## **Meeting Notes**

- Should be thinking more about scope, especially who we are serving
  - o dorm, IM?
  - o why not the general scope? What's preventing us from expanding?
- What types of competitions do we support (which sport), because each sport has a different way of scoring
  - flexible data input
  - useful for team/user statistics
- Watch out for data integrity since players are the ones inputting data.
  - Okay if we require admin approval
  - Explain design choice
- Who signs players up for the tournaments? Admin or player?
- Should teams be immutable?
  - Makes sense for team to be able to add / remove players
  - However, might be useful to take a "snapshot" of a team, for seeing how a team performs at a given season or year
- Match outcome immutable?
- Perhaps leave out reflexive match relation, and describe it in text.
  - Reword the relationship, to make it clear that the it describes a relationship between matches, not between a match and a player
  - Each match can have one or 2 or 0 parents
  - Make sure to say that the parent relationship cannot point from one match to itself
- Better naming for reflexive relationship
- Enrich the description of our concepts: Tournament: An automatically generated...
  - Match concept is a good place to explain match-parent relationship
  - Utilize concept explanations to explain "innovation" of our app