



RANCORE

AN ESPORTS CONTENT MANAGEMENT SYSTEM

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SELF CONTAINED & GOVERNED

The aim of the *Rancore* project is to develop a Web Application tailored specifically for electronic sport organisation's and their cascading structures. Clients of the Web Application should have ability to publish functional content as well as modify and remove content through a User Interface (UI). Subsequently, all actions should be performed within a UI, eliminating need of programming experience or the outsourcing of work to Web Masters. Clients should have the ability to fully moderate the system in terms of user access rights. Only sufficient privileges should allow the alteration of system content.

CREATING A COMMUNITY

At its (Ran)core, the fundamental aims of the system is to provide a platform for user engagement. We want to make it possible for organisation's using this system to develop long-standing relationships with their respective communities. This should be achieved by implementing features for better user immersion and discussion between community members.

OVERVIEW OF SUBMITTED MODULES

including but not limited to

- ▶ User Profile
- ▶ Teams
- ▶ Team Profile
- ▶ Future Events
- ▶ Closed Events
- ▶ News
- ▶ Blogs
- ▶ Comments
- ▶ Vote
- ▶ Gallery
- ▶ Search
- ▶ Sponsors
- ▶ About
- ▶ Contact
- ▶ Shop (external)