

Lighthouse's Backlog

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Course: Requirement for Engineering

Date: 2/04/2025

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!Note: I did all PBI'S in GitLab repositories.

#1 PBI: Team Registration

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2024-2025 / 106 / Issues / #7

New issue look

#1 PBI: Team Registration

Open

Issue created 4 minutes ago by Kiarash Delavar

As a school representative, I want to register teams online so we can join the tournament easily.

Acceptance Criteria:

Form allows input of team name, contact email, and team icon.

Users can add 2-5 players per team.

Validation for empty/duplicate team names and email.

Data is stored in `teams.csv`.

Related Requirements:

U1.1: Online team registration

S1.1: System provides form for registration

Component:

Frontend (register-team.fxml) + Backend (RegisterTeamController.java)

Quality Requirements (QRs):

Q1.2: Must work offline (no internet required)

Q3.1: Form actions can be completed in ≤ 3 clicks

Q3.2: Accessible design for all users

4 of 4 checklist items completed - Edited right now by Kiarash Delavar

0

0

Add design

Create merge request

Child items

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

None - assign yourself

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

None

Edit

Dates

Start: None

Due: None

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

Add an estimate or time spent.

+

Contacts

None

Edit

Short Description: This Product Backlog Item allows users to register their team by entering a unique name and adding 2–5 members. It saves data to `teams.csv` and is the foundation for all other functionality in the system.

Team Registration

Trophy

Tournament Team Registration

Team Name:

Select Team Icon:

Contact Email:

Submit

Trophy

TOURNAMENT MANAGEMENT SYSTEM

#2 PBI: Automatic Match Scheduling

... / HBO-ICT / 1.3 Requirements Engineering / 2024-2025 / 106 / Issues / #2

New issue look

#2 PBI: Automatic Match Scheduling

Open

Issue created 52 minutes ago by Kiarash Delavar

As an organizer, I want the system to create the match schedule automatically.

Acceptance Criteria:

☒ Round-robin logic for group stage matches.

☒ Knockout structure created after pools.

☒ Each team has an equal number of games.

☒ Schedule saved to `schedule.csv`.

Related Requirements:

U2.1: Auto schedule creation

S2.1: Use pools and knockout rounds

Component:

Backend (scheduling logic) + Frontend (schedule.fxml)

Quality Requirements (QRs):

Q1.2: Must work offline

Q4.1: Schedule generated in under 5 seconds

Q5.1: Adapts if teams don't show up

4 of 4 checklist items completed - Edited right now by Kiarash Delavar

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Add design

Create merge request

Child items 0

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

Kiarash Delavar

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

3

Edit

Dates

Start: None

Due: Apr 28, 2025

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

Add an estimate or time spent.

+

Contacts

None

Edit

Note: This PBI starts after teams are registered and the admin clicks “Generate Schedule.” The system creates the schedule, assigns courts, and stores the results in `schedule.csv`.

Game Schedule

Game Schedule

Tournament Schedule:

Football

Generate Schedule

Football

Volleyball

Korfbal

Generated Matches Table:

Match	Teams	Time	Location
Match 1	Team D vs Team C	10:30 AM	Hall 4
Match 2	Team A vs Team B	10:00 AM	Hall 1

Real-time Score Entry

Export to PDF

Send via Email

#4 PBI: View Team Standings

... / HBO-ICT / 1.3 Requirements Engineering / 2024-2025 / 106 / Issues / #4
New issue lock

#4 PBI: View Team Standings

[Edit](#)
[📄](#)
⋮

Open ⓘ Issue created 41 minutes ago by Kiarash Delavar

As a spectator or player, I want to see team scores and rankings live on a big screen.

Acceptance Criteria:

- ☒ Displays team name, rank, points, wins/losses
- ☒ Standings auto-update from `standings.csv`
- ☒ View is readable from a distance

Related Requirements:

- U4: View schedule/scores on screen
- S4: Live display for standings

Component:

Frontend only (standings.fxml)

Quality Requirements (QRs):

- Q1.3: Standings auto-refresh every 10 seconds
- Q3.2: Large font/symbols for readability
- Q5.2: Multiple users can view without issues

✓ 3 of 3 checklist items completed - Edited right now by Kiarash Delavar

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 0

Add design

Create merge request

Child items 0

Add ▾ ⋮ ↗

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees	Edit
Kiarash Delavar	
Labels	Edit
Estimate: 3 x Priority: High x Requirement x	
Weight	Edit
3	
Dates	Edit
Start: None Due: Apr 30, 2025	
Milestone	Edit
None	
Iteration	Edit
None	
Health status	Edit
None	
Parent	Edit
None	
Time tracking	+
Add an estimate or time spent.	
Contacts	Edit
None	

Displays an automatically updated table of all teams ranked by their performance.

[illegible]

#5 PBI: Export Schedule as PDF

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HBO-ICT / 1.3 Requirements Engineering / 2024-2025 / 106 / Issues / #5

New issue look

#5 PBI: Export Schedule as PDF

Open

Issue created 31 minutes ago by Kiarash Delavar

As an organizer, I want to export the match schedule to a PDF so I can print and distribute it.

Acceptance Criteria:

☒ Export button in UI

☒ PDF includes teams, times, and courts

☒ File saved locally as `tournament-schedule.pdf`

Related Requirements:

U2.1: Match schedule creation

S2.1: System logic for organizing matches

Component:

Backend (PDF generator using OpenPDF) + UI button

Quality Requirements (QRs):

Q1.2: Must work without internet

Q3.1: Export in 2 clicks

Q6.2: Locks schedule after export

3 of 3 checklist items completed - Edited right now by Kiarash Delavar

0

0

Add design

Create merge request

Child items

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

Kiarash Delavar

Labels

Estimate: 3 x Priority: High x Requirement x

Weight

3

Dates

Start: None

Due: Apr 30, 2025

Milestone

None

Iteration

None

Health status

None

Parent

None

Time tracking

Add an estimate or time spent.

