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| TOURNAMENT PLANNER  Project 2 | **Victor Andres Guijarro Montalvo** |

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TOURNAMENT PLANNER

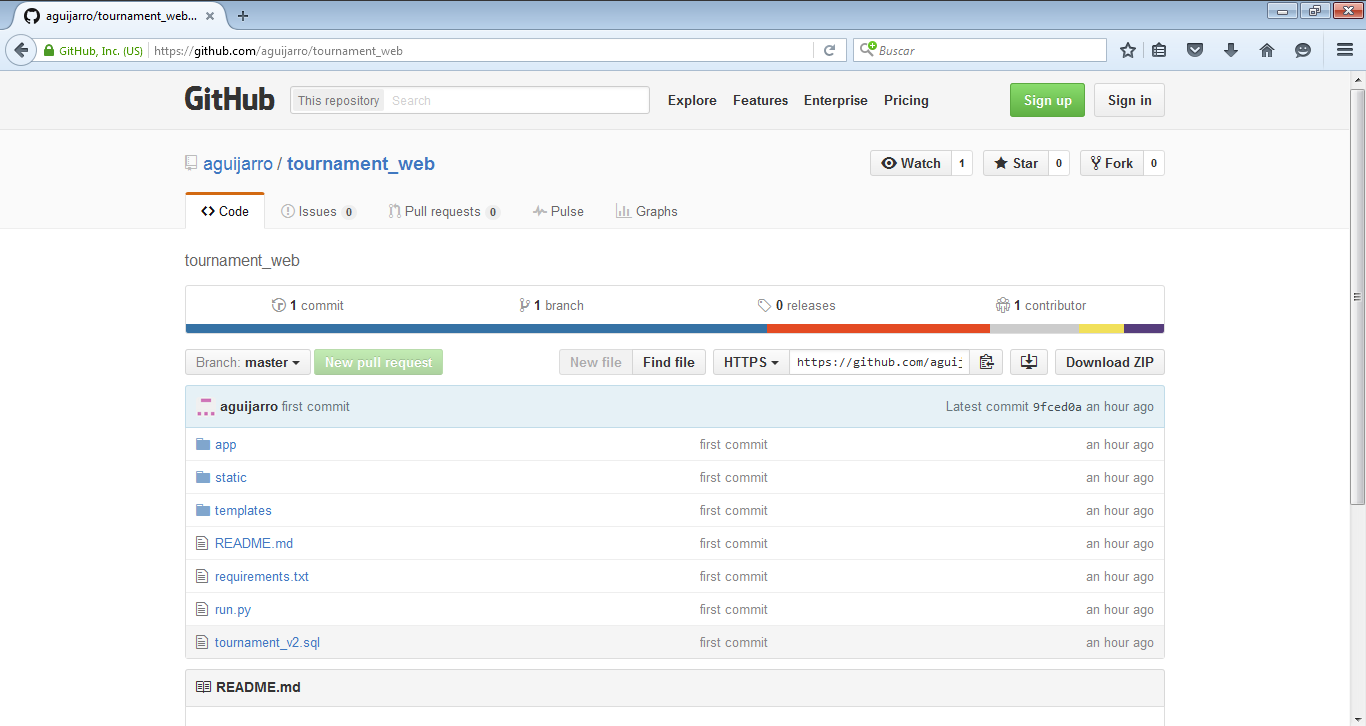
# Installation

## Requirements

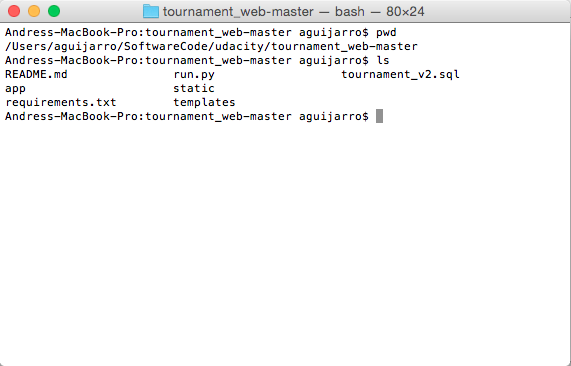
* virtualenv (<https://virtualenv.readthedocs.org/en/latest/installation.html)>.
* Postgres

## Steps

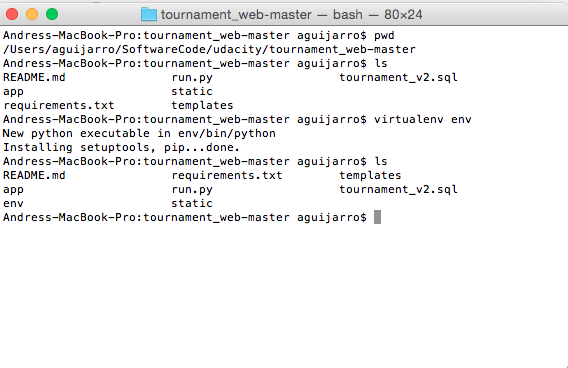
1. Go to <https://github.com/aguijarro/tournament_web> and get the last version



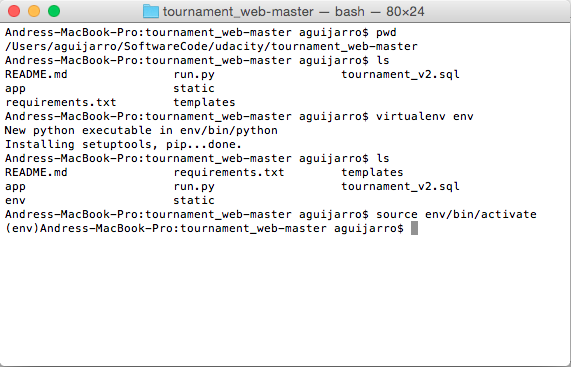
1. Unzip the project in a local location
2. Open a command line and then go to that location



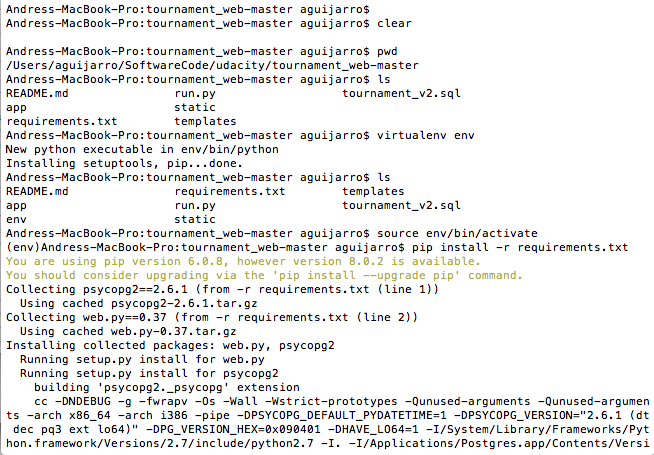
1. Create a virtualenv directory executing: ***virtualenv env***



