

Design Document

CECS 491

TheBoiZ



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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

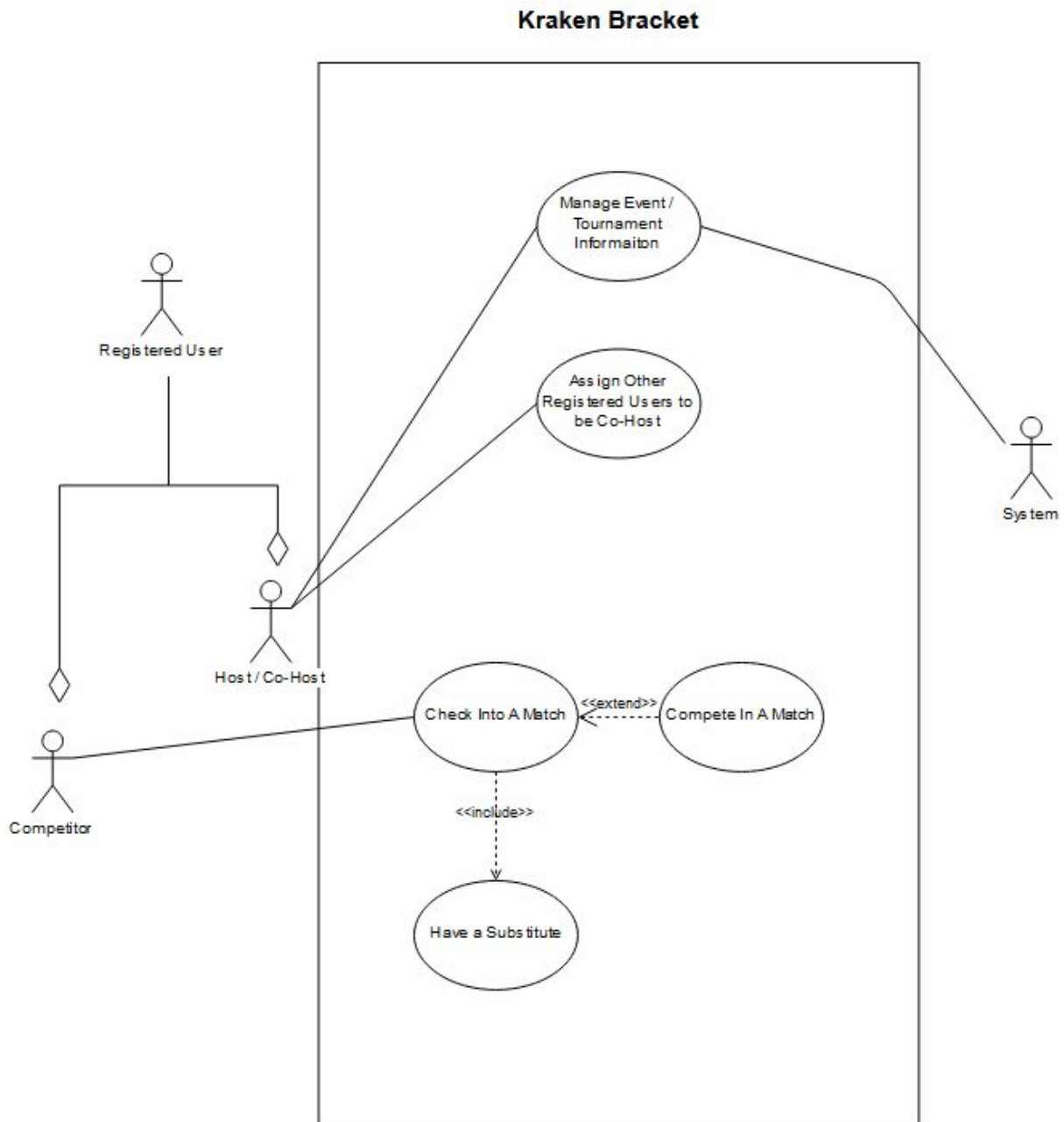
2.1 Features

- 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

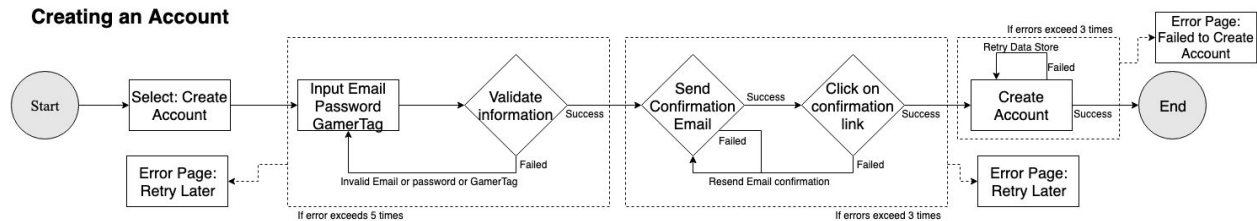




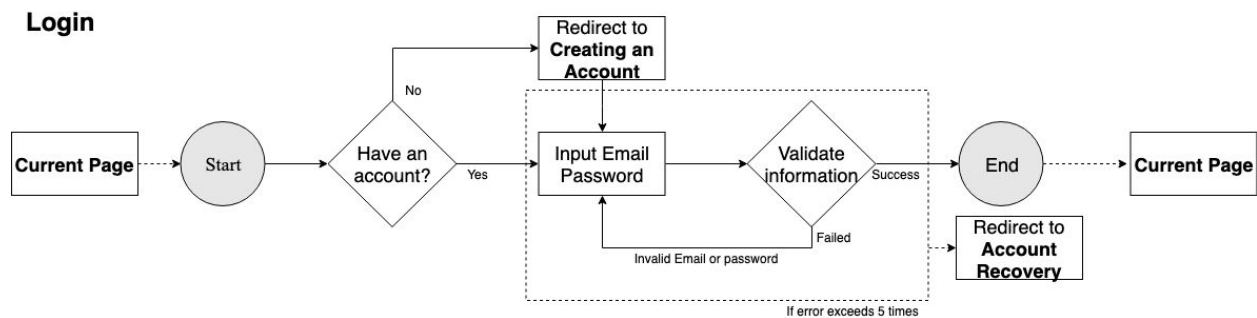
3.2 Activity Diagrams

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.

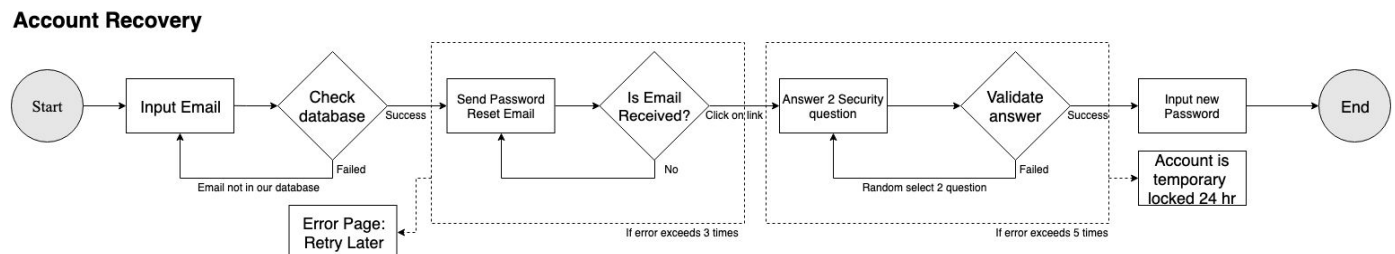
3.2.1 Creating An Account



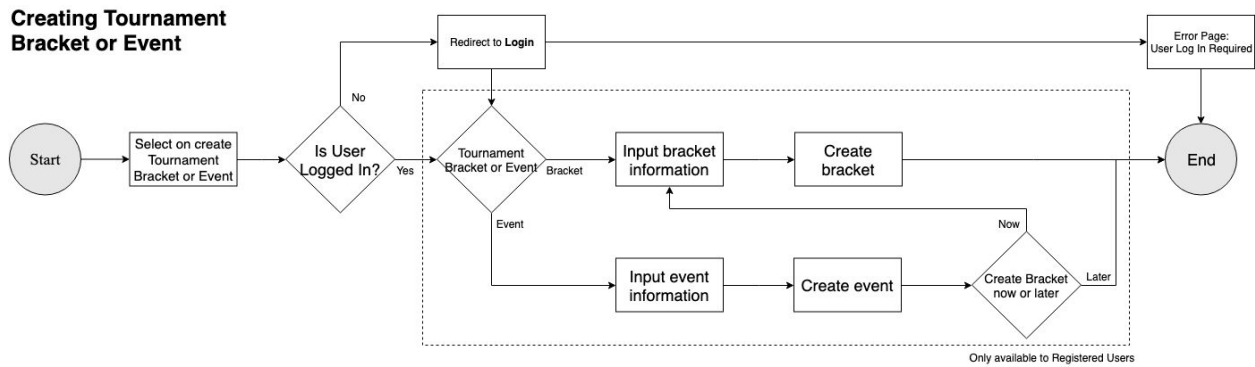
3.2.2 Login



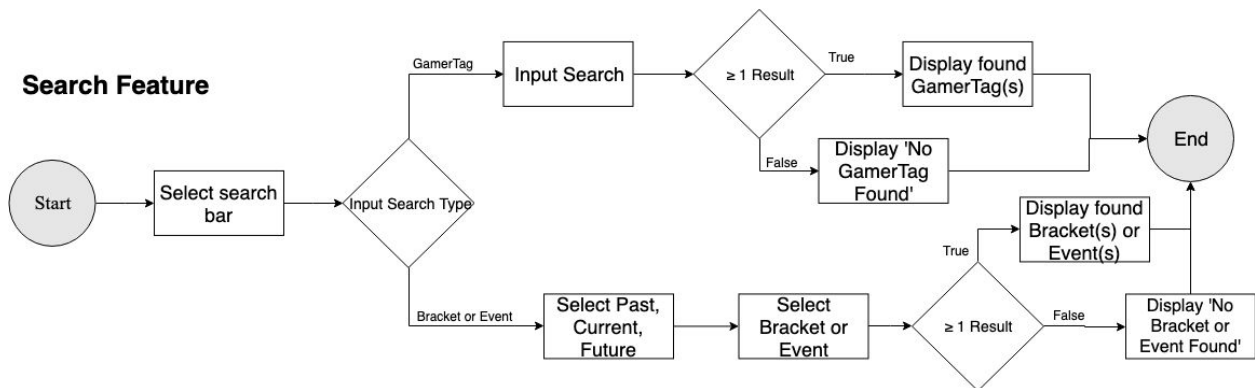
3.2.3 Account Recovery



