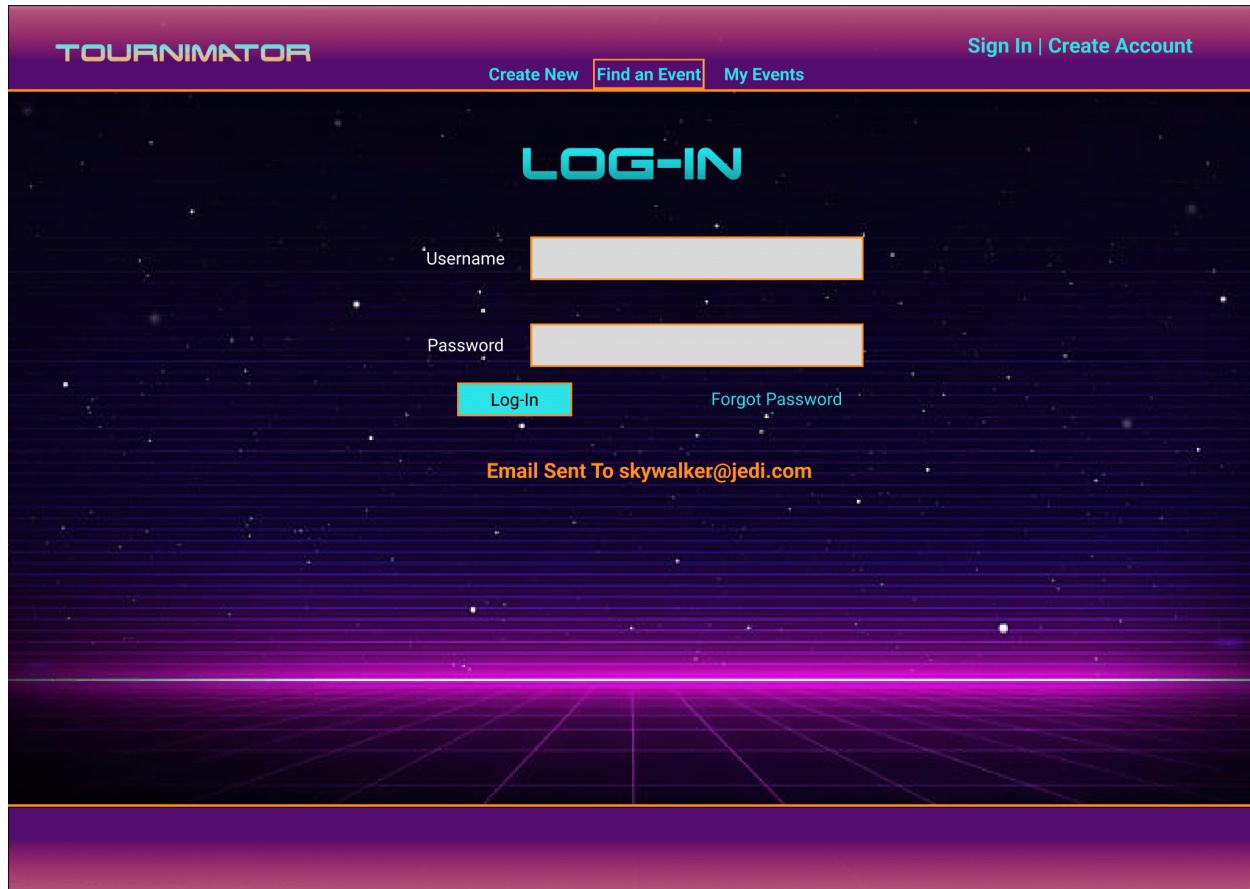


1. Visibility of System Status (users should know the system status at all times and get feedback on interactions with it)
 - a. Live tables for public events (closed/finished events no longer appear).
 - b. Can see updates to scores as soon as they happen.
 - c. Success messages appear when an important action is successful.



2. Match between system and the real world (the system should resemble the experiences that users already had)
 - a. Naming conventions for all tournament-related things.
 - i. Group Play, Bracket, Seeding, Results, etc

The screenshot shows the 'Event Details' page of the Tournimator application. The page has a dark theme with orange and white text.