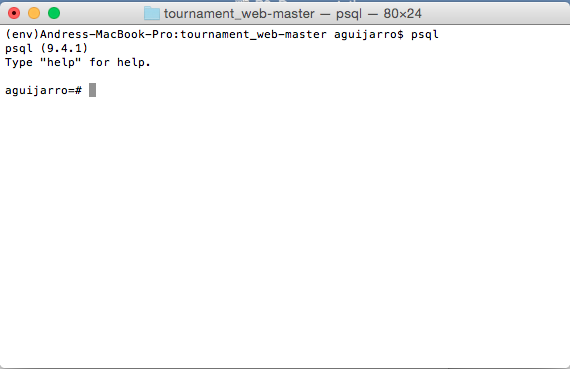
1. Activate script with: source env/bin/activate



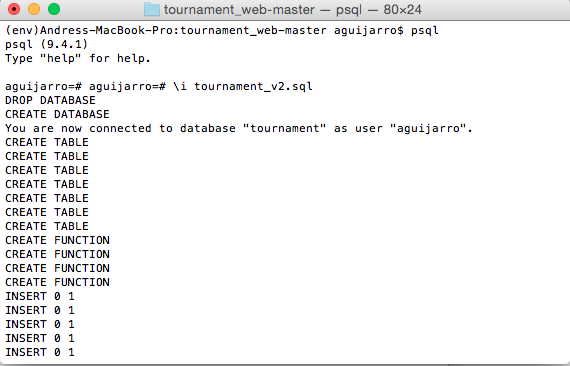
1. Install requirements: pip install -r requirements.txt



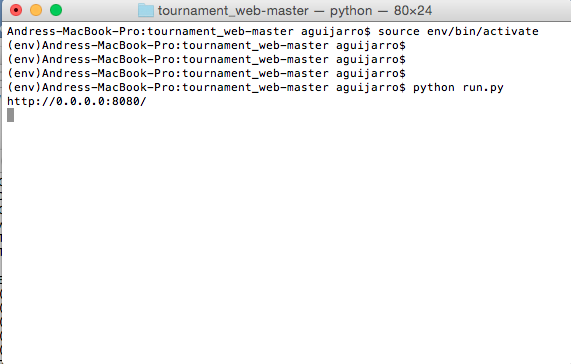
1. Execute psql command to call a psql command line



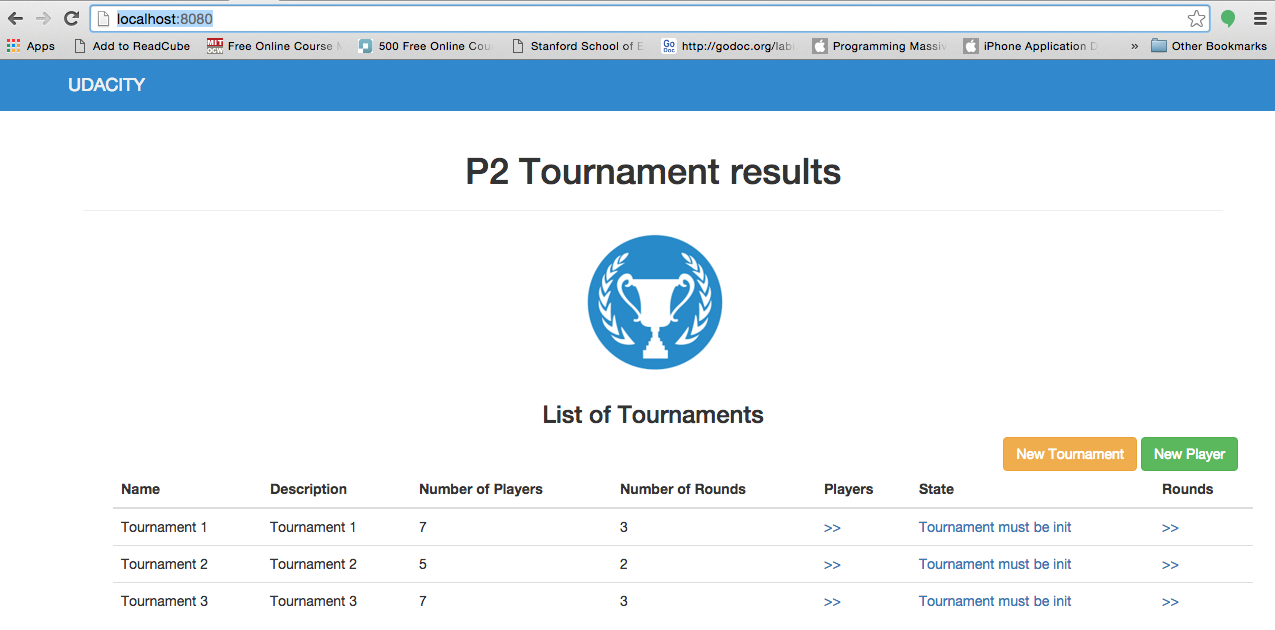
1. Execute \i tournament\_v2.sql to create a database objects



