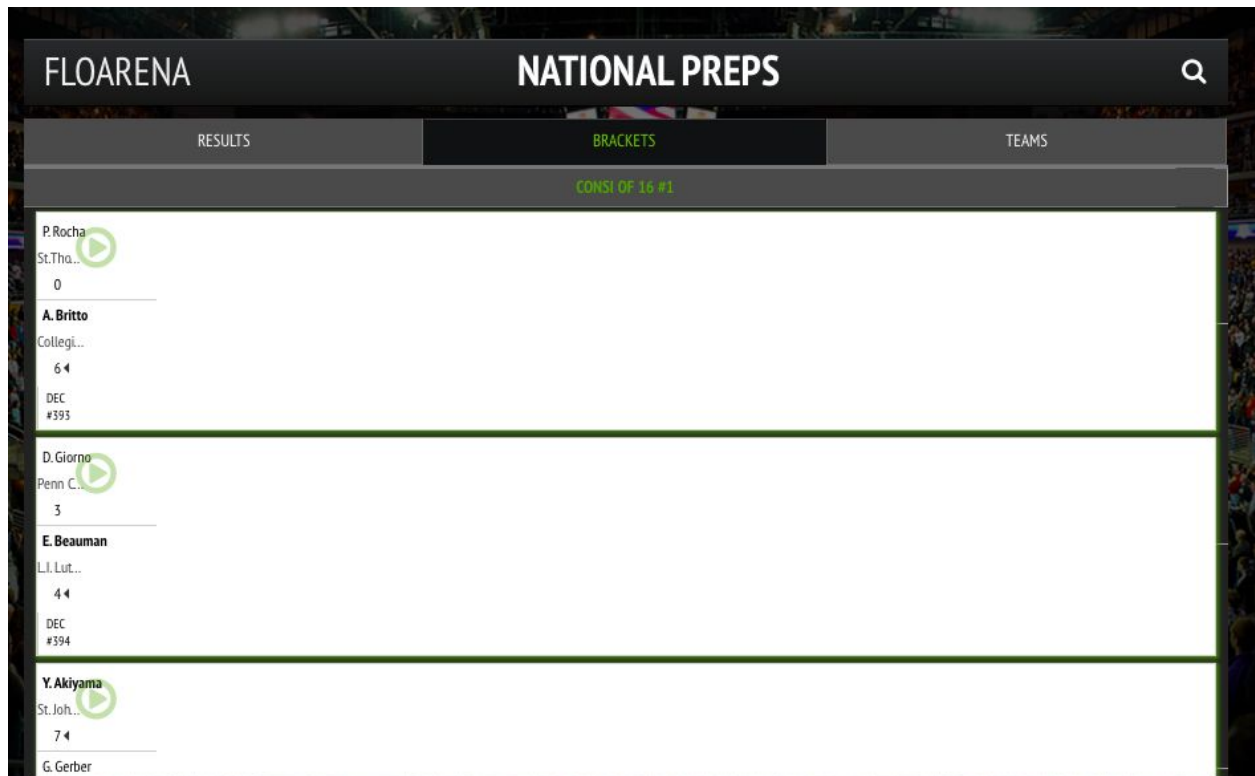
### Bye Filling:

BracketMaster allows the user to fill any remaining space in a bracket, or all brackets, with Byes. To do so, navigate to Edit->Fill Bracket, and click. The dialog will allow the user to select which bracket to fill in a dropdown menu, or, if a checkbox is selected, to fill all brackets present.



## Our Story:

One day in February, Ted Pyne was sitting in class, possibly English. He had taken it upon himself to inform his teammates of their upcoming matches at the Northern New England tournament, in order to allow them time to prepare. Ted went to FloArena, the website trusted with documenting the tournament in nice bracket layout, but to his dismay when he arrived the website was in disarray. Instead of being in bracket form, it was in a strange squished format with all the information scrunched on the left side of the screen, and many matches were missing from the list, as seen below.



Obviously disappointed, and a little frustrated, Ted was determined to make a program where brackets never squashed into an aesthetically revolting layout. He proposed this as the project to his teammates Ben and Jivan, and they agreed fully that this was a project that needed to be solved for the sake of kids like Ted everywhere. It is our mission and hope that BracketMaster will be a simple and useful alternative to unreliable tournament bracket systems.