Gavril Luca
30432

Tournament Supervisor System
Vision

Version <1.0>

Revision History

Date	Version	Description	Author
10/03/2019	1.0	Initial Project Statement	Gavril Luca

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Vision

1.   Introduction

The number of sports tournaments at amateur or semi-professional levels in our country is quite high. The current general way of organizing and holding such a tournament is still based around a pen and paper system, with no ability for the citizens to find information about it other than holding a verbal conversation with the tournament's supervisors. This document will describe the solution we propose for this problem, what will be implemented, will clarify all ambiguous terms and argument why the system is a good replacement.

1.1   Purpose

The purpose of the Tournament Supervisor System is to bring a modern system to both participants, who wish to take part in a tournament, but also to the organizers of such sports competitions, hopefully eliminating the need of holding data and information regarding the competition inside a dusty notebook. Moreover, the application will allow for a more widespread number of qualified participants to learn of different competitions, meaning that participation will not be limited by whether or not you are the organizer's cousin or friend.

1.2   Scope

The following features will be covered by the Tournament Supervisor System:
- User Authentication (Create Account + Login)
- Request to register team
- See details regarding personal registered team
- Update details regarding registered team
- The tournament organizer can allow the fixtures of the first round to start, when the number of teams corresponds to a possible tournament bracket (8 teams). The seeding on the bracket is not aleatory, the first registered team plays the last registered team, the second registered team plays the second to last registered team etc.
- The tournament organizer manually inserts scores for each game that occurred, allowing the winning team to move forward.
- Update data regarding points allowed/points scored for each team throughout the tournament, after each round.
- If a team decides to withdraw from the tournament because of in-team issues, whoever they were matched against automatically move to the next round.
- The tournaments have an entry fee for each round. Each registered team can hold in their account a deposit to cover the whole tournament, or depending on their self-trust, an amount that covers only a number of rounds. However, if a team reaches a round not paid for, they will be requested to deposit additional money or they will be disqualified.
- Losers of the semi-finals play their own final for the third place.

The following services are out of the scope of this project and will be provided by other systems:
- Booking playing surfaces for the tournaments.
- Hiring referees/officials for the games played.

1.3   Definitions, Acronyms, and Abbreviations

Term	Definition
Tournament Bracket	A bracket or tournament bracket is a tree diagram that represents the series of games played during a knockout tournament.
Bracket Seeding	A seed is a competitor or team in a sport or other tournament who is given a preliminary ranking for the purposes of the draw. Players/teams are "planted" into the bracket in a manner that is typically intended so that the best do not meet until later in the competition.

1.4 References

For further clarifications see the following resources:

- Project_UseCaseModel_SubmitTeam
- Project_UseCaseModel_SeeRanking
- Project_SupplementarySpecification
- Project_Analysis_and_Design_Document

1.5 Overview

The upcoming sections of the document will describe the product positioning in the market, relative to other tournament supervising systems. We will then continue by describing the involved stakeholders, the end users, the end user environment and the product hardware and software requirements.

2. Positioning

2.1 Problem Statement

The problem of	Wishing to participate in a sports tournament
affects	Participants that wish to take part in the competition
the impact of which is	Booking a team's place through former knowledge of the organizer, only through verbal conversation
a successful solution would be	To create a modern system, found by all citizens, and allowing them to submit their request to participate.

2.2 Product Position Statement

For	Sports tournament organizers
Who	Need a modern approach in managing their tournament
The Tournament Supervisor System	Is a Management System
That	Allows participants to submit their team for participating in a well documented tournament
Unlike	Regular pen and paper based systems Using intermediate platforms for booking sports fields and creating an "unofficial" competition.
Our product	-Eliminates the need to know the organizer of a tournament in order to participate -Holds accurate information regarding the participants and the progress of the competition

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Administrators of sports facilities	Receive money for the bookings made on their fields, as well as advertising from participants and tournament organizers.	Offer their facilities to be used for different competitions held.
Organizer	The stakeholder(s) in charge with administrating the addition of participants and the progress of the tournament.	Wants his competitions to gain more advertising, possibly for future expanding.
System Administrator	The person in charge with maintaining the system after implementation.	Ensures system is maintainable. Provides valid data to the system database.
Implementation team	The team developing the project.	Provide a clean implementation with minimum effort.

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
Citizen	The user that submits his team in the tournament.	Submit information about the team that he wants to register in the competition. Update/Delete data if changes occur. Sees own teams registered.	He is a direct user.
Organizer	The user in charge of managing the progress of the tournament.	Starts the tournament when enough teams have registered, Updates information about the tournament in relation to the matches that have been played/have to be played. Makes sure that each team has paid the required amount to further participate, and eliminates it if not.	He is a direct user.

3.3 User Environment

Citizen

The citizen is considered to sign up his team from his personal computer at home, in a non-stressful and calm environment.

Tournament Organizer

The tournament organizer is considered to work from his office, in direct relation to the locations of the competition's games. The system must provide him a workflow that supports showing him the current state of the system, as he will need to make fast updates.

4. Product Requirements

For either user, the product requires first of all a stable internet connection, a computer with at least 4 GB RAM, Dual Core processor, one monitor, mouse and keyboard. For the organizer, the product must show the system state at any given moment. It would help if the product integrates with a booking service for sports facilities.