1. Run app: python run.py



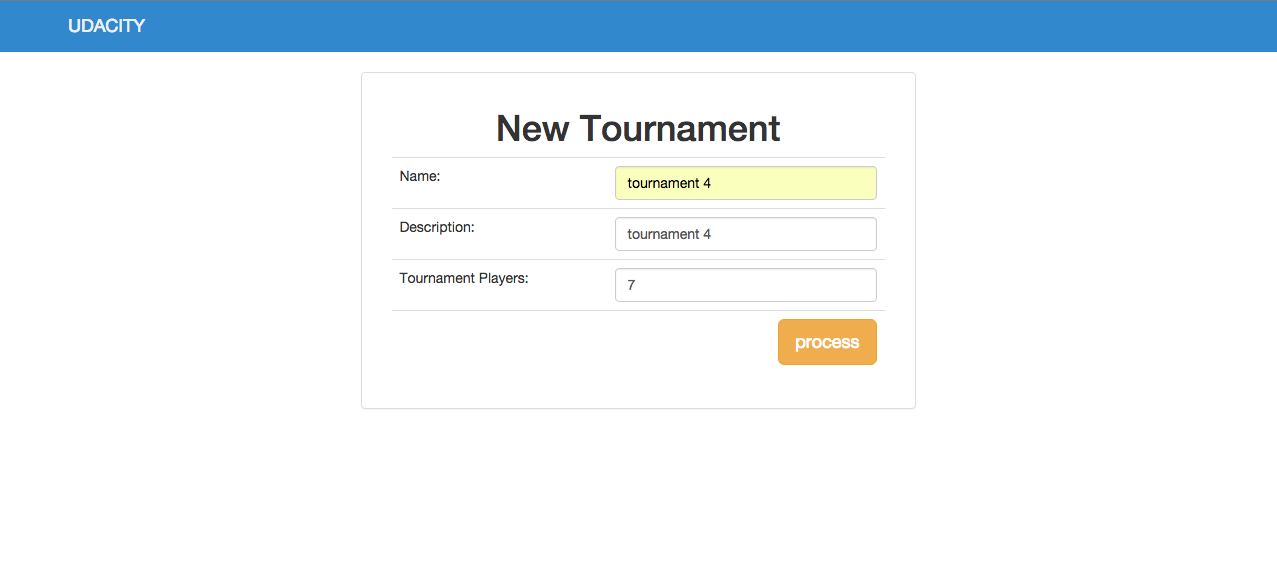
1. Go to browser: http://localhost:8080/



# User guide

## Create Tournament

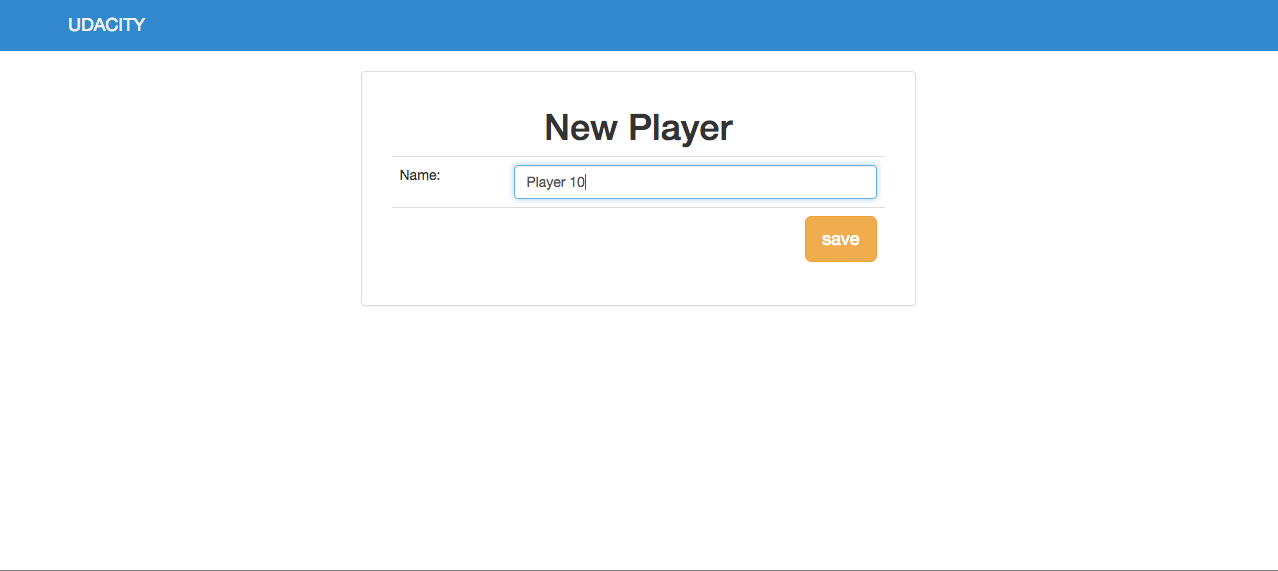
* To create tournament, go to new Tournament, fill the required information and press process.



* The field Tournament Players contain the allowed number that a tournament will have.

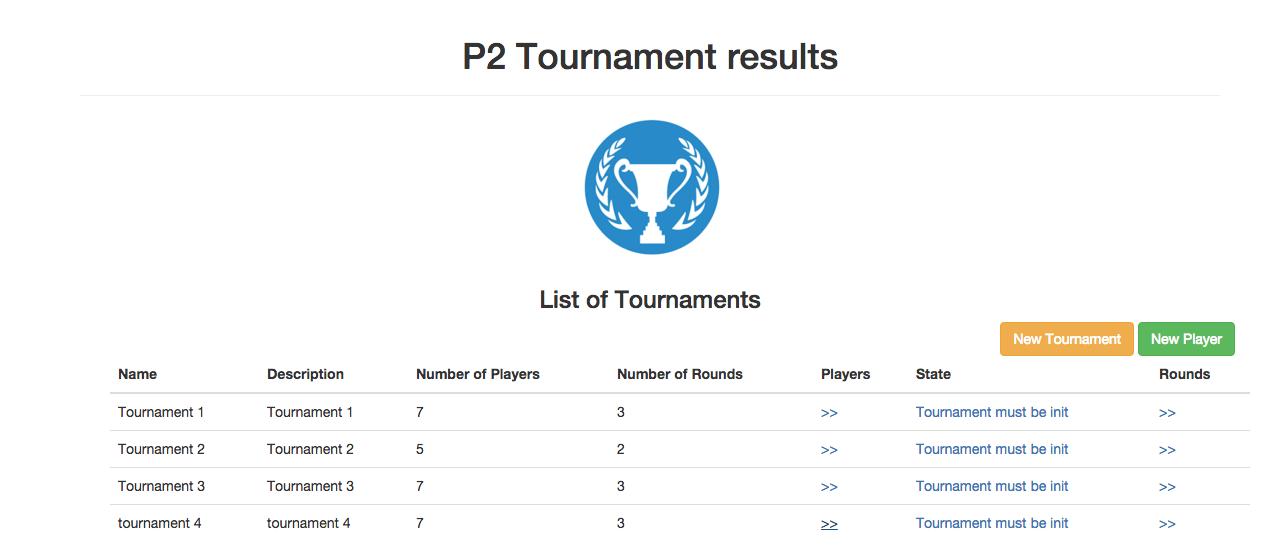
## Create Player

* To create players, go to new Player, fill the required information and press save.

