**Rules**

* Pay to enter.
* Pick 1 team each week.
* Can’t pick the same team twice.
  + Unless the tournament passes week 20.
* Deadline for pick is 1 hour before the first game.
* Get a bye if the match is postponed.
* In the event of a tie:
  + I there is only 2 players left the pot is split between them.
  + If there is more than 2 people, then they will all continue to the next round.

**Features**

* Log in / Sign up
* Create league / Join league
* Pick team / Change team
* Assigned a random team if you forget to pick
* View upcoming matches
* View results of previous matches
* View league table

**Android Apps**

* Java & XML
* Corona – LUA
* PhoneGap – HTML, CSS & JS

**Database**

* SQLite
* Realm
* Firebase

**PhoneGap vs Native Android**

**PhoneGap**

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| * Cross platform | * Runs slower than native apps |
| * Experience in HTML, CSS & JavaScript | * Limited within a WebView |
|  | * No debugging tool in PhoneGap |

**Native Android**

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| * Better UI and performance | * Native |
| * Experience in Java |  |

**Sample Data Structure**

* Leagues
  + ‘LeagueID’
    - Entry Fee: ‘Entry fee for the league’
    - Name: ‘Name of the league’
    - Owner: ‘UserID of owner’
    - Participants
      * ‘UserID’: ‘In/Out’
      * …
  + …
* Users
  + ‘UserID’
    - Leagues
      * ‘LeagueID’: true
      * …
    - Name: ‘Name of the user’
  + …
* Participants
  + ‘LeagueID’
    - ‘UserID’
      * Week1: ‘The team the user picks in this league for week 1’
      * …
    - …
  + …
* Weeks
  + Current Week: ‘Current game week’
  + Week1
    - Deadline: ‘1 hour before the first game’
    - Matches
      * Game1
        + Away: ‘Away team’
        + Away Goals: ‘Amount of goals away team scored’
        + Home: ‘Home team’
        + Home Goals: ‘Amount of goals home team scored’
      * …
    - Results
      * Arsenal: ‘Result for Arsenal – Win/Draw/Loss/Postponed’
      * …
  + …
* Teams
  + Arsenal
    - Badge: ‘Badge for the team’
  + …