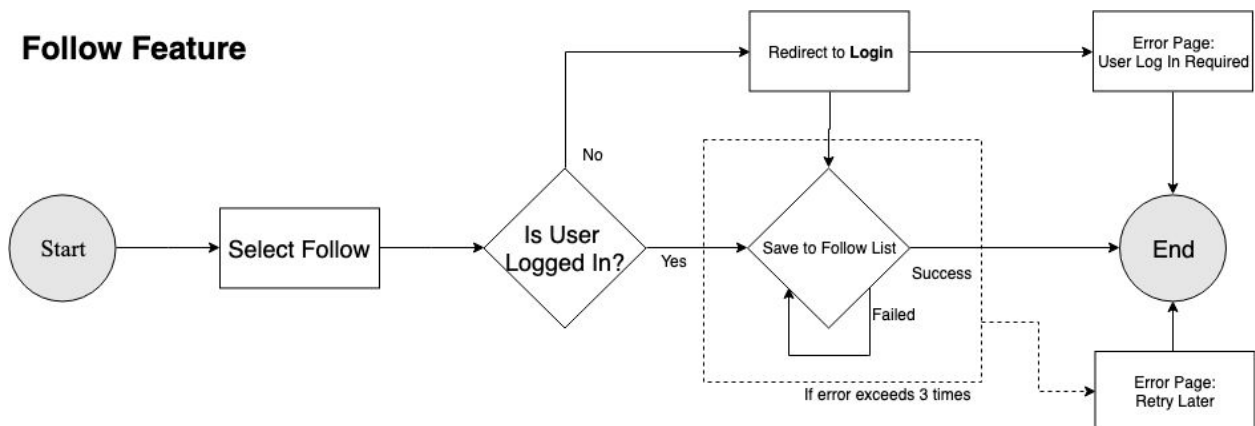
3.2.2 Creating Tournament Bracket Or Event



3.2.3 Search Feature



3.2.4 Follow Feature



3.2.5 Register For Tournament / Event