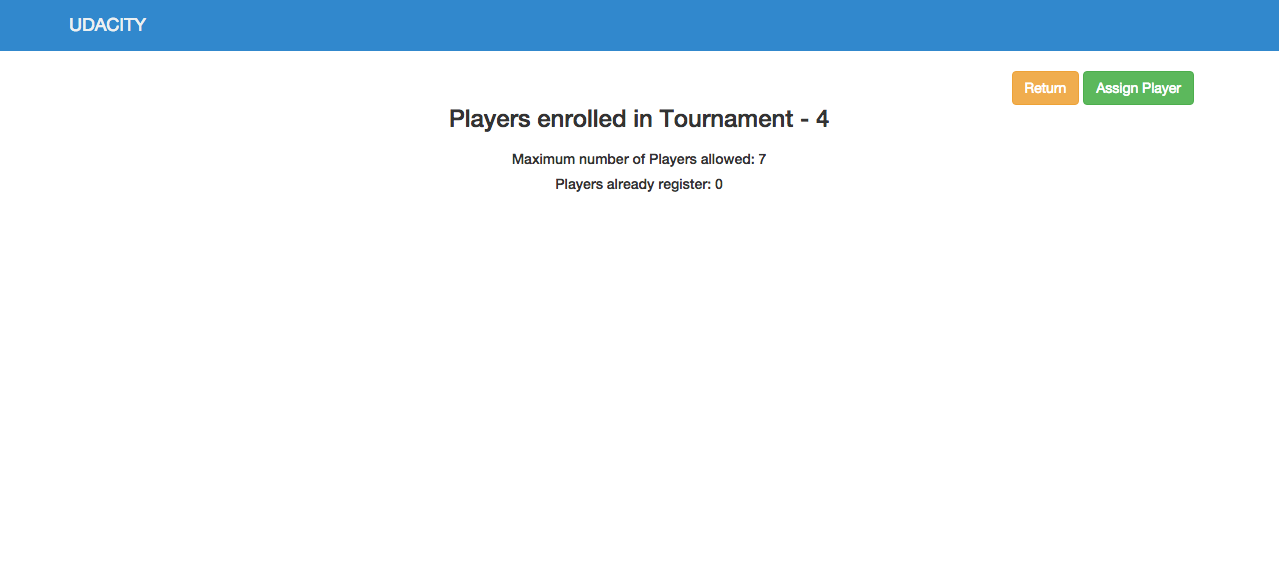
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## Assign players to a tournament

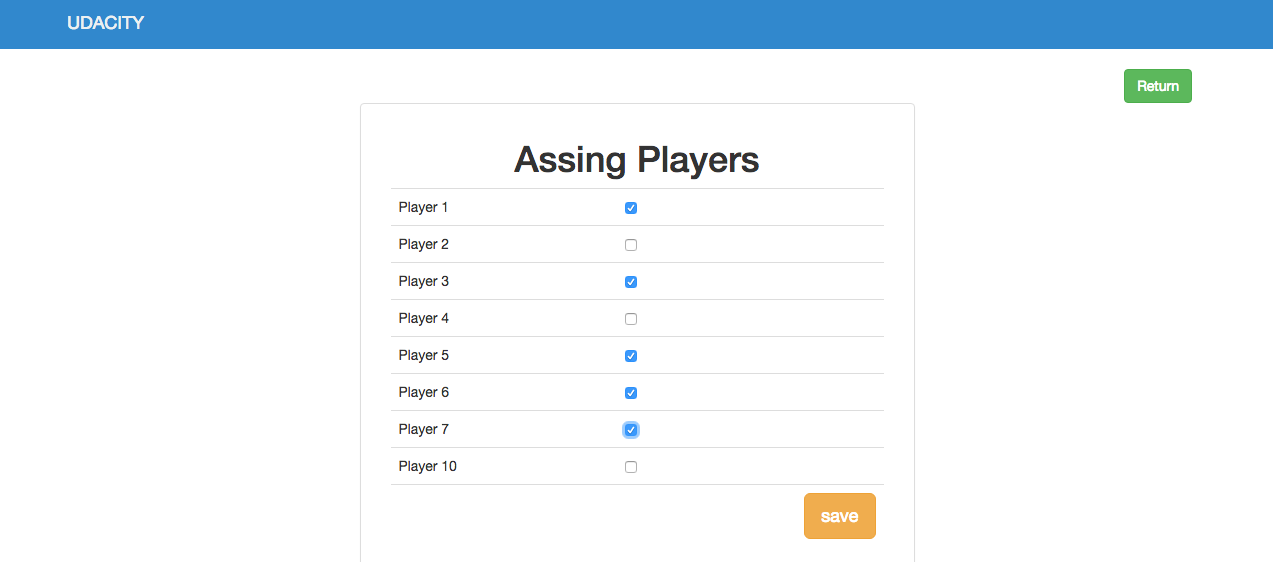
* To assign players to a tournament, go to Players.



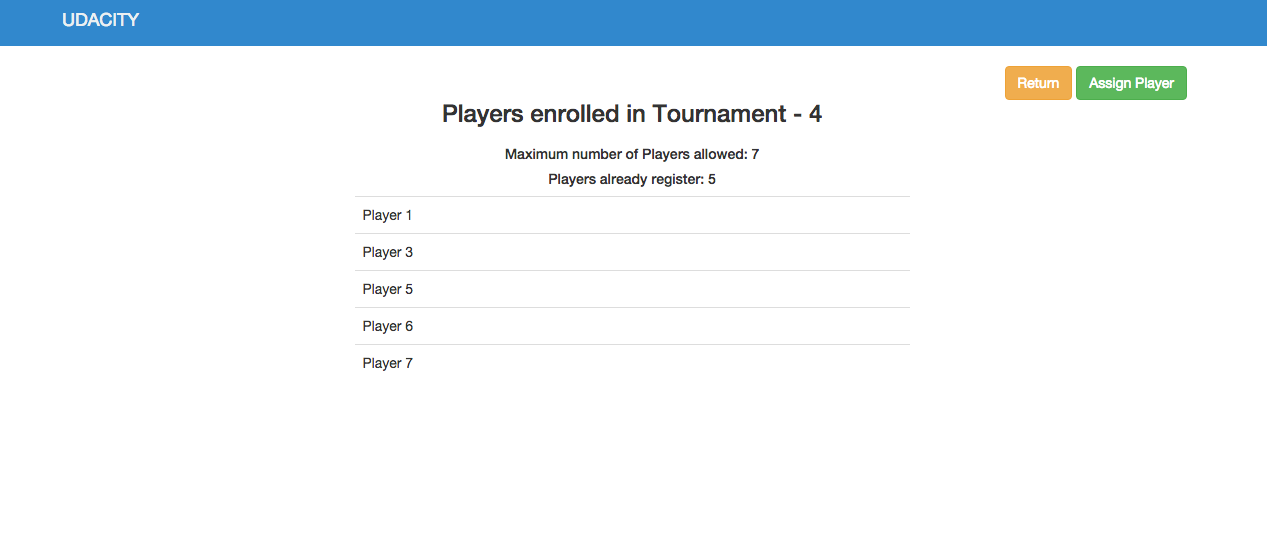
* Press Assign Players

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* Select the players that you will want to assign a tournament. You can select all players or one player each time. Press save.

