

# Chapter 1

## Tournament director user stories

### 1 Primary stories

#### 1.1 Tournament director

- I want to create a tournament
- I want to cancel a tournament
- I want to create a tournament announcement
- I want to change the date/time of a tournament
- I want to change the location of a tournament
- I want to set the fee structure of a tournament
- I want to publicize my tournament to nearby teams
- I want to know how many teams have signed up
- I want to know how many buzzers and moderators there are
- I want to assign discounts for buzzers and moderators
- I want to assign buzzers and moderators to rooms
- I want to send invoices to teams that have registered
- I want to have brackets and schedules generated for me

#### 1.2 Team contact

- I want to register my team for a tournament
- I want to cancel my team's registration
- I want to register a buzzer or moderator for a tournament
- I want to request an invoice
- I want to set/update my team's roster

### 1.3 All

- I want to communicate with the Tournament director
- I want to see when and where a tournament is
- I want to see what other teams are attending a tournament
- I want to see which players are playing at a tournament
- I want to volunteer as a moderator

## 2 Packet submission stories

### 2.1 Tournament director

- I want to accept/confirm or reject a submitted packet
- I want to assign monetary penalties for a packet

### 2.2 Team contact

- I want to submit/resubmit a packet
- I want to withdraw a submitted packet

### 2.3 All

- I want to see who submitted a packet and when it was submitted

## 3 Legend

### 3.1 Users

**Administrator** Runs the service

**Tournament director** Runs the tournament

**Team contact** Repsonsible for tournament registration

**Participant** A team member not responsible for registration

**Anonymous** An individual not related to the tournament

**All** All of the user types

### **3.2 Priorities**

In order of most important to least important:

- Must-have
- Important
- Moderate
- Reach
- Not supported