Registration

+ string getUserName()

+ string getPassword()

+ string getEmail()

+ void setUserName()

+ void setPassWord()

+ void setEmail()

registeredUser

- string userName

- string password

- string email

- int wins

- int losses

+ void joinEvent()

+ void createEvent()

+ void createTeam()

User

void viewTournament()

void viewUser()

void viewTeam()

Team

- int maxSize

- registeredUser[maxSize] teamList

- string teamCaptain

void displayMembers()

+ field: type

+ field: type

+ field: type

tournament

- int maxTeams

- int maxTeamSize

- string name

- date startDate

- date endDate

- string gamePlayed

- string results

+ void displayResults()

+ void updateResults()

tourneyOrg

- registeredUser currentUser

- tournament currentTournament

+ void editResults()

+ void kickTeam()

+ void changeTournament()

teamCaptain

- string regUser

- string team

+ void invitePlayer()

+ void kickPlayer()

+ void reportResult()