Lighthouse's Backlog

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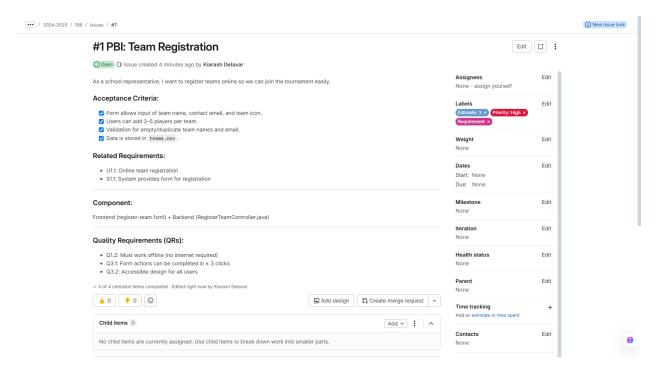
Course: Requirement for Engineering

Date: 2/04/2025

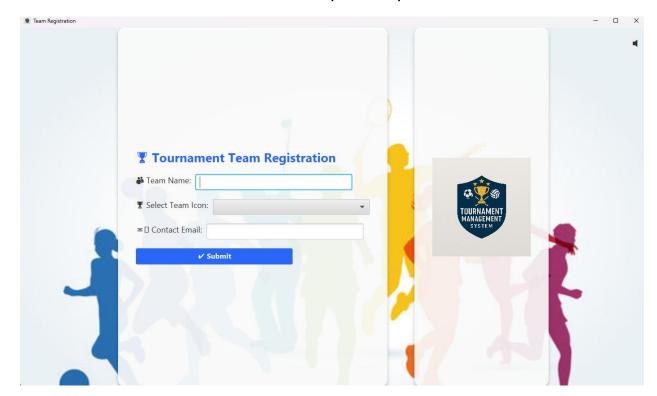
Teacher name: Mr. Jan Willem Boer

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

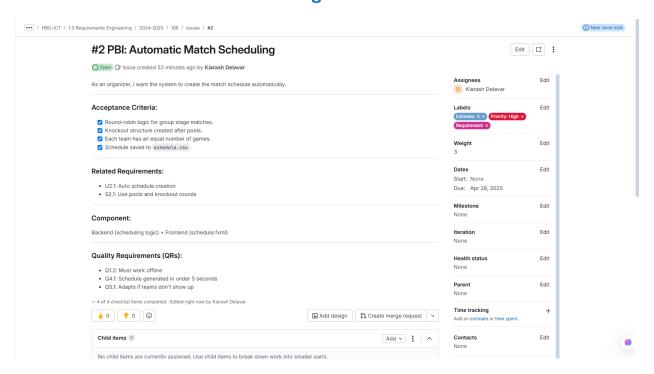
#1 PBI: Team Registration



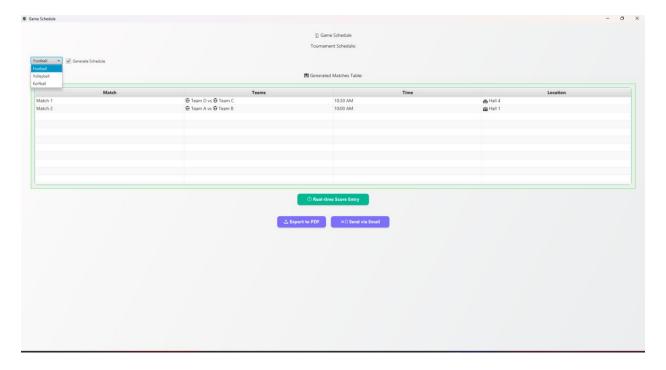
Short Description: This Product Backlog Item allows users to register their team by entering a unique name and adding 2–5 members. It saves data to 'teams.csv' and is the foundation for all other functionality in the system.