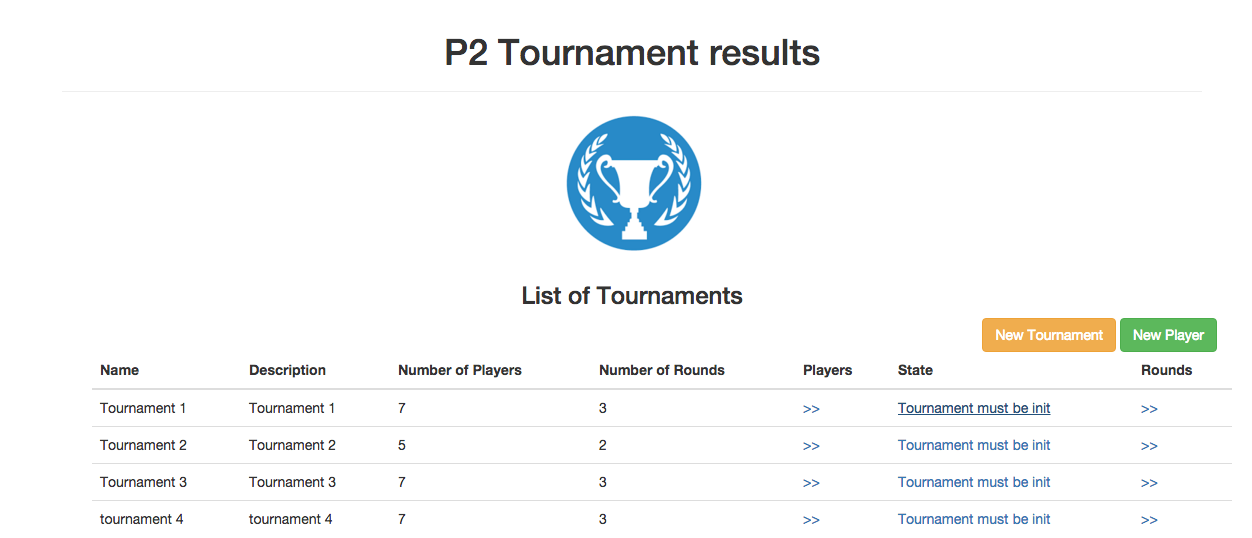
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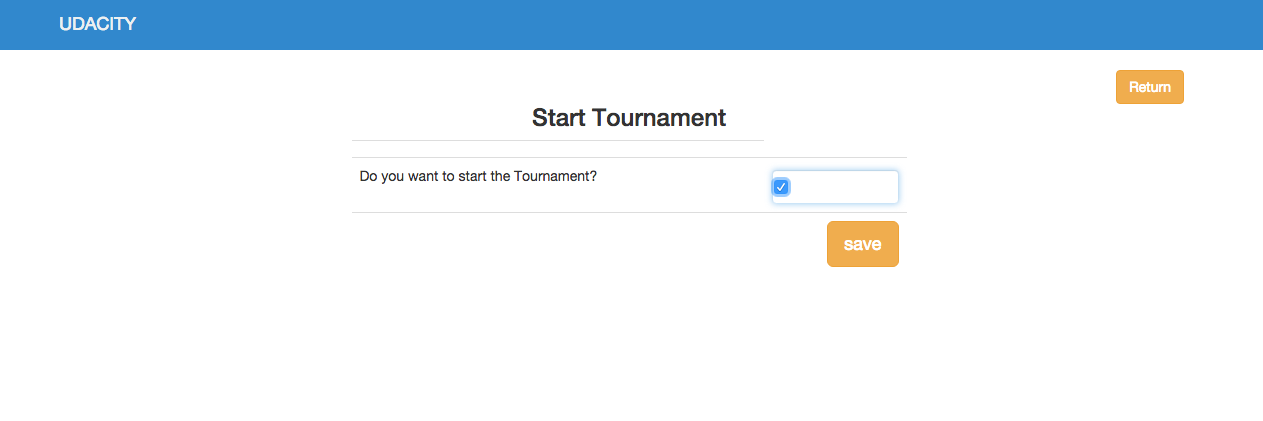
* Now you can see the players registered. It is important to select the number of players that the tournament allow, because the number of rounds depends of this number.



## Initializes tournament configuration

* Initialized a tournament clicking the link below the column state: Tournament must be started.