Event Details

Tournament Name	Sport/Game	Event Type
Rocket League Tournament	Rocket League	V Group Play w/ Bracket

Event Start Date	Event Start Time	Number of Days	Games Per Match
12/31/2023	07:45 AM	1 Day(s)	Best of 3

Number of Teams	Players per Team	Registration Open Date	Registration Close Date
12 Teams	4 Players	9/31/2023	12/25/2023

Notification Settings

Actions: Create Team, Join Team, Edit Event, Delete Event

3. User control and freedom (users should be able to reverse their action if done by mistake)
 - a. Most actions will not be reversible by the average user. The event creator will have the ability to edit results and information regarding the event.
 - b. Will have checks in place to minimize errors in the first place.

TOURNIMATOR
[Create New](#)
[Find an Event](#)
[My Events](#)
[Sign Out](#)

Edit Tournament

Tournament Name	Sport/Game	Event Type		
Rocket League Tournament	Rocket League	V		
Event Start Date	Event Start Time	Number of Days	Number of Teams	Players per Team
12/31/2023	07:45 AM	1 Day(s)	12 Teams	4 Players
Seeding for Bracket	Number of Groups	Bracket Style		
Top 2 per Group	4 Groups	Single Elimination		
Max Match Length	Avg. Match Length	Games Per Match	Registration Open Date	Registration Close Date
30:00 Minutes	20:00 Minutes	Best of 3	9/31/2023	12/25/2023
Event Joining	Preset Privacy	Event Visibility		
<input checked="" type="radio"/> Open <input type="radio"/> Invite Only	<input checked="" type="radio"/> Public <input type="radio"/> Private	<input checked="" type="radio"/> Public <input type="radio"/> Private		
Save			Cancel	

4. Consistency and standard (similar system elements should look similar)
 - a. All Progress/Save/Forward buttons will be cyan in color, and all back, cancel, and delete buttons will be hot pink.
 - b. Highlighted buttons/tabs will be dark purple, and unhighlighted will be cyan
 - c. When there is a sidebar, it will be on the left side of the page.

The screenshot shows the 'Event Details' page of the Tournimator application. The interface has a dark theme with a purple-to-red gradient background. On the left, a sidebar contains a 'Details' tab (selected) and other tabs for 'Teams', 'Groups', 'Bracket', and 'Schedule'. The main content area is titled 'Event Details' and includes the following fields:

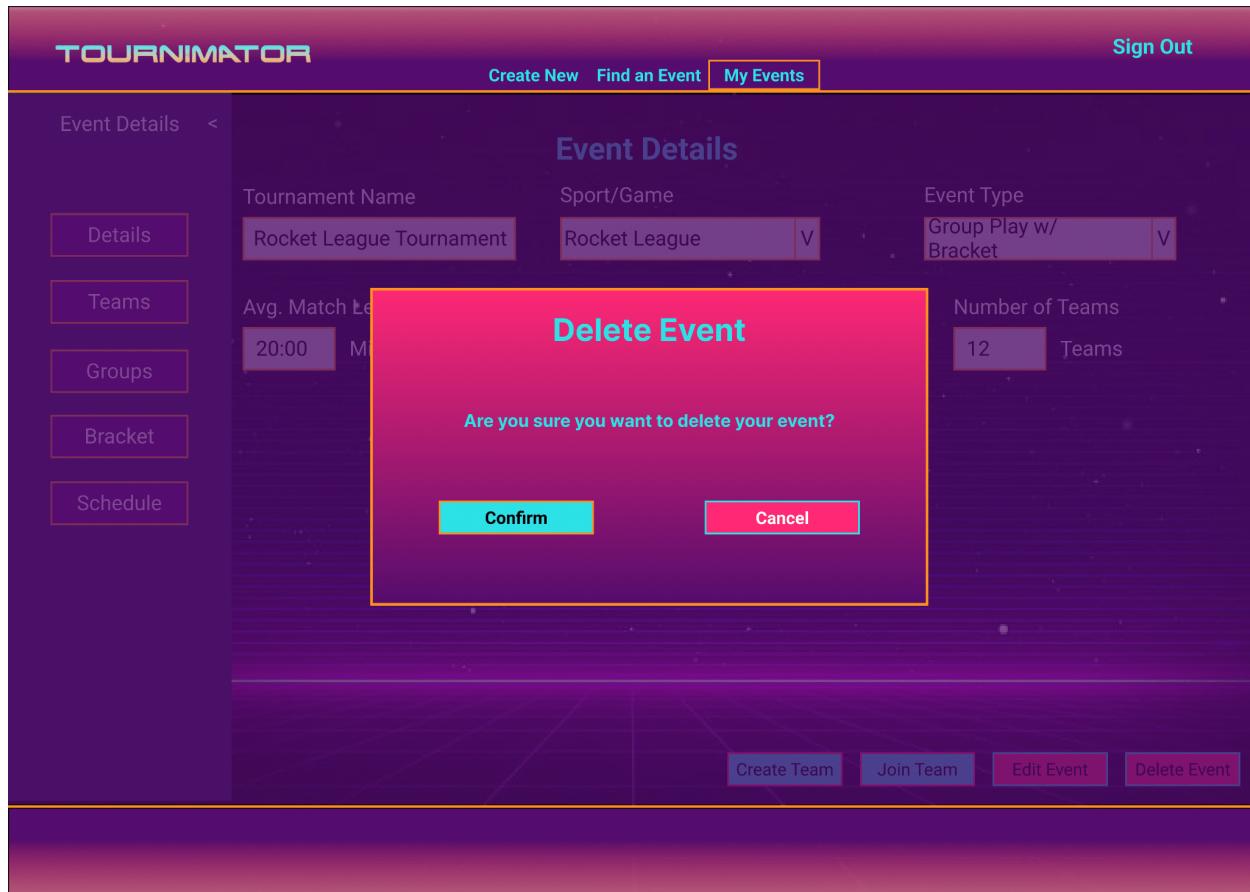
Tournament Name	Sport/Game	Event Type
Rocket League Tournament	Rocket League	V Group Play w/ Bracket

