

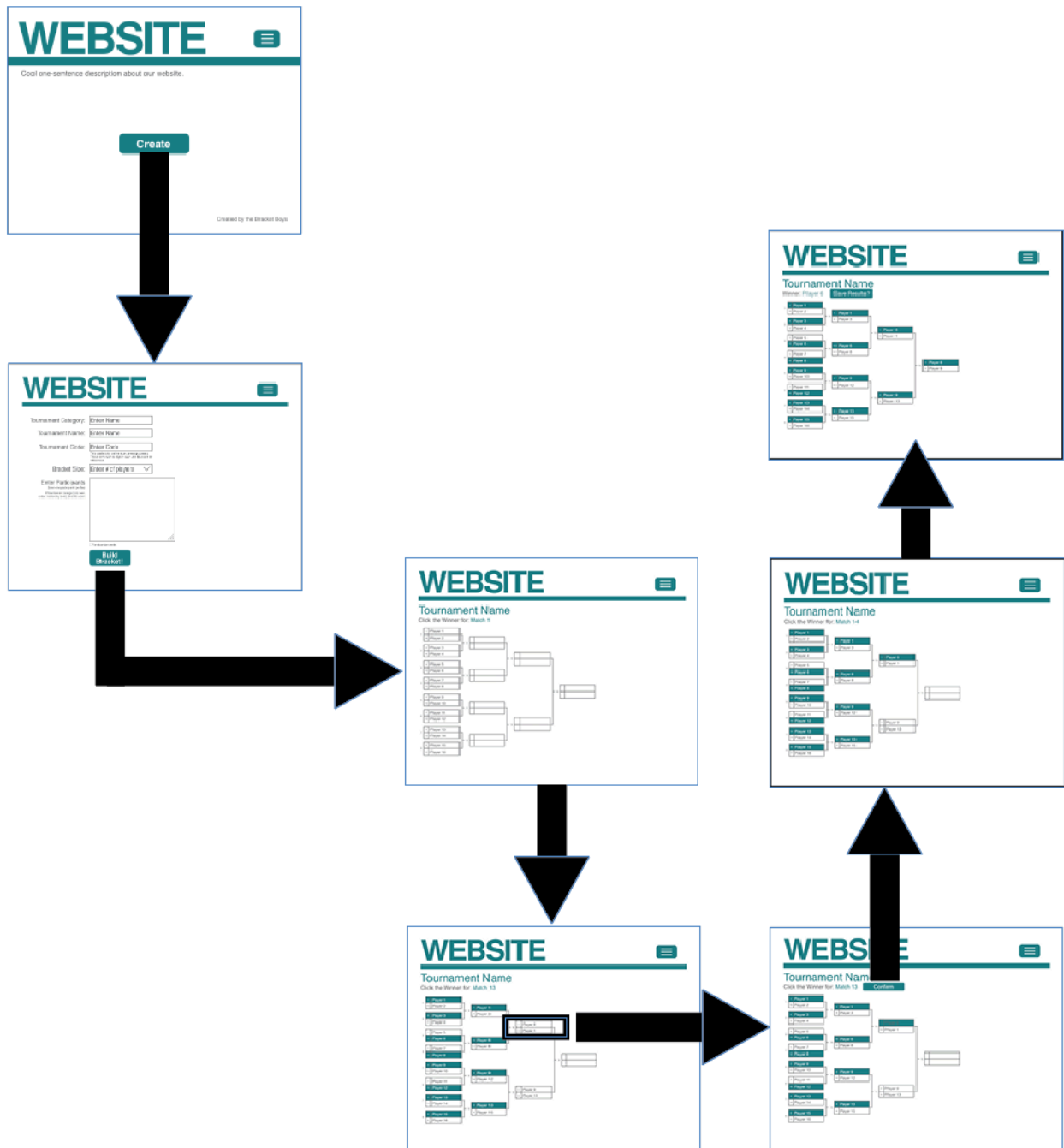
Meeting Minutes: March 11, 2018

Reflection:

- Things that went well: We have all come to a consensus on what needs to be finished in our next sprint. We also solidified the requirements for the project and limited the scope of this sprint to be a feasible endeavor.
- Things that didn't go well: We are experiencing some communication issues, and we haven't been able to decide a set weekly meeting time. We hope to enhance our communication for this upcoming sprint as we begin to actually code the project itself.
- What should be improved for the next sprint: We have come up with a more concrete plan of what we want to accomplish for the upcoming sprint. We also made some illustrations of what we intend for the final website layout to look like after this sprint. This will help us to delegate our work and give us a reference for what the website will look like. This will eliminate any sense of uncertainty among us.

