# Design Document

## CECS 491
## TheBoiZ



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# Table of Contents

# 1. SUMMARY

## 1.1 Purpose

The purpose of this document is to provide design information about the **Kraken Bracket** application. This will mainly describe the user experience of our app.

*Note:* **This version of the document is not finalized.** Any information provided in this document is subject to change.

## 1.2 Background Information

- When it comes to managing large-scale video game tournaments, it is likely that there will be confusion among staff and competitors
- Other video game tournament apps on the market do not provide real-time updates once the information is inputted into the system. This will cause delays and inconveniences for those who are keeping track of updates regarding tournament matches, competitors, etc.
- The **Kraken Bracket** project will provide solutions to these problems. The most important aspect of the project is to provide all users with real-time information on events, tournaments, and other aspects of the app.

# 2. FUNCTIONALITY

## 2.1 Features

- The main feature about Kraken Bracket is to provide real-time information on brackets
    - Other tournament bracket apps take a substantial amount of time for the information to display to users
    - We aim to provide the information within a maximum of 1 second from the time of input
- Other main features are implemented depending on the user's role inside the application. These roles are divided into the following categories:
    - **User —** a general term for anyone who uses the app, regardless of whether they have an account or not. The types of users are divided up into two categories:
        - **Non-Registered User —** a user who does not have an account. Non-Registered Users are limited to viewing / attending events, as well as competing in tournament brackets. To access other features, they must create an account
        - **Registered User —** a user who has created an account on the system. Has access to view the tournament brackets, participate in the bracket, and comment on specific matches.
            - **Competitor —** a user who is participating in the tournament and is therefore placed in tournament brackets
            - **Host —** a user who organizes tournament brackets. They have the ability to notify and update all users about tournament brackets
            - **Co-Host —** a user who is appointed by Host, if desired. Can confirm check-in and input scores. Power to remove competitor due to absence, cheating, ie… with reason(s) provided

# 3. DIAGRAMS

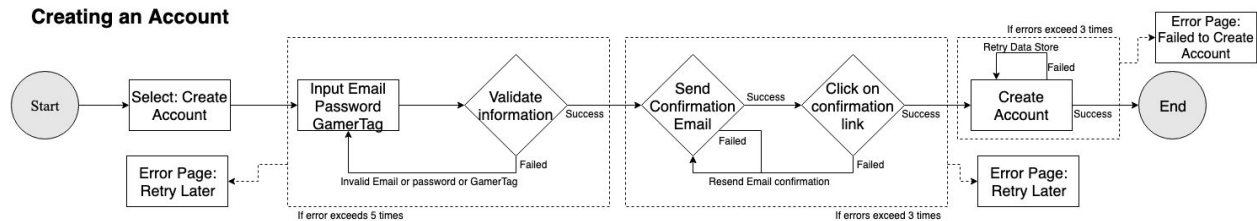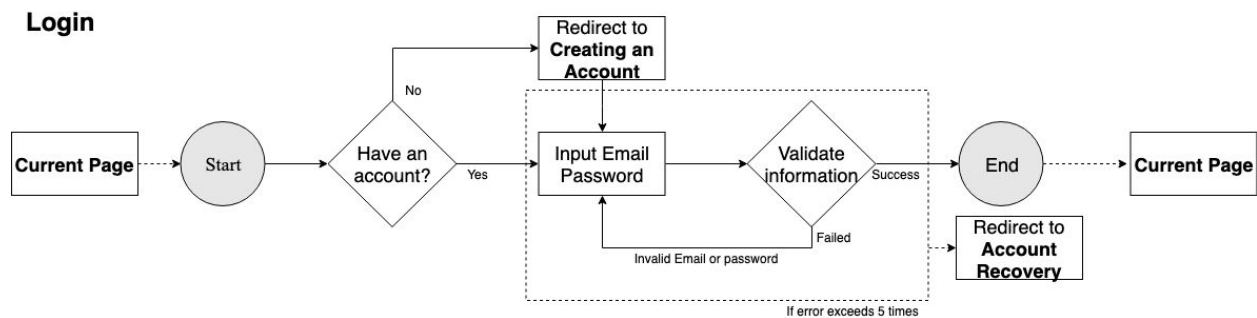## 3.1 Use-Case Diagram

