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TournaMaker

A web-based tournament and league scheduling application built on the Google Cloud stack. This project utilizes Python2.7 and Google NDB on the backend servers along with React.js on the frontend to create an easy way for groups of people to organize leagues, seasons and tournaments for various sports or competitions.

Milestones

- Backend Milestones -

➤ Configure Google Cloud Platform for the project

➤ Document architecture and data design

➤ Add functionality for user login using Firebase Authentication

➤ Define data models for RESTful communication

➤ Create internal API for object creation - Players, Seasons, Matches, Games…

➤ Create internal API for object lookup and manipulation

- Frontend Milestones -

➤ Create a mockup of user flow

➤ Configure a frontend environment utilizing React.js, Bootstrap, Webpack and Node.js

➤ Create Homepage with information concerning how Tournamaker works

➤ Implement the View portion of the MVC architecture by:

  ○ Creating workflows for managing Players, Teams and tournament participation

  ○ Creating workflows for organizing Seasons, Tournaments and Matches

  ○ Creating workflows for observing public Leagues