Use case name: OrganizeTournament

Scope: League

Stakeholder(s):

* League Owner: Initiator. Wants the Tournament to be a success with good game play and fair competition.
* Player: Participates in *PlayMatch* and *ApplyForTournament.*
* Game Developer: Wants his Game to be played.
* Spectator: Wants to be able to watch matches and keep track of tournament and player statistics.
* Advertiser: Wants his advertisements to be klicked. Wants maximum revenue at minimum cost.

Level: Summary

Precondition: A League is defined and active. A League Owner is identified and authenticated.

Postconditions: The League Owner archived a new Tournament in the ARENA Archive and the winner has accumulated new points in the league

Scenario:

1. A LeagueOwner wants to run a tournament in his League.
2. The LeagueOwner creates a Tournament, solicits sponsorships from Advertisers, and announces the Tournament (include use case AnnounceTournament).
3. The Players apply for the Tournament (include use case ApplyForTournament)
4. The LeagueOwner kicks off the Tournament (include use case ConductTrounament).
5. The Players compete in the matches as scheduled and Spectators view the matches (include use case PlayMatch).
6. The LeagueOwner declares the winner and archives tha Tournament (include use case ArchiveTournament)

Extension(s):

Open Issues:

* Should the LeagueOwner select sponsors or should he make the Tournament available for advertisers to advertise in?
* Is it the LeagueOwner who process the Player applications and assigns them to matches or is it automated by the system? Consider to insert a ProcessApplication use case after step 3.

Referenced By: