bracket notes:

placement is problematic: it is only accessible through the dashboard.
Some players were able to find it but many instinctively went to the tourney profile page to find the brackets, other players also recommended putting it in the slide-in menu.
Also, very few players decided to interact with the buttons found in the bottom right corner, possibly due to the pressure of being obviously timed (making them less willing to explore too much) but it's an interesting point none the less.
Also, the brackets should be more closely modelled after the ones on smash.gg

Tourney history notes:

Placement is problematic, accessible in tourney profile but it was far from most players' first instinct. There is no clear sign that the Tourney history is found in the player profile unless you actually go swiping through it. (possible idea, maybe opting for a type of bottom navigational menu for each carousel as opposed to the little dots would give the users some indication of the content of the carousel?).
Other than that, multiple players made the case to include it in the slide-in menu.
Speaking of which, many players went through the "Recent Tourneys" found in the slide-in menu. I think it would be better to simply replace that section with the Tourney History.
(A player also commended the fact that the slide-in menu is not too cluttered, so if we had to choose between only showing recent Tourneys and the Tourney history, I'd go with the Tourney History.

Otherwise, the tourney history lacks a bit of detail, player placement is lacking (oops), but what would also be interesting is a link to that tourney profile? Right now, the only accessible tourney profiles are of the current tourney and the recent tourneys in the slide-in menu.

Colour palette notes:

On multiple occasions, players were found squinting to read different pieces of texts. We initially thought it was simply an issue with exterior factors but a player also noted that he would appreciate darker or more vibrant colours to make it easier to read and identify interactable parts of the app (paler colours giving a more passive/deactivated vibe), he also noted it would make it easier to read some of the white texts found inside said buttons. On top of that, the "chargé de lab" noted that the pale colours can be quite problematic to read for older users. In light of all this feedback, it would be a very good idea to use darker blues instead of the bright cyan we chose (even if it's a very nice cyan). In addition, we should make sure that the coloured UI containers be a different colour than interactive buttons.

This may also solve the issue of the "Current Match" button being somewhat hard to identify for some users.
Also worth noting that the Carousel navigation buttons were hard to spot on some pages, either playing around with the colours or employing the bottom nav bar would be a solution.

Manage Stations notes:

The pending set zone is not a scalable option as is, if there is a large number of pending sets, the fancy drag and drops becomes quite a... drag. It stops being efficient is what I mean. Also, a good amount of players instinctively tapped on the empty station slots first, so could be interesting to add a certain amount of functionalities to those zones.
We made a quick brainstorm on the spot there, So I'll include what I wrote down:
-A scrollable pending set zone: this would mean that the zone can be as big as it wants, but may interfere with the dragging feature. Possibly would be helpful to add a part of the zone reserved for scrolling up and down but could end up being finicky as well.
-Tapping on the empty station would bring up a scrollable list of available sets to assign by simply tapping on a button, this would be in addition to the drag and drop feature but would be useful in case there is no real solution to the scalability problem for said drag and drop feature.
-Possibly adding an auto-assign option for each station (or set?), each empty space would instead have its own auto-assign button, which would simply pick out a set from the pending sets and assign it to the stations. Problem with that (and every auto-assign function) is that a TO may want to assign certain important matches to a specific station but the auto-assign already put it on some crappy station with a broken monitor or whatever. There are solutions but it's worth noting.
-Simply highlighting the pending sets zone when a player taps on an empty station, indicating that those boxes are related somehow.

These ideas don't all tackle the scalability issue

Slide-In menu notes:

Two major additions were often requested: the tourney brackets and the tourney history. Won't get into those again because I already have.
A few people mentioned it would be a good idea to put TO functions into the slide-in menu, most notably the "manage resources" window should show up in the slide-in menu when you're a TO.

Lists notes:
The lists found in the Tourney profile are not very interactive, multiple players tried to click on the attendees of the tourney to find player 10, so linking each attendee to their player profile would be good.
Station list has no visible status or any intractability, possibly an extra way of managing the stations would be to add some level of functionality to this list? Indicating whether that station is free or not would be helpful in any case. Otherwise, search bars should be present on every list, as well as filters if possible.
For example, in the search players window, a few useful filters could be:
-Search in current tourney
-Search pas competitors
-Search past tourneys
-Search all players

Random notes:

edit profile button was a bit hard to identify for one player. I wouldn't make a huge deal about it personally but making it slightly more obvious may help a tad.

Something about managing Round Robin tournament types, I don't know how that affects our app as much other than changing the brackets

maybe add a light/dark theme

projected winners could be highlighted somehow

This one is a bit more of an observation, not too sure what to conclude from it. The second page of the login process often slows the user down, it didn't seem like the most intuitive page for them. In fact, one user made a subtle confused hand gesture when he saw it, could use some rework I guess. Now you said that the terminology we used is slightly different than the domain? Notably the word "Create" when we're actually "Importing" an already created tourney, would be wise to just use the same words to ease player expectations of the task.

password field should obviously hide the typed characters

back buttons are missing in different places, sort of sucks to have to use the slide-in menu to go back to a previous page

the current match inputs should also be different depending on previously entered inputs (a best out of 3 matches can<t have 2 entries of 3 wins for both players for example)

Multiple players were tapping the "Check-In" button a few times waiting for the "AI" to check in, raises the question as to why that button is still there after the player checked in, would probably be better to either remove the button or replace it with a "Cancel Check-In" button or something similar.

The map in the tourney profile is simply decorative, although purely taken from Proto.io, I guess a dynamic prototype is supposed to show the actual place on the map? Anyway, a real application would obviously show a location marker.