Progress Report - 11/21

Completed

- MVP implemented and deployed on Heroku. This includes:
  - Server implementation with appropriate routes and database models
    - User authentication with kerberos and email verification
    - Routes to create, get, and manipulate each model
    - Automated match generation for Single Elimination and Round Robin
  - Client implementation using Angular.js to interact with the API from a "single" page
    - Graphical display for representing bracket progress for tournaments
    - Ability to create tournaments, brackets and teams
    - Ability to join teams, thus joining tournaments
    - Display of all upcoming matches the user participates in
    - Display of all teams and tournaments the user administers
  - Test suite to test API methods (QUnit)

To-Do

- Update the API spec with the choices we made in implementation
  - Ensure to capture expected parameters, results, and errors
- Create a data design diagram
- Update the design doc
  - Break up large blocks in design challenges into smaller bullet-point lists
  - Add to design challenges
  - Revamp concept descriptions to show their innovations
  - Correct multiplicity marking in data model
  - Discuss if player should be able to participate in multiple teams in the same tournament
- Beautify the code
  - Update any outdated comments or specs
  - Add specs to code that was added last-minute
- Further debug the UI
  - Button toggling and user experience enhancements
- Email notifications for the admin
- Statistics
- Tournament search
- Decide on whether or not to support Double Elimination