

TOURNIMATOR

A Competitive Event Builder

Group Members

Stephen Marold

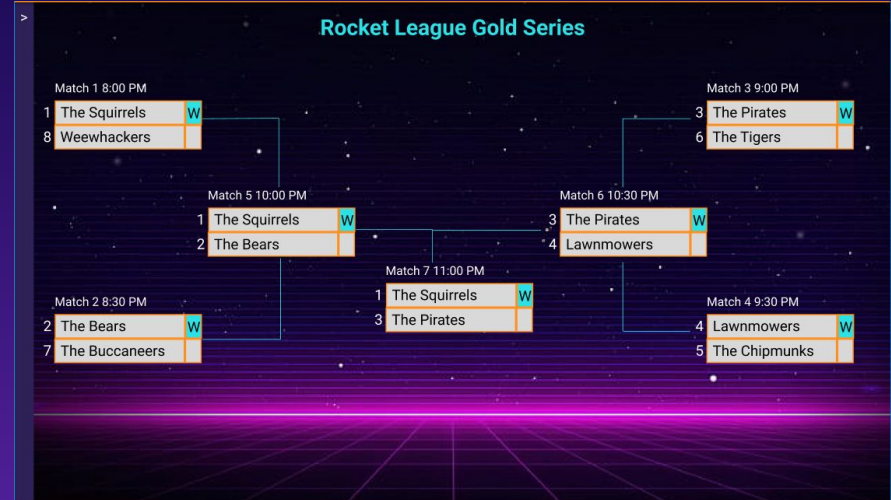


Ethan Green



Project Overview

- Event/Tournament Creator/Manager
- Any Game/Sport
 - Live
 - Online
- Round Robin
- Bracket
 - Single Elimination
 - Double Elimination
- Team/Individual Participants
- Email Reminders



