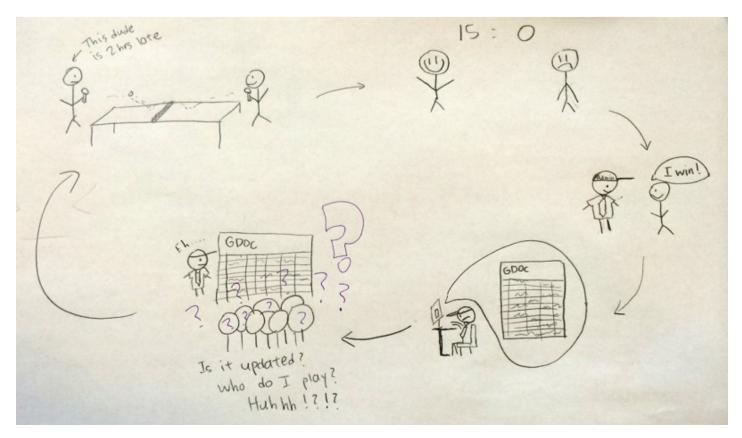


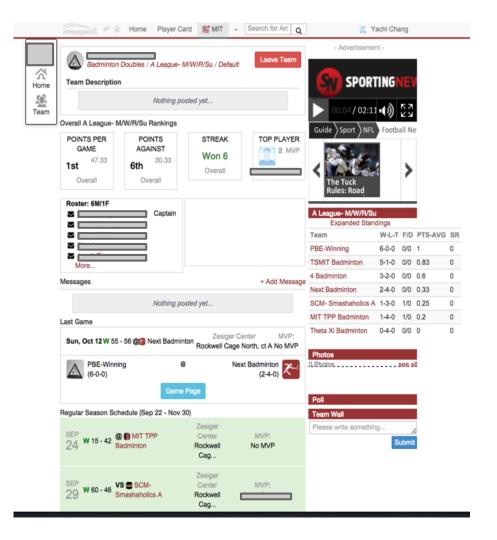
Chris Rogers, Jamar Brooks, Katharine Xiao, Yachi Chang

Dorm tournaments

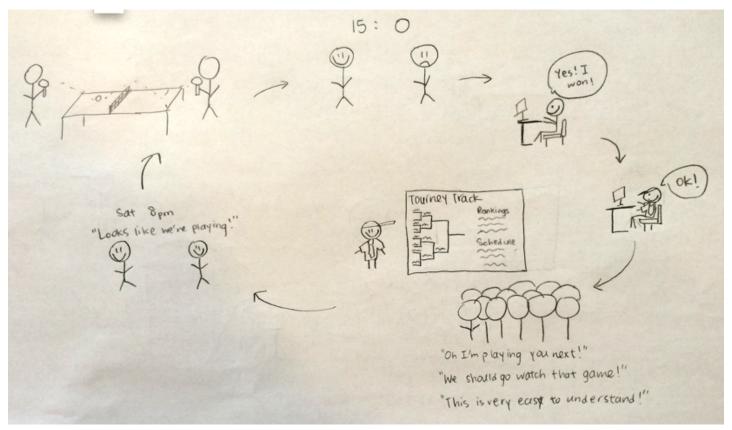


IM Leagues

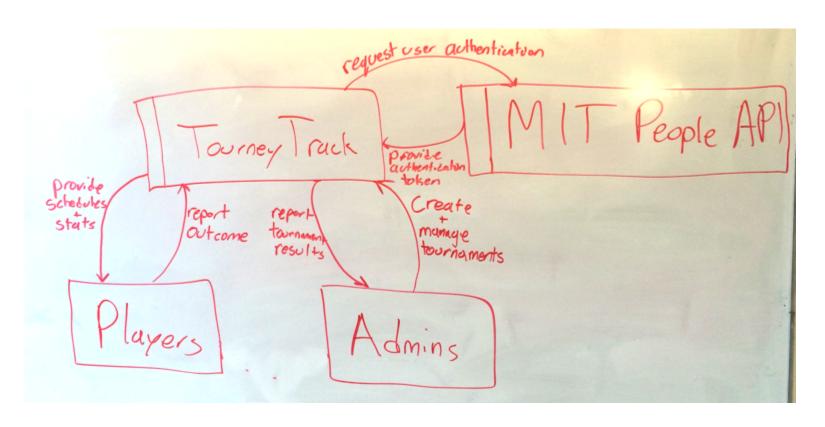
- Hard to see the big picture
- Hard to use
- Irrelevant information



Our Solution



Context Diagram



concepts

- tournament: A series of matches that depend on the result of other matches
- match: A game between two teams
- team: A collection of players
- user: A player or an administrator of 1+ tournament

challenges

- determining which users have access to editing tournaments and reporting results
- representing different player roles (admin vs. player)

Design Risks:

Update latency depends on how attentive admins are

Reminder system that notifies admins when new information is submitted

Players must be trusted to submit accurate match outcome data

Require admin approval

Implementation Risks:

Handling multiple outcome submissions from different sources

Provide a list of all submissions, which admins can look through and choose from

Development Risks:

User authentication using certificates may be difficult

If we can't get certificates to work, just validate kerberos through email

Questions?