# Design Doc

## Basic Story

The software must be used by everyone across the globe. No matter which is the city or location the players should come together and play tournaments with this software.

The software should have trail pack and also premium pack.

The software should have a database maintained in the Google App Engine.

The software should be design to run locally and also use the less data transfer between the mobile app and the server.

## Server App Story

App should be able to store all the player’s information

App should be able to put fixtures for league and knockout matches

App should be able to put fixtures for team matches and doubles matches

App should maintain a yearly and weekly score card

App should have rules to calculate points for the players

App should have different rule set for different format of the game. i.e state ranking matches should have a set of rules, knockout match should have set of rules, league matches should have set of rules.

App should have a configuration screen to create a tournament which should take what is the format (team, knockout, doubles or league) and what is the rule set and what is the score card, should be able to set permission to display the result to public(inter-state, country)

App should have a dashboard to display all the tournament and its results.

## Mobile screens

App should conduct a match between 2 players

App should take a set of matches and conduct in one mobile and submit the result to server.

1. Set of matches can be a group in league match, half or quarter in knockout match, a team match

App should have umpire or referee name in it. So multiple umpires can be in the tournament.

App should conduct matches in group and send single json request to update the results.

App should show ongoing matches and live score in the app. Might be for premium accounts