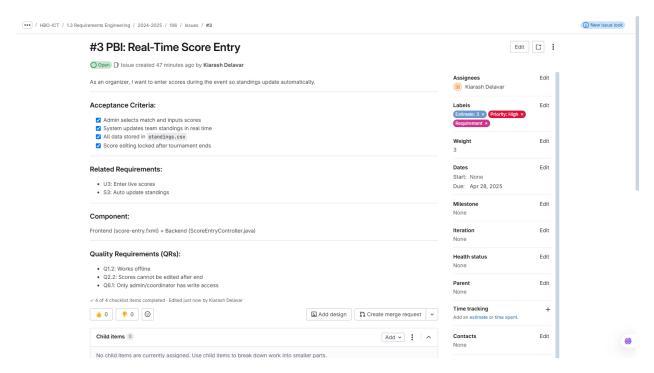
#2 PBI: Automatic Match Scheduling



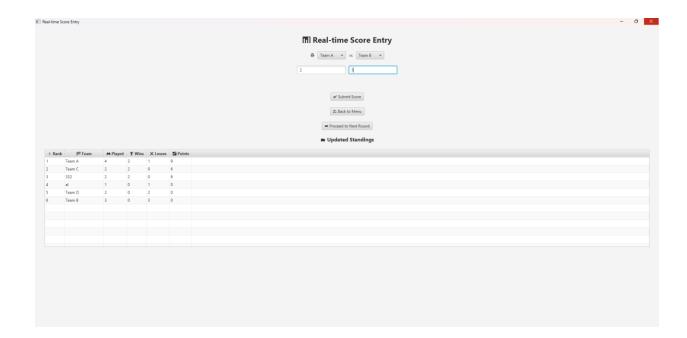
Note: This PBI starts after teams are registered and the admin clicks "Generate Schedule." The system creates the schedule, assigns courts, and stores the results in `schedule.csv`.



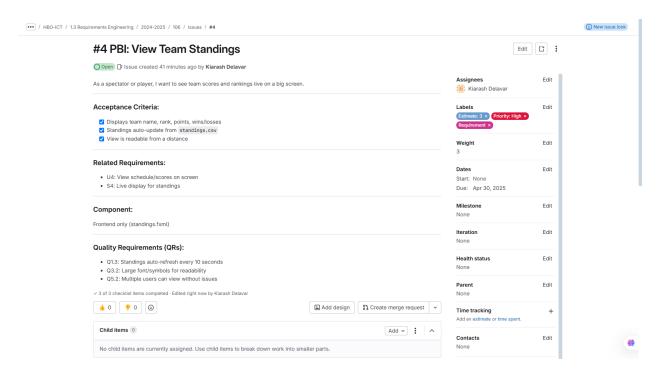
#3 PBI: Real-Time Score Entry



During a match, the user can input live scores between two teams. After submitting, the scores are stored and used to update team standings and points in "scorestorage.csv".



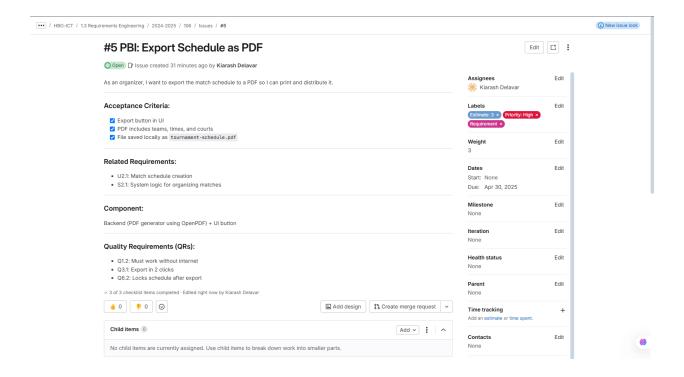
#4 PBI: View Team Standings



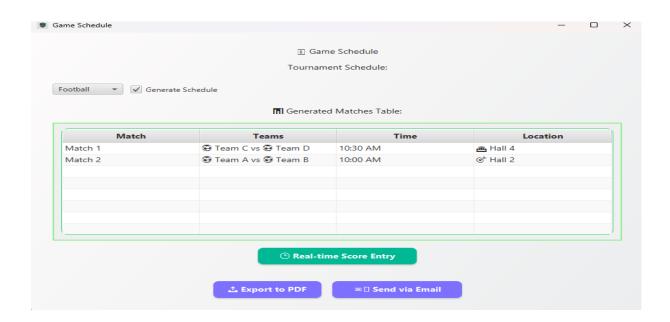
Displays an automatically updated table of all teams ranked by their performance.