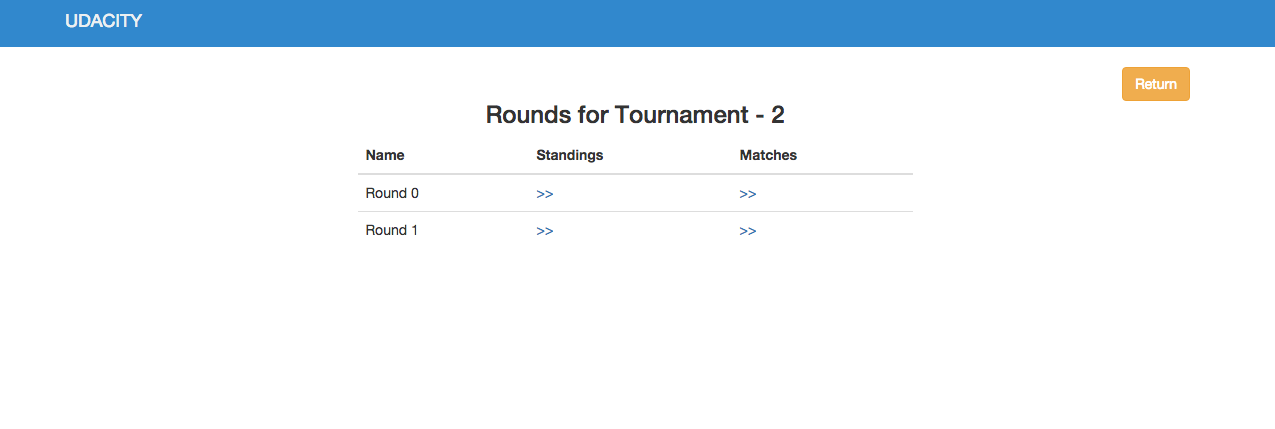




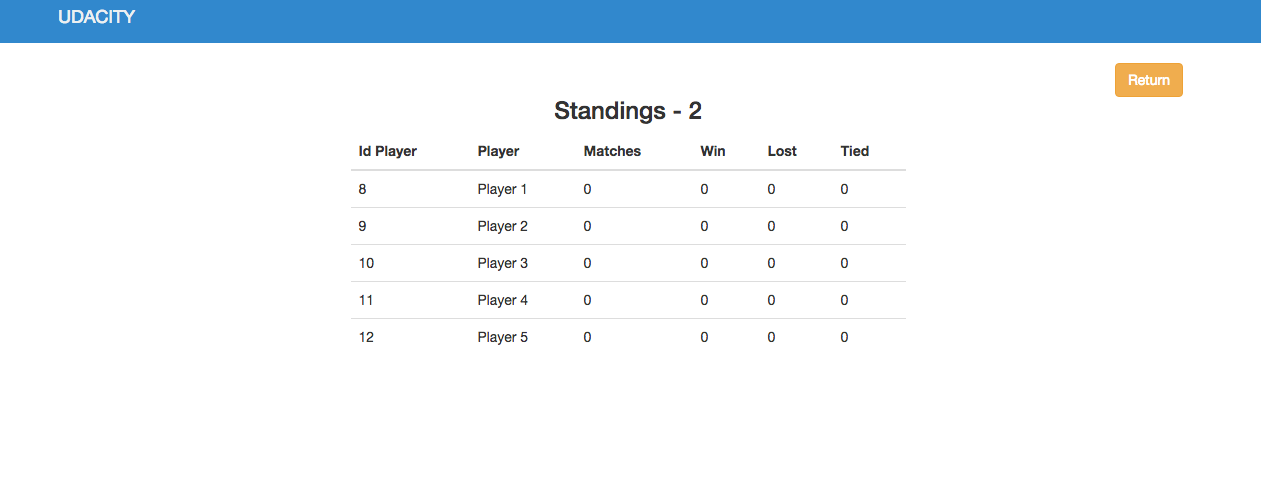
## Create rounds

## 

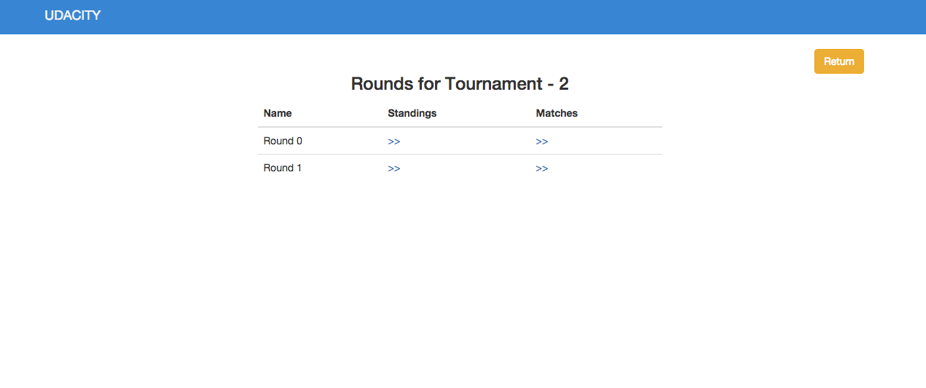
* After a tournament was initialized you can fill information about the rounds. Click Rounds. The formula to calculate the number of rounds is equal to: n = log(number of players)/log 2



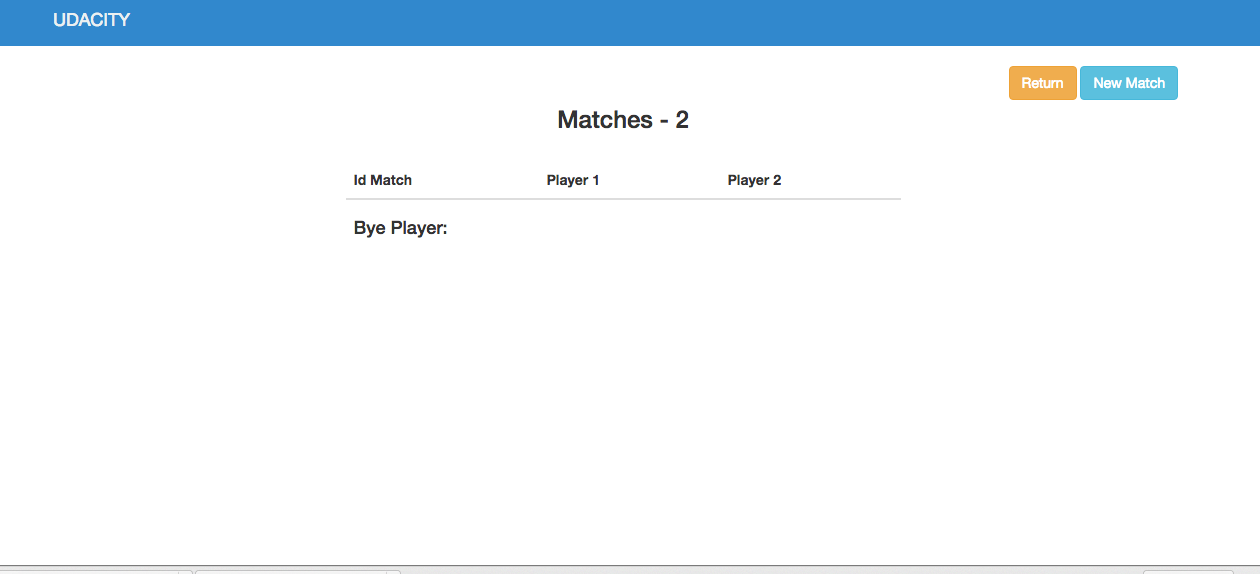
* Click standings to see results obtained until that moment. Press Return to go back to menu.