**Kraken Bracket**

**Kraken Bracket**
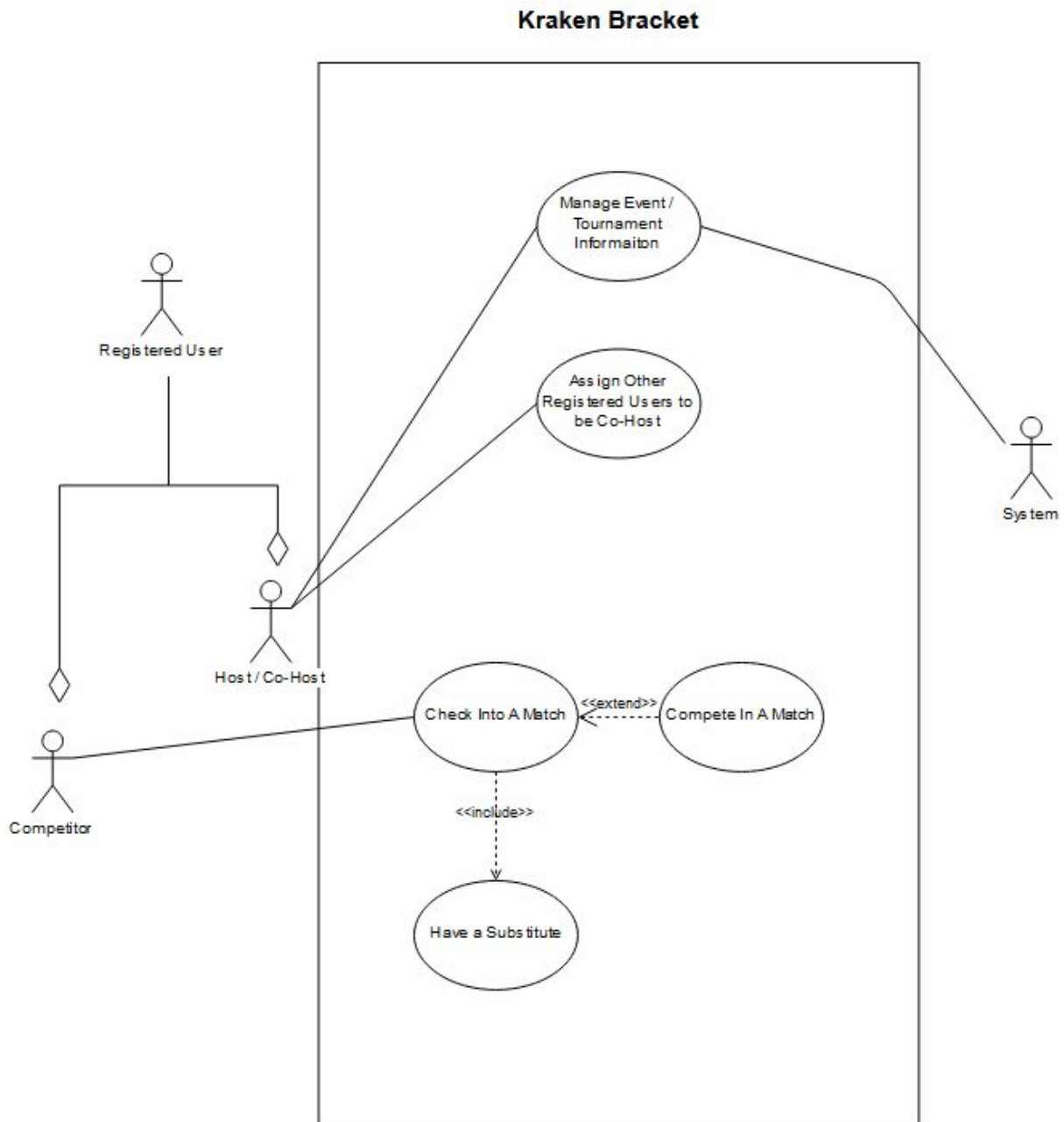
## 3.2 Activity Diagrams

*Note:* Only the main features of the application have a corresponding activity diagram associated with it. Minor features, such