

Account creation and management:

- **Users** (**players** and **TO**) must create an account with a unique username and password.
- System sends authentication request to the database to verify login credentials.
- **Users** should be able to change their username and password.

Tournament creation and Management:

- **TO** create **tournaments**, set rules and they decide when it starts
- The system stores **tournament** details in the database.
- **Organizers** can modify or delete **tournaments** details before they start

Tournament registration and matchmaking:

- **Players** can browse for tournaments, and they can register for any tournament if they meet the requirements (**location**, age restriction)
- The system Verifies eligibility and stores it in the database and then generates brackets based on the registered **participants**

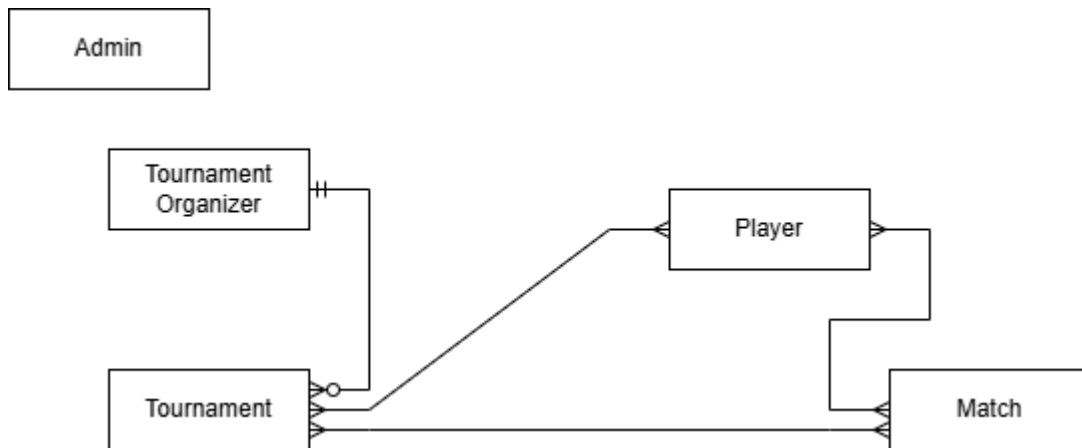
Score Reporting and verification

- **Players** must be able to report the results of their matches and the **TO** must verify these results.

