

# CS 3716 – Fall 2016

## Final Project

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### Group:

Group # 5

## Iteration 0

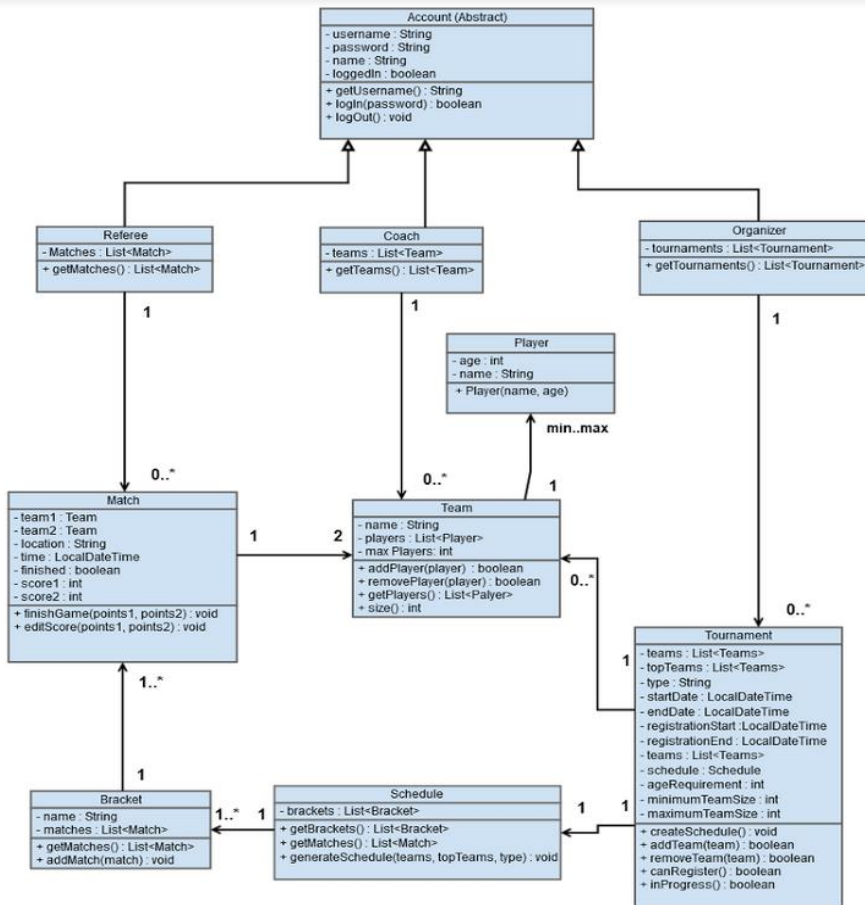
We have effectively merged the architecture each of our former two groups. In this project we are going to go through a use case driven development for our software to be delivered on December 3rd.

Project GitHub: <https://github.com/harisbarki/CS3716-volley-tourney>

### Prioritized Use Case List:

1. Create a Tournament
2. Register a team into an existing tournament
3. Generate schedule
4. Create automated bracket
5. Modify tournament
6. Register an account for user

Our first iteration will feature use case #1 and #2. Use case #1 is creating a tournament which allows the user to create a tournament by choosing several criteria such as the format, start date, end date, age requirement etc. Use case #2 is registering a team into an existing tournament (that is created from use case #1). This use case also involves adding or removing players into the team for the selected tournament they want to go



into.

In this case we are going to ignore the user limitation of the system and assume that everyone can access everything within the system.

### Create a tournament use case – completion list

- User must be able to select start and end dates for the tournament
- User must be able to name the tournament and the system should check whether it is unique to other existing tournaments.

- User must be able to set a maximum number of teams within the tournament (Depending on format)
- User must be able to create different formats of tournament. In this case we have chosen 2 which are division and single elimination.
- User must be able to set age limit for tournament.

**Registering a team into the tournament use case – completion list**

- User must be able to add players into the teams
- User must be able to remove players for any wrong data.
- User must be able to select an existing tournament the team will be registered to.
- System should validate whether the players registered within the team meet the tournament requirement.