

PinballTourneyApp

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Description

My web application is a tool for groups to organize and market local pinball tournaments to local players.

It could be used by clubs or entertainment venues to attract and retain new customers interested in competing with fellow pinball enthusiasts.



Features

- User Registration
- Login
- Create a Venue
- Create a Tournament
- Register for a Tournament
- Direct Message other Users



Planning - User Stories

As a venue operator, I want to create tournaments to attract local players and encourage repeat business

As a pinball player, I want to see who will be attending local tournaments, so I can compete with my friends.



Planning - Database

My database consists of tables for Users, Venues, Tournaments, and TournamentUsers. It allows for a one-to-many relationship between Venues and Tournaments, as each Tournament will have only one Venue. The TournamentUser table establishes a many-to-many relationship, as each Tournament will have multiple players, and each User may register for multiple Tournaments.



Technology Stack

- C#, HTML, CSS, JavaScript
- ASP.Net
- Bootstrap
- Entity Framework
- RestSharp



Demo



What I Learned

- Incorporating JavaScript for user friendly DateTime entry
- Using RestSharp to query the Google Places API
- Use of Model Validation Attributes for user input



What's Next

- Search Function
- Score/Placement Tracking for completed tournaments
- Graphical representation of User Statistics

