TOURNIMATOR

A Competitive Event Builder







Ethan Green



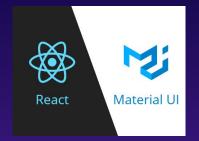


Project Overview

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



Tech Stack

















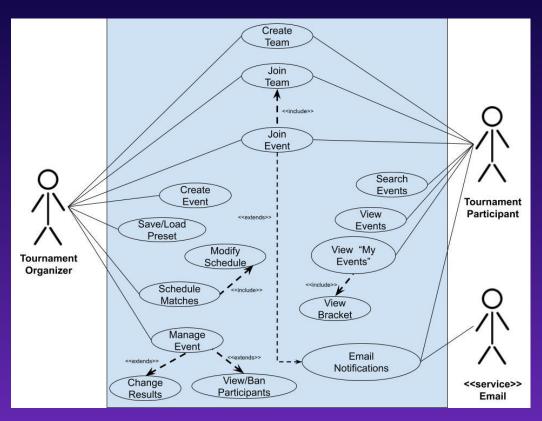
Gantt Chart

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WBS NUMBER	TASK TITLE	TASK OWNER		Bur	DURATION	PCT OF TASK		Week 1				Week 2					Week 3				Week 4 8 1 2 3 4 5 6 7 8					Week 5						-	Week 6		
NUMBER	Project Conception and Initiation	IASK OWNER	START	DUE	(Hours)	COMPLETE	1 2	3	4 5	6 7	8	1 2	3 4	5	6 7	8	1 2	3 4	5 6	7	8 1	2	3 4	5 (7	8 1	. 2	3 4	5	3 7	5 1	2	3 4	5 6	7 8
1		50 50 51 1 14								-																	-	_	-						
1.1	Think of a Project Idea	Ethan G & Stephen M	Week 1	Week 1	3	100%											-		100	-							+	+	-	-	-			-	_
1.2	Create Project Proposal	Ethan G & Stephen M	Week 1	Week 1	3	100%									_		-		-	-				-			-	+	+	+	_			-	
1.2.1	Create High-Levell User Requirements	Ethan G & Stephen M	Week 1	Week 1	2	100%										0										-	\perp	\vdash		_					
1.2.2	Create High-Levell Database Architecture	Ethan G & Stephen M	Week 1	Week 1	1	100%						-		+										_			\perp	\vdash	-					_	
1.3	Initial Gantt Chart	Ethan G & Stephen M	Week 1	Week 1	2	100%																					\perp	\vdash	\perp	\perp					
1.4	Create Use Case Diagrams	Ethan G & Stephen M	Week 2	Week 2	8	100%										1000											\perp	\vdash							
1.4.1	Create Actors and External Entities	Ethan G & Stephen M	Week 2	Week 2	2	100%																													
1.4.2	Create Use Cases	Ethan G & Stephen M	Week 2	Week 2	3	100%																													
1.4.3	Create Associations and Relationships	Ethan G & Stephen M	Week 2	Week 2	3	100%																													
2	Project Definition and Planning																																		
2.1	Wire Frame	Ethan G & Stephen M	Week 3	Week 4	11	100%																													
2.1.1	Choose Color palette	Ethan G & Stephen M	Week 3	Week 3	1	100%											3																		
2.1.2	Create Header and Footer	Ethan G & Stephen M	Week 3	Week 3	1	100%																													
2.1.3	Create Pages	Ethan G & Stephen M	Week 3	Week 4	8	100%																													
2.1.4	Connect Pages in Figma	Ethan G	Week 3	Week 4	1	100%																													
2.2	Database Design	Ethan G & Stephen M	Week 4	Week 4	4	100%																					TT								
2.2.1	Create Tables	Ethan G & Stephen M	Week 4	Week 4	2	100%																													
2.2.2	Create Columns	Ethan G & Stephen M	Week 4	Week 4	1	100%																													
2.2.3	Create Relationships	Stephen M	Week 4	Week 4	1	100%																													
2.3	Activity Diagrams	Ethan G & Stephen M	Week 5	Week 5	8	0%																													
2.3.1	Identify Initial and Final States	Ethan G & Stephen M	Week 5	Week 5	1	0%																					100								
2.3.2	Identify the Intermediate Activities	Ethan G & Stephen M	Week 5	Week 5	1	0%																													
2.3.3	Identify the conditions or constraints	Ethan G & Stephen M	Week 5	Week 5	1	0%													I. I.																
2.3.4	Create Activity Diagrams	Ethan G & Stephen M	Week 5	Week 5	5	0%																													
2.4	Class Diagrams	Ethan G & Stephen M	Week 7	Week 7	8	0%																													
2.4.1	Identify Classes	Ethan G & Stephen M	Week 7	Week 7	1	0%																													
2.4.2	Identify Attributes	Ethan G & Stephen M	Week 7	Week 7	1	0%																													
2.4.3	Identify Operations	Ethan G & Stephen M	Week 7	Week 7	1	0%																													
2.4.4	Identify Relationships	Ethan G & Stephen M	Week 7	Week 7	1	0%																													
2.4.5	Create Class Diagrams	Ethan G & Stephen M	Week 7	Week 7	4	0%																													



Use Case Diagram

- Each User can have one (or both) of two roles
 - Creator
 - Admin privileges
 - Edit results
 - Ban players
 - Modify schedule
 - Participant
 - View events
 - Join or create a team
 - Join events
- Email Service
 - Match reminders
 - o Results?
 - Can turn off in settings

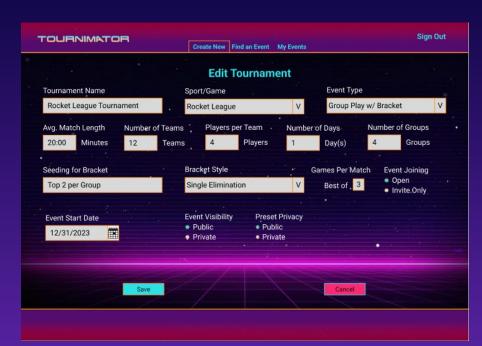




Wireframe/Prototype

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

<u>Figma Prototype</u>





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