Tech Stack



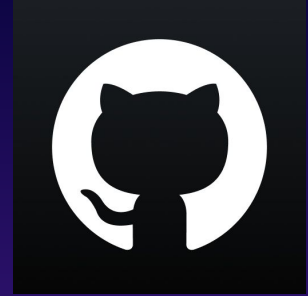
React



Material UI

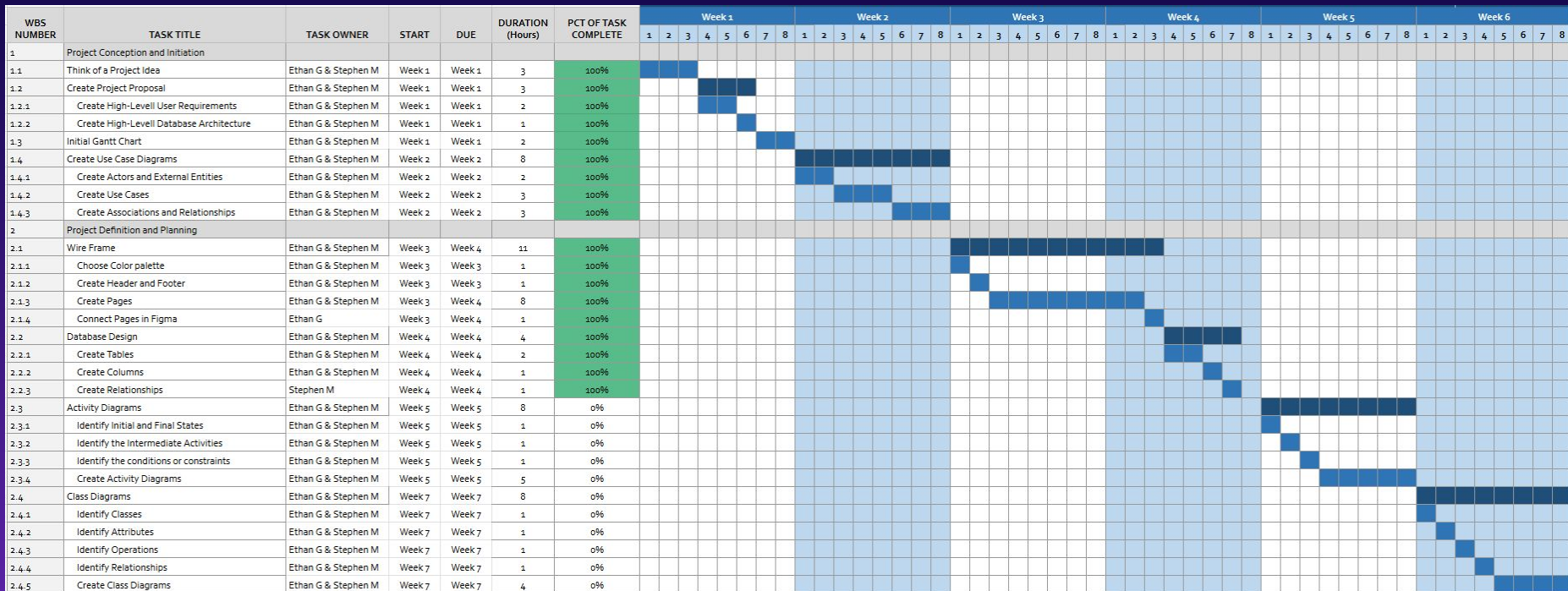


Microsoft®
SQL Server®



Jira Board

Gantt Chart



Gantt Chart

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Wireframe/Prototype

- Retro/Synthwave Theme
- “Tournimator” fits theme
- Purple “Dark Mode”
- UX/UI
 - Teal/Blue - Go/Confirm
 - Hot Pink - Cancel/Delete

Figma Prototype

TOURNIMATOR Create New Find an Event My Events Sign Out

Edit Tournament

Tournament Name	Sport/Game	Event Type
<input type="text" value="Rocket League Tournament"/>	<input type="text" value="Rocket League"/> V	<input type="text" value="Group Play w/ Bracket"/> V

Avg. Match Length	Number of Teams	Players per Team	Number of Days	Number of Groups
<input type="text" value="20:00"/> Minutes	<input type="text" value="12"/> Teams	<input type="text" value="4"/> Players	<input type="text" value="1"/> Day(s)	<input type="text" value="4"/> Groups

Seeding for Bracket	Bracket Style	Games Per Match	Event Joining
<input type="text" value="Top 2 per Group"/>	<input type="text" value="Single Elimination"/> V	Best of <input type="text" value="3"/>	<input checked="" type="radio"/> Open <input type="radio"/> Invite Only

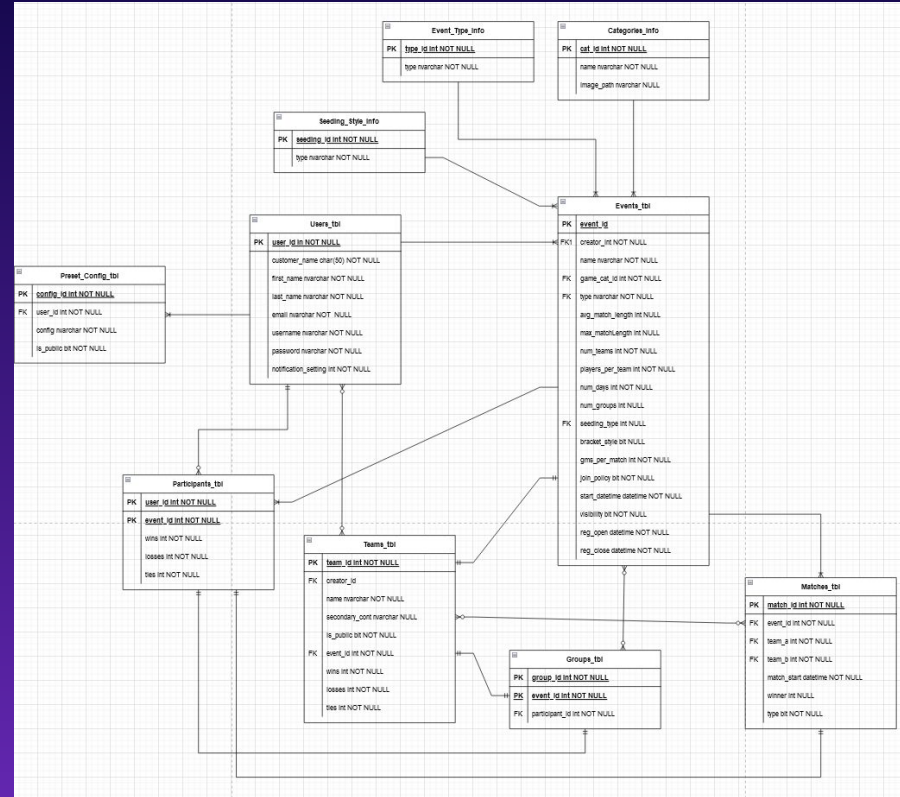
Event Start Date	Event Visibility	Preset Privacy
<input type="text" value="12/31/2023"/>	<input checked="" type="radio"/> Public <input type="radio"/> Private	<input checked="" type="radio"/> Public <input type="radio"/> Private

Save Cancel

ERD/Database Design

- Designing DB helped clarify some functionality
- “Events_tbl” and “Users_tbl” drive most of functionality
- Teams vs Participants
- Did our best to normalize to 3rd Form
- Many-to-Many imply Association Tables

[ERD - Draw.io](#)



GAME OVER

PLAY AGAIN?

YES NO