as 'Comment on Bracket,' are excluded.
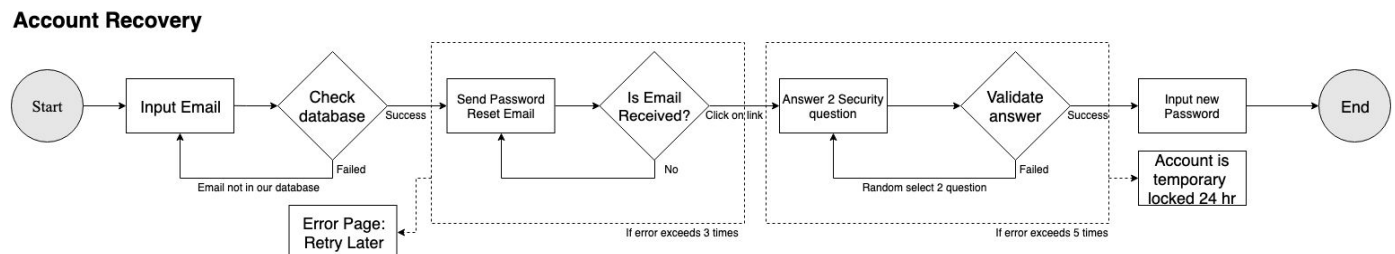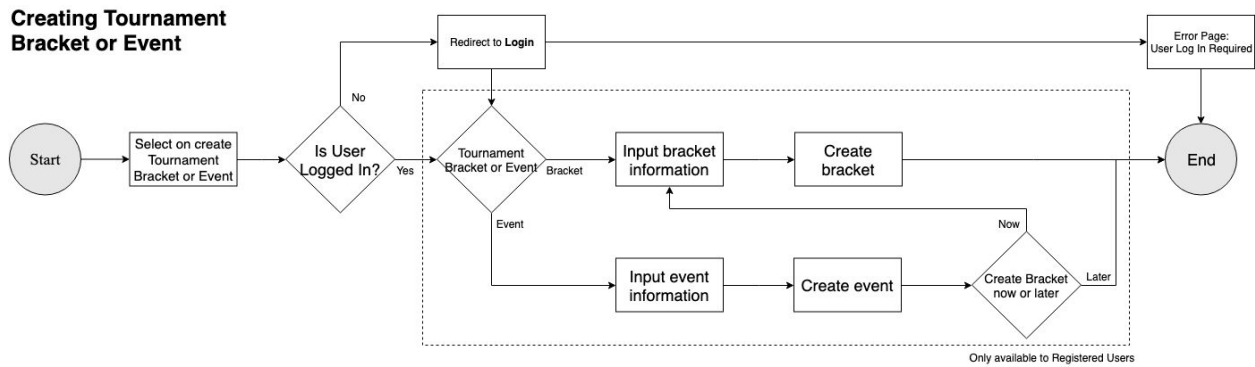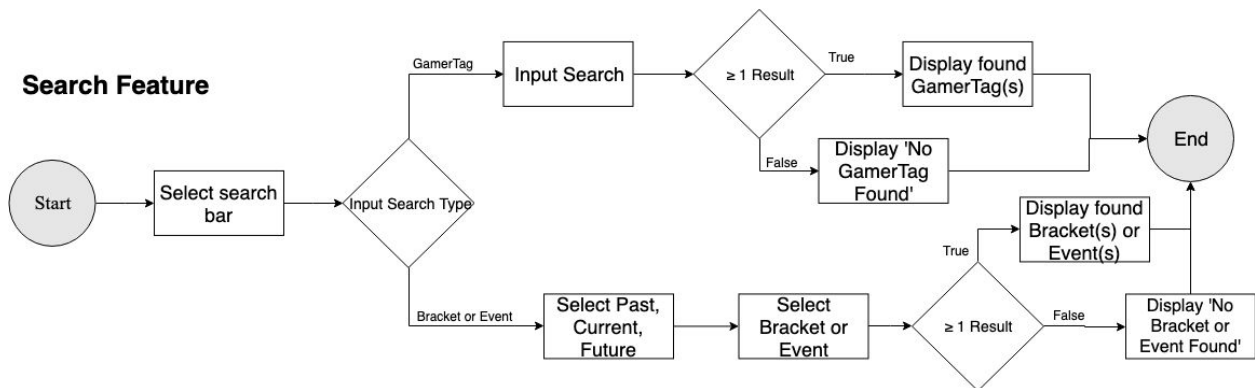
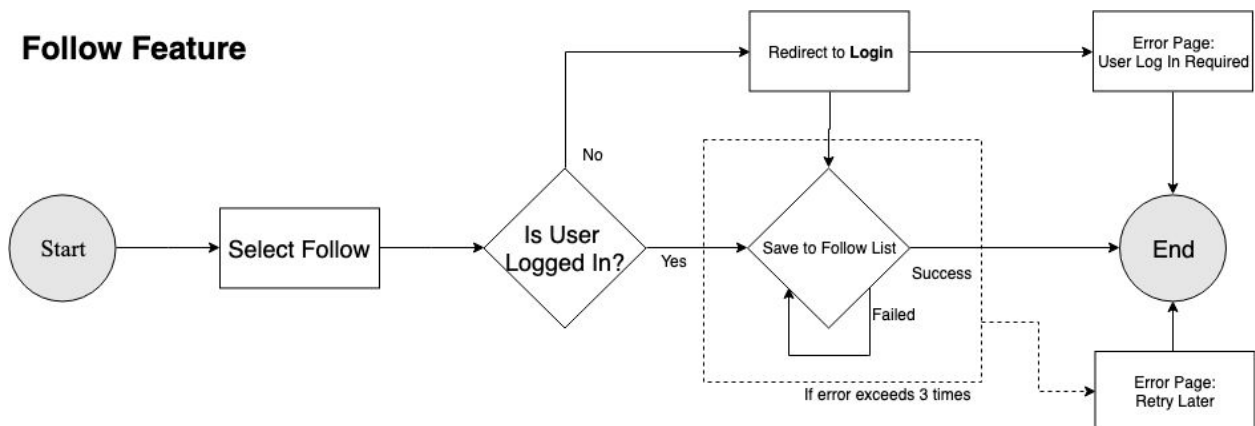3.2.1 Creating An Account