Discussion & Conclusions during Meetings for Next Sprint:

We completed the general layout of what our next sprint is going to require for completion. This sprint will be to create a general local bracket tournament and can be seen through this diagram:



Each steps represents a different user interaction with the bracket software (they can be found in greater detail below. Pages can be seen up close at the bottom of this presentation.

What we will need to accomplish:

1. Opening page

- Write HTML code for full layout
- Write "Create" button
- Link this with form page

2. Form page

- Single input names: Category Name, Tournament Name, Tournament Code (to be applied more in later sprints)
 - Tournament name will be the sub-header of the Brackets Page and will not change
 - Category Name and Tournament Code will not be utilized during this sprint
- Number of Players:
 - To eliminate error, we will make this entry a drop-down menu where the user will select one of the options available. For now, we will begin with options: 2, 4, 8, 16, 32. Other numbers in between and above will be implemented later. The value here will determine the size of the bracket
- Participants
 - Users will input the names of the participants- one participant per line.
 - If ranking is of importance, input will be processed accordingly
 - If not, order within the bracket is randomized (option will be available for randomization)
 - Must assure the user has correct number of entries
 - Present error message if this is not the case
- Submit Form
 - Pressing this button, given all inputs required are correct, will generate bracket with given information

3. Bracket Page

- Display tournament name, which match is ongoing / awaiting results, bracket
- Users will be prompted to click which name is the winner of the match
 - Upon pressing one of the two options, user will be asked to confirm entry
 - When confirming, the name on the bracket of the winner will be highlighted
 - The winner's name will be updated into the next tier of the bracket
 - The next match will be introduced
- Winner will be selected after the 2^{n-1} matches occur (where n = number of participants)
- User will be asked if they would like the results saved
 - This sprint will not utilize this feature

WEBSITE



Cool one-sentence description about our website.

Create

Created by the Bracket Boys

WEBSITE



Tournament Category:

Tournament Name:

Tournament Code:

This code is for online tournament purposes.
Those who wish to sign in can use this code for reference.

Bracket Size: 

Enter Participants

Enter one participant per line
If tournament category is new,
order names by seed, best to worst

☐ Randomize seeds

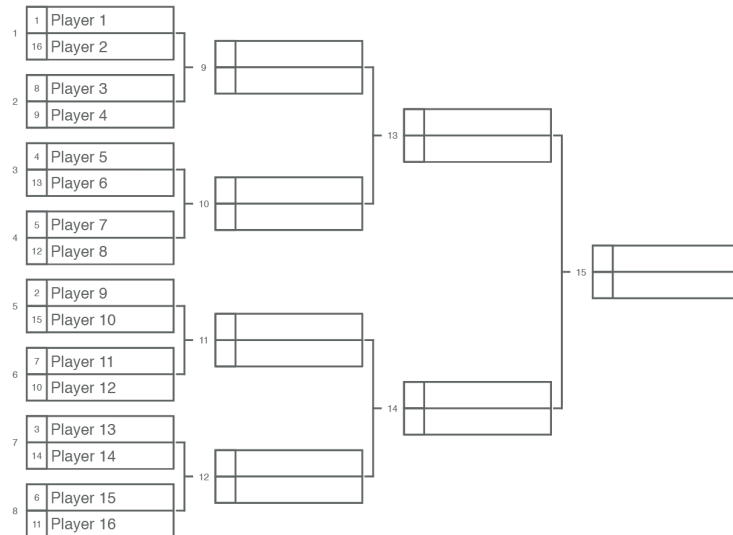
**Build
Bracket!**

WEBSITE



Tournament Name

Click the Winner for: [Match 1](#)

