

## UI Design

For the UI, wireframes or mockups can help visualize the user flow and interactions required for creating and managing announcements. Tools like Figma or Adobe XD can be used to design these interfaces.

- Announcement Creation Form: Includes fields for title, description, author (auto-filled), tournament selection (dropdown), and options to save or publish. Also, include a checkbox for users to opt-in to receive announcements via email.
- Tournament Selection Dropdown: Populated with tournaments the current user has created. If no tournaments are available, display a message and disable the announcement creation button.
- Email Opt-in/Opt-out Interface: This can be a simple toggle in the user's profile settings for email notifications related to announcements.

## Data Modeling

Define the data structures needed to support this feature. This might include:

- Announcement: Contains the fields Id, Title, Description, BitUserUsername, TournamentsId, CreationDate, Status (Published/Draft), and possibly EmailNotificationSent.
- User: Needs to include fields or flags for EmailNotificationPreference.
- Tournament: Basic structure, with at least Id, Name, and Owner.