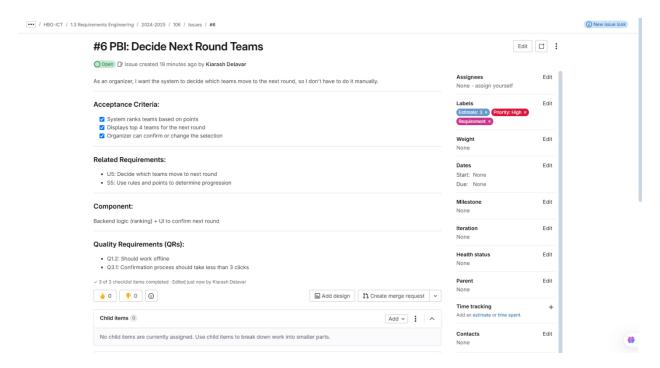
#5 PBI: Export Schedule as PDF



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

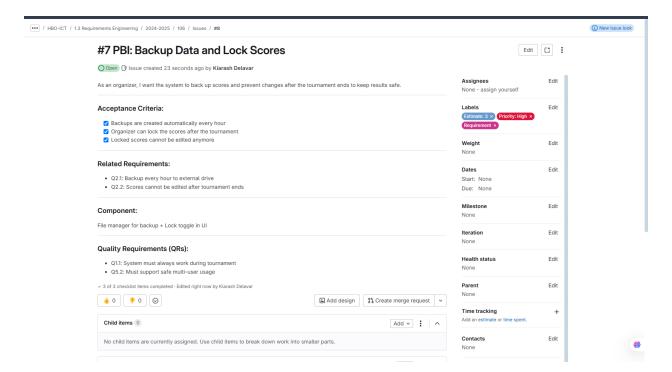


#6 PBI: Decide Next Round Teams



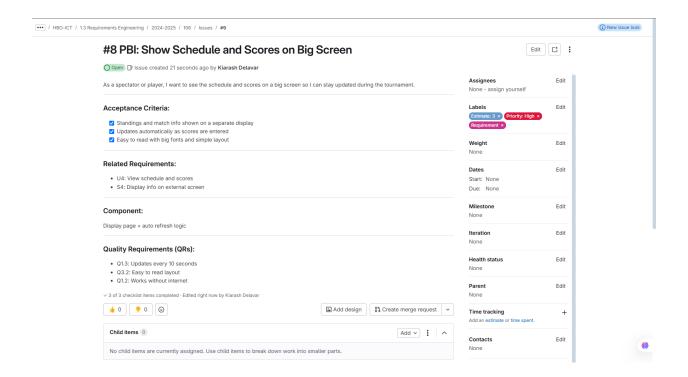
Allow the organizer to choose which teams will go to the next round based on the results.

#7 PBI: Backup Data and Lock Scores



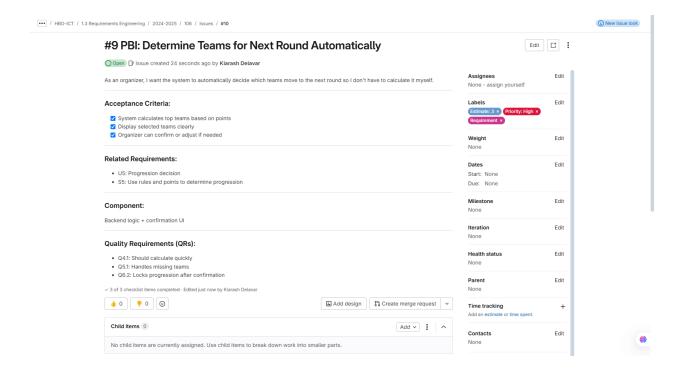
Save a backup of all tournament data regularly, and make sure scores can't be changed after the event is over.

#8 PBI: Show Schedule and Scores on Big Screen



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



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!