Contacts

None

Allow users to generate and download the tournament schedule in PDF format.

Game Schedule

Game Schedule

Tournament Schedule:

Football

☒ Generate Schedule

Generated Matches Table:

Match	Teams	Time	Location
Match 1	Team C vs Team D	10:30 AM	Hall 4
Match 2	Team A vs Team B	10:00 AM	Hall 2

Real-time Score Entry

Export to PDF

Send via Email

#6 PBI: Decide Next Round Teams

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New issue look

#6 PBI: Decide Next Round Teams

Open

Issue created 19 minutes ago by Kiarash Delavar

As an organizer, I want the system to decide which teams move to the next round, so I don't have to do it manually.

Acceptance Criteria:

☒ System ranks teams based on points

☒ Displays top 4 teams for the next round

☒ Organizer can confirm or change the selection

Related Requirements:

- US: Decide which teams move to next round
- SS: Use rules and points to determine progression

Component:

Backend logic (ranking) + UI to confirm next round

Quality Requirements (QRs):

- Q1.2: Should work offline
- Q3.1: Confirmation process should take less than 3 clicks

3 of 3 checklist items completed · Edited just now by Kiarash Delavar

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0

Add design

Create merge request

Child items 0

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

None - assign yourself

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

None

Edit

Dates

Start: None

Due: None

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

+

Add an estimate or time spent.

Contacts

None

Edit

Allow the organizer to choose which teams will go to the next round based on the results.

#7 PBI: Backup Data and Lock Scores

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New issue look

#7 PBI: Backup Data and Lock Scores

Open

Issue created 23 seconds ago by Kiarash Delavar

As an organizer, I want the system to back up scores and prevent changes after the tournament ends to keep results safe.

Acceptance Criteria:

Backups are created automatically every hour

Organizer can lock the scores after the tournament

Locked scores cannot be edited anymore

Related Requirements:

Q2.1: Backup every hour to external drive

Q2.2: Scores cannot be edited after tournament ends

Component:

File manager for backup + Lock toggle in UI

Quality Requirements (QRs):

Q1.1: System must always work during tournament

Q5.2: Must support safe multi-user usage

✓ 3 of 3 checklist items completed - Edited right now by Kiarash Delavar

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0

Add design

Create merge request

Child items 0

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

None - assign yourself

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

None

Edit

Dates

Start: None

Due: None

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

Add an estimate or time spent.

+

Contacts

None

Edit

Save a backup of all tournament data regularly, and make sure scores can't be changed after the event is over.

#8 PBI: Show Schedule and Scores on Big Screen

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New issue look

#8 PBI: Show Schedule and Scores on Big Screen

Open

Issue created 21 seconds ago by Kiarash Delavar

As a spectator or player, I want to see the schedule and scores on a big screen so I can stay updated during the tournament.

Acceptance Criteria:

Standings and match info shown on a separate display

Updates automatically as scores are entered

Easy to read with big fonts and simple layout

Related Requirements:

U4: View schedule and scores

S4: Display info on external screen

Component:

Display page + auto refresh logic

Quality Requirements (QRs):

Q1.3: Updates every 10 seconds

Q3.2: Easy to read layout

Q1.2: Works without internet

3 of 3 checklist items completed - Edited right now by Kiarash Delavar

0

0

Add design

Create merge request

Child items 0

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

None - assign yourself

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

None

Edit

Dates

Start: None

Due: None

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

Add an estimate or time spent.

Contacts

None

Edit

Display live match schedules and scores on a big screen for everyone to see during the tournament.

#9 PBI: Determine Teams for Next Round Automatically

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HBO-ICT

1.3 Requirements Engineering

2024-2025

106

Issues

#10

New issue look

#9 PBI: Determine Teams for Next Round Automatically

Open

Issue created 24 seconds ago by Kiarash Delavar

As an organizer, I want the system to automatically decide which teams move to the next round so I don't have to calculate it myself.

Acceptance Criteria:

System calculates top teams based on points

Display selected teams clearly

Organizer can confirm or adjust if needed

Related Requirements:

U5: Progression decision

S5: Use rules and points to determine progression

Component:

Backend logic + confirmation UI

Quality Requirements (QRs):

Q4.1: Should calculate quickly

Q5.1: Handles missing teams

Q6.2: Locks progression after confirmation

3 of 3 checklist items completed - Edited just now by Kiarash Delavar

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0

Add design

Create merge request

Child items

Add

No child items are currently assigned. Use child items to break down work into smaller parts.

Assignees

None - assign yourself

Edit

Labels

Estimate: 3

Priority: High

Requirement

Edit

Weight

None

Edit

Dates

Start: None

Due: None

Edit

Milestone

None

Edit

Iteration

None

Edit

Health status

None

Edit

Parent

None

Edit

Time tracking

Add an estimate or time spent.

+

Contacts

None

Edit

Let the system automatically figure out which teams should move to the next round, using their points and rules.

Summary of backlog:

[These 9 PBIs](#) together cover the most important features and goals for the Lighthouse Tournament System. Each one is linked to real user needs and quality expectations, helping to make the application complete, easy to use, and ready for tournament day – even without internet!