Below this are four input fields:

- Event Start Date: 12/31/2023 (with a calendar icon)
- Event Start Time: 07:45 AM (with a clock icon)
- Number of Days: 1 Day(s)
- Games Per Match: Best of 3

At the bottom of the main content area are four buttons: 'Create Team' (cyan), 'Join Team' (cyan), 'Edit Event' (pink), and 'Delete Event' (pink).

5. Error prevention (minimize the likelihood of making mistakes)
 - a. Confirmation boxes on modification or deletion of events, teams, matches, etc.
 - b. Both participants in a match must record the result for it to store in DB
 - c. Summary of Event to confirm details before creation.



6. Recognition rather than recall (users should be able to interact with the system without prior information or context)
- a. Event types, seeding options, and bracket styles (single elim, double elim) will all be dropdown style selects instead of text inputs, so the user can easily be reminded of the types of events available.

TOURNIMATOR Sign Out

[Create New](#) [Find an Event](#) [My Events](#)

Create a Tournament

Tournament Name	Sport/Game	Event Type		
Rocket League Tournament	Rocket League	V Group Play w/ Bracket		
Event Start Date	Event Start Time	Number of Days	Number of Teams	Players per Team
12/31/2023	07:45 AM	1 Day(s)	12 Teams	4 Players
Seeding for Bracket	Number of Groups	Bracket Style		
Top 2 per Group	4 Groups	Single Elimination		
Max Match Length	Avg. Match Length	Games Per Match	Registration Open Date	Registration Close Date
30:00 Minutes	20:00 Minutes	Best of 3	9/31/2023	12/25/2023
Event Joining	Preset Privacy	Event Visibility		
<input checked="" type="radio"/> Open	<input checked="" type="radio"/> Public	<input checked="" type="radio"/> Public		
<input type="radio"/> Invite Only	<input type="radio"/> Private	<input type="radio"/> Private		

Cancel
Load Preset
Save Preset
Create Event

7. Flexibility and efficiency of use (both new and experienced users should be able to efficiently use the system)
 - a. App will follow fairly standard conventions, nav bar placement, menu placement, sidebar design, etc.

The screenshot shows the Tournimator app's dashboard. At the top, there is a navigation bar with the title "TOURNIMATOR" on the left, "Sign Out" on the right, and three buttons: "Create New", "Find an Event", and "My Events" (which is highlighted with a blue border).

The main area is titled "My Events". On the left, there is a sidebar with three buttons: "My Events" (highlighted), "Created Events", and "My Teams".