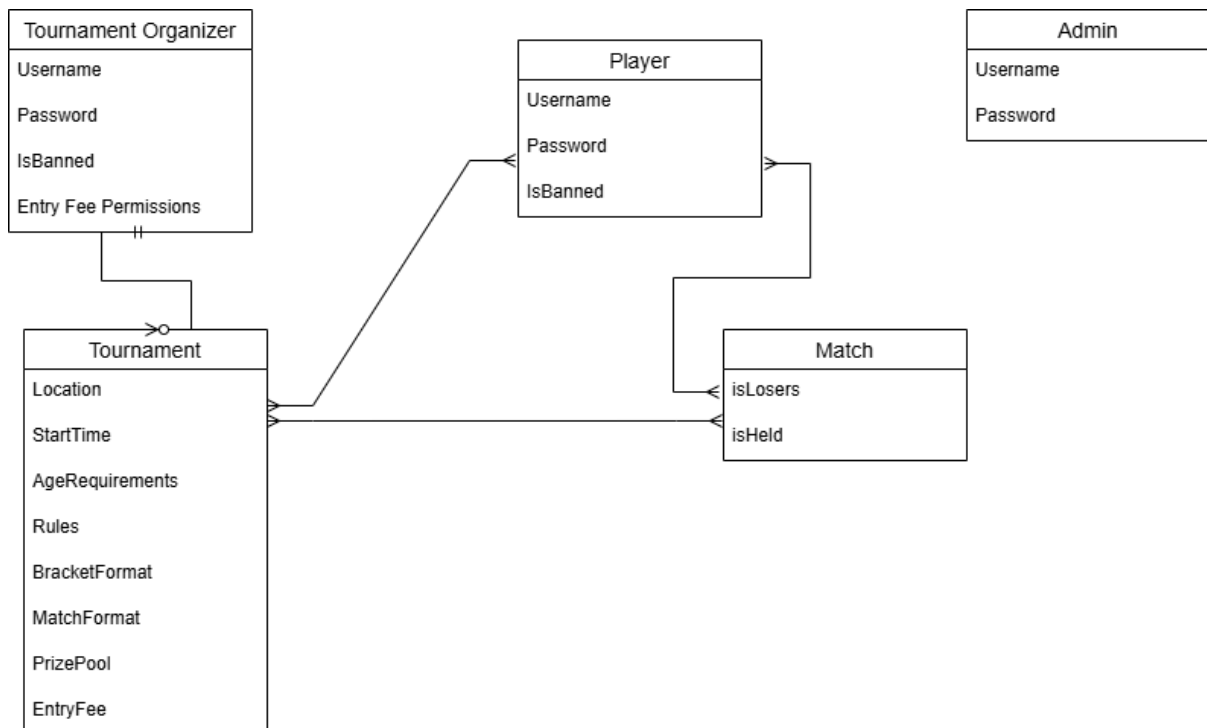
Bracket Management

- **TO** Should be able to delay certain **matches** or even cancel **tournaments**.
- The system automatically updates brackets as **matches** are completed

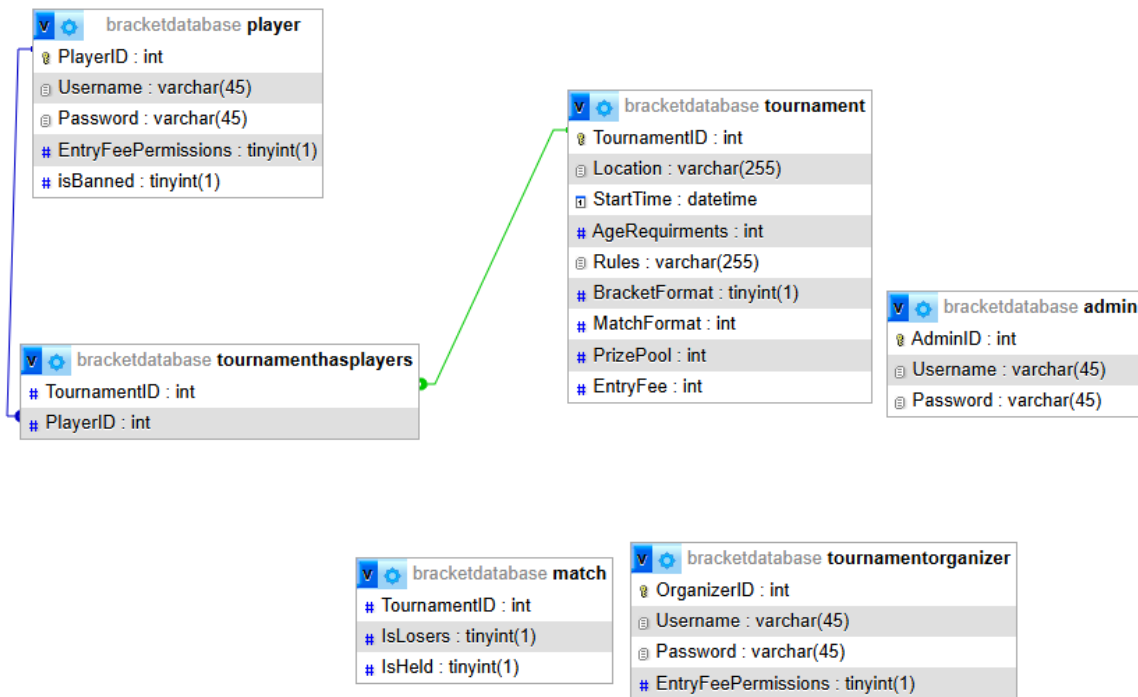
Conceptual ERD:



Logical ERD:



Physical ERD (Incomplete):



<https://github.com/lukaro707/Project-for-webdev-Software>