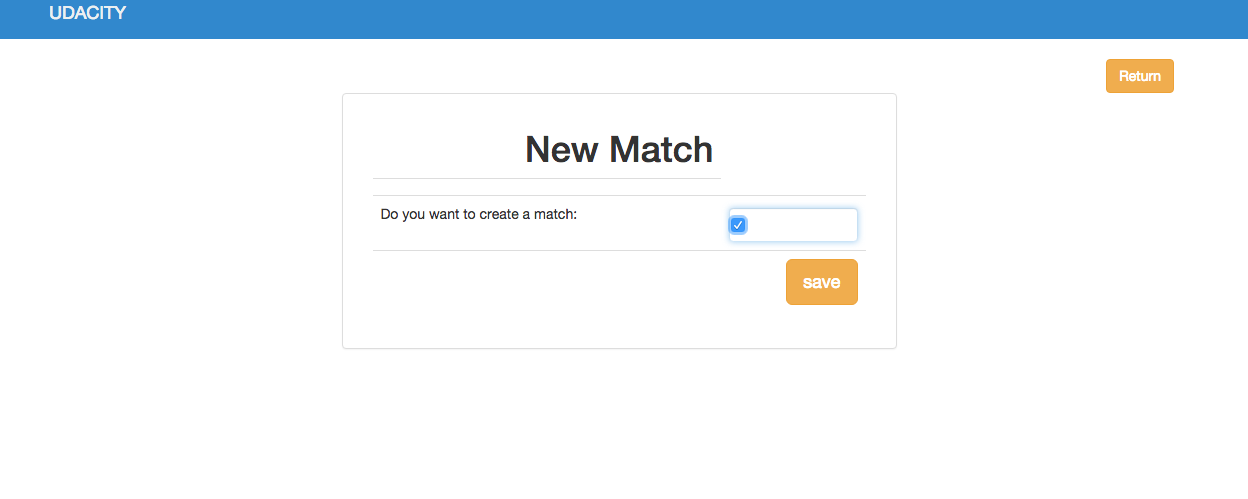
* Click Matches to generate matches depending the numbers of players. If there is an odd number of players, the app will be safe in a bye table.

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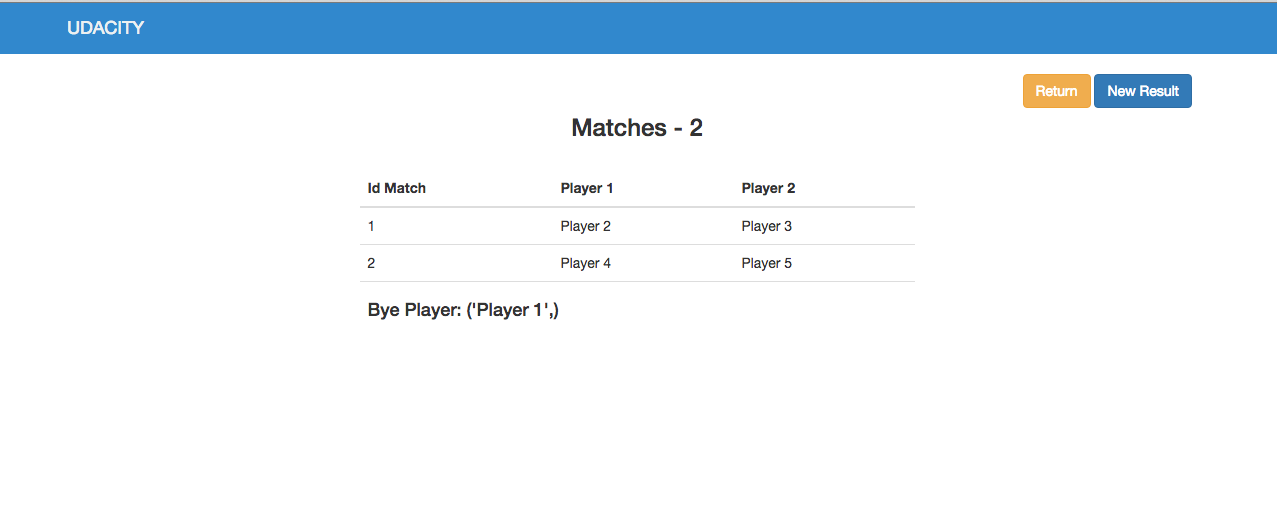
* Click New Match to make a Swiss Pairs and send a player to a bye when is an odd number of players

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* Push save to generate a new match

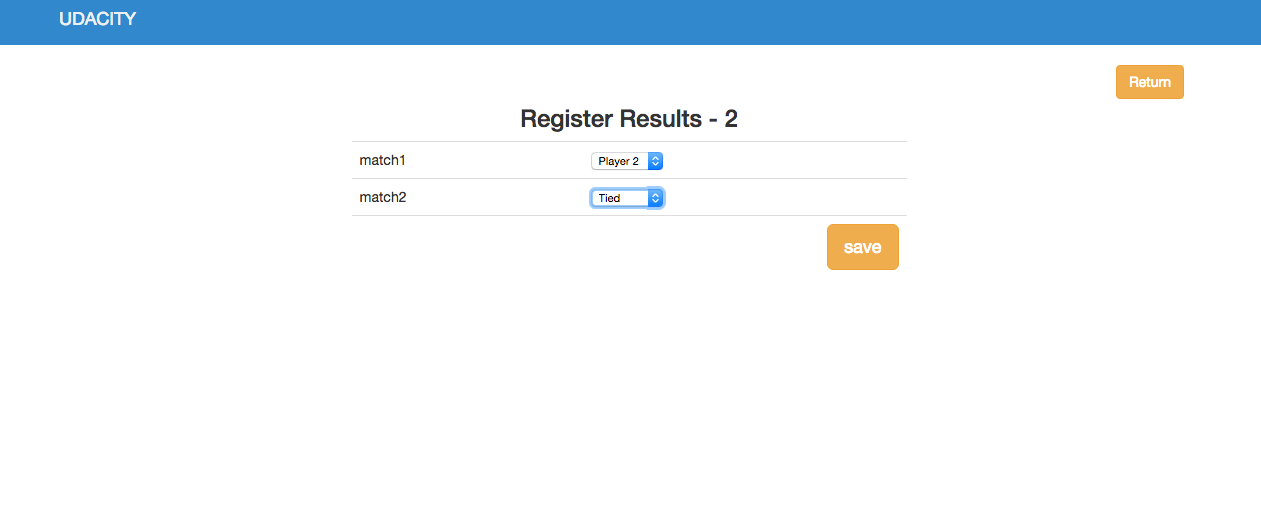
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* See the generate matches.