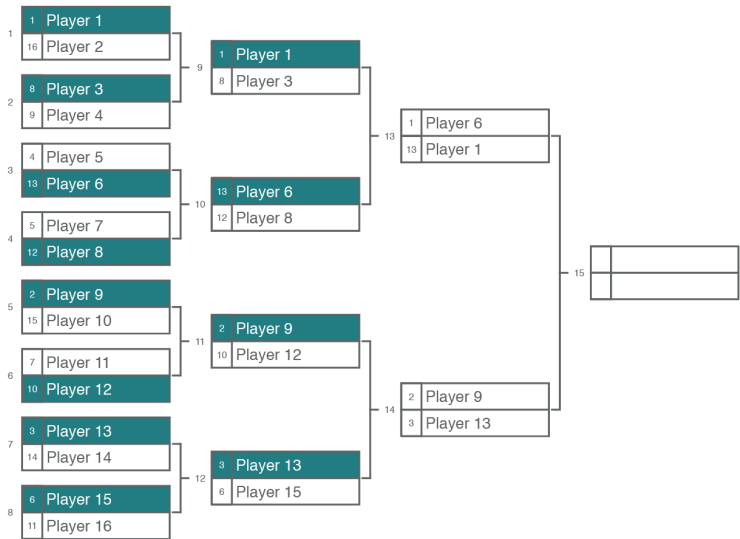


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Tournament Name

Click the Winner for: Match 13

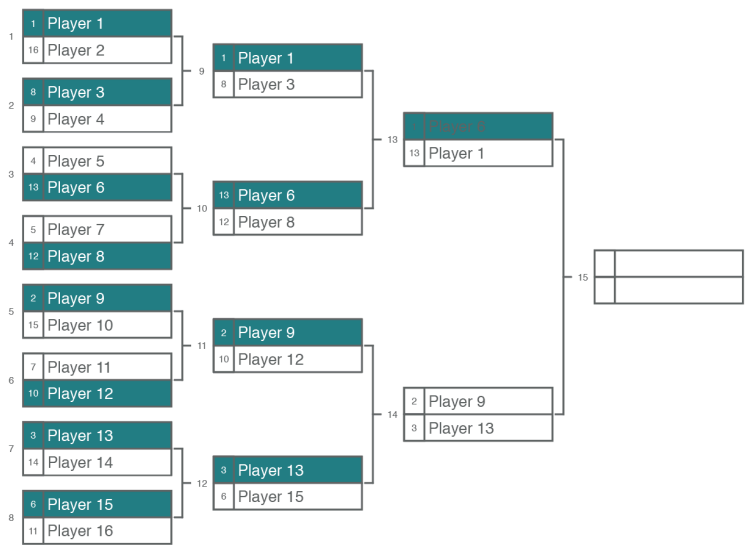


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Tournament Name

Click the Winner for: Match 13 Confirm

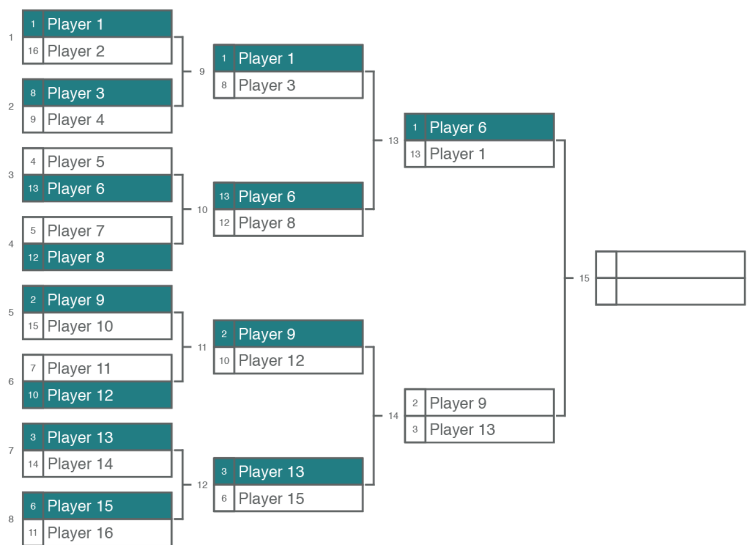


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Tournament Name

Click the Winner for: Match 14



WEBSITE



Tournament Name

Winner: Player 6

Save Results?