3.2.2 Login



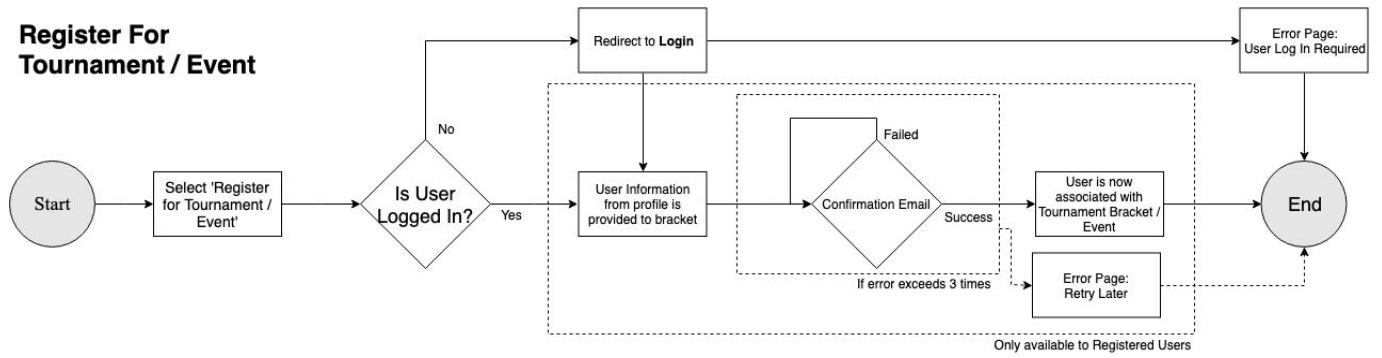3.2.3 Account Recovery

## 3.2.2 Creating Tournament Bracket Or Event



## 3.2.3 Search Feature



## 3.2.4 Follow Feature

## 3.2.5 Register For Tournament / Event

### 3.2.6 General Error Handling

**General Error Handling**