The central part of the screen displays a table titled "My Events" with the following data:

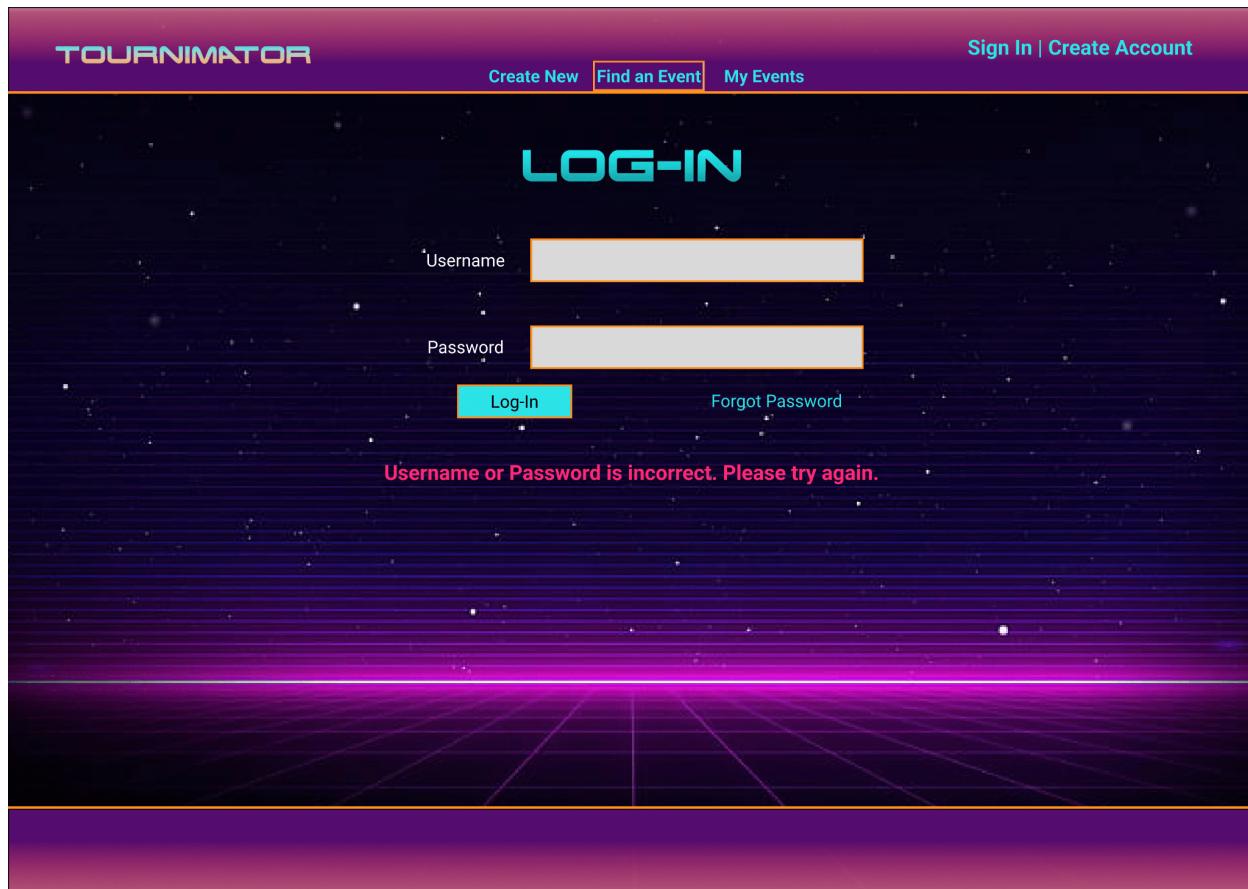
Tournament Name	Date	Next Match	Event Type	Location	Action
Rocket League Tournament	12/31/2023	TBD	Rocket League	servername.com	
Vex Robotics Tournament	4/28/2023	10:15 AM	Vex Robotics	East Greenwich, RI	

At the bottom left of the main area, there is a link "Edit Account".

8. An aesthetic and minimalist design (declutter as much as possible, less is more)
- Pages were created so each page focuses on one task at a time to prevent a page from getting cluttered.



9. Help users recognize, diagnose, and recover from errors (make error messages understandable, and suggest ways to fix an error)
 - a. User errors are detailed and have instructions (Ex. incorrect login information)
 - b. System errors will be displayed but not detailed for security reasons



The screenshot shows the Tournimator login page. At the top, there is a navigation bar with the Tournimator logo, a search bar containing "Find an Event", and links for "Create New", "My Events", and "Sign In | Create Account". The main area is titled "LOG-IN" in large, bold letters. It features two input fields: "Username" and "Password", each with a corresponding label above it. Below these fields are two buttons: "Log-In" (highlighted with a yellow border) and "Forgot Password". A red error message "Username or Password is incorrect. Please try again." is displayed below the input fields. The background of the page has a dark, futuristic theme with a grid pattern.

10. Help and documentation (if a user has a hard time interacting with your app, make sure there's help that's easily accessible).

- a. There will be documentation to help a user decide what type of tournament and settings they should use when creating an event for certain games/sports.