**REQUIREMENTS for TOURNAMENT TRACKER**

- Create a tournament plan (who plays and in what order)

- A single loss eliminates a player

- Last player standing wins tournament

- App should be able to handle a VARIABLE AMOUNT of players in the tournament

- If not an ideal number, i.e. 2, 4, 8, 16 etc should have "byes" - people selected AT RANDOM who will skip the first round and act as if they won it.

- Ordering of tournament games should be RANDOM

- Games played in WHATEVER ORDER and WHENEVER players want to play them.

- A round must be FULLY COMPLETED before the next round is displayed.

- Simple score i.e. Winner/Loser and by how much - i.e. Leigh wins 2-1 etc.

- Desktop system with possibility of making in to an APP or WEBSITE - short term solution with long term goal in mind.

- Data stored in a SQL database with an option to put in a text file instead, in case no database available.

- Should have option of charging entry fees

- Administrator can choose to set a prize for a VARIABLE number of finishing places in the tournament.

- Total prize amount has to be LESS than or EQUAL to the income of the tournament.

- Percentage based system would be nice, i.e. first wins 50%, second 35% etc.

- Option to assign income to external costs, charity, fundraising etc

- Report of outcome of games per round, who won and their score at the end of the tournament, either on a form, AND/OR emailed to tournament competitors and the administrator

- Anyone using application can have rights to fill in the scores, i.e. no access, rights, accounts etc needed.

- Emails should be sent to users that are due to play in a round and against who, e.g. when the round begins.

- Extra members should be able to be added to a team, and they will each receive the emails i.e. in the case of a game that has multiple people per side, i.e. option to say single or multi people at beginning?

- Teams should be able to be named