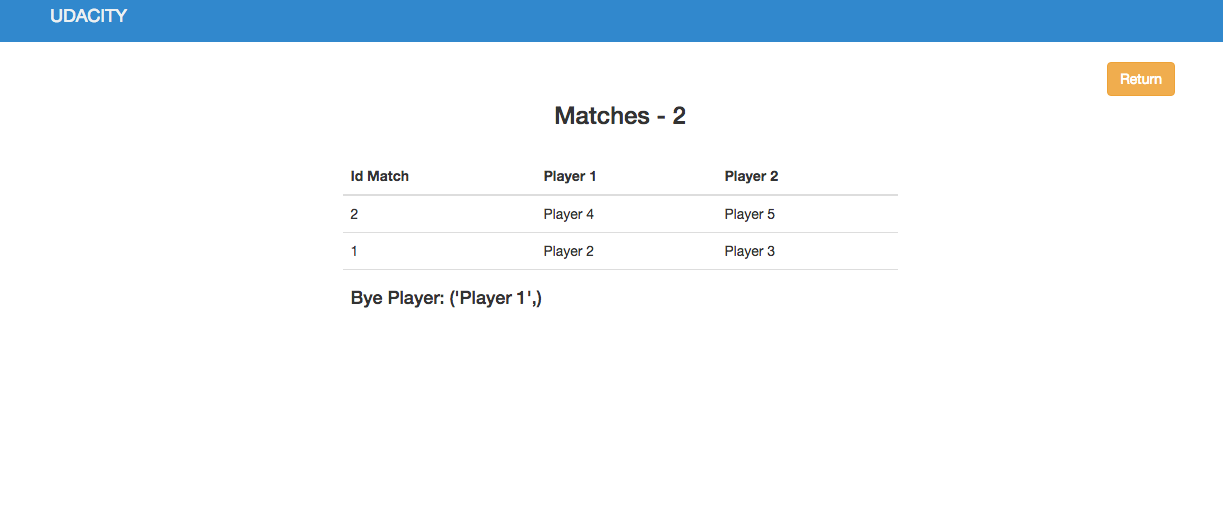
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## Create results

* Click New Result. Select the results for each match. You can choose a winner or a tied.

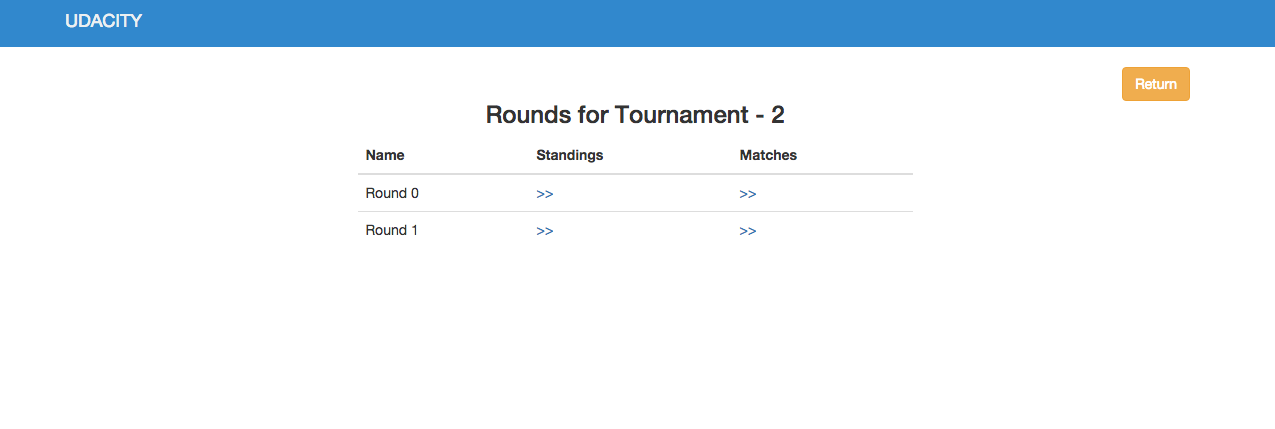
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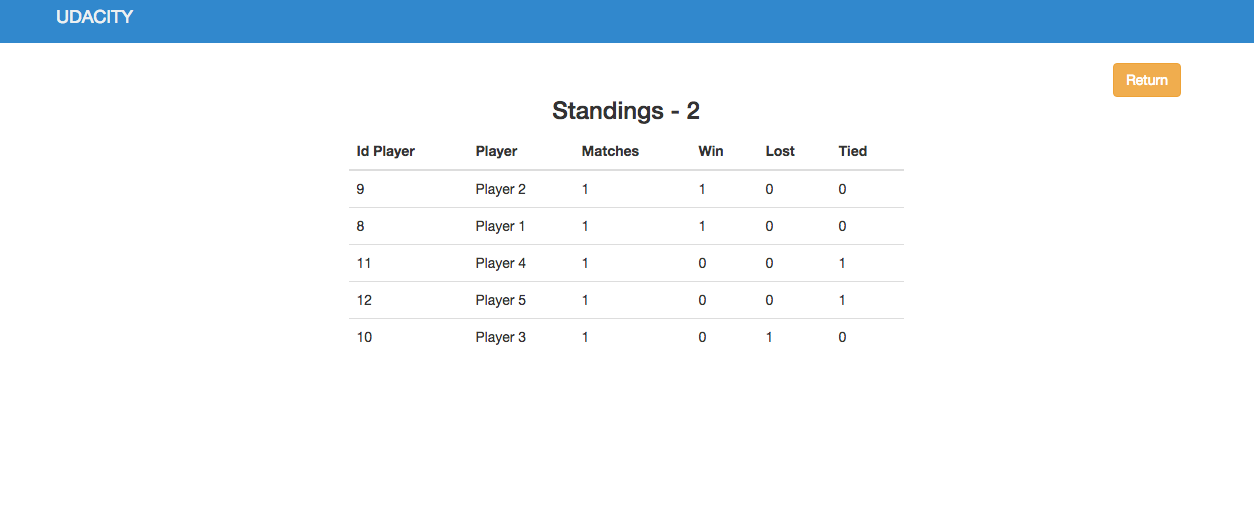
* Press return.

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## Verify standings

* Push the link below to Standings



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* Repeat the process for each round.

