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D.2.1 Vision
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<The Tournament Software>
Vision

1. Introduction

 The Tournament Software aims to get rid of bias and allow for a more streamlined tournament process. By using this product, it would automatically seed players based on their given skill level. After giving the results of the match to the product, it would even update the player's skill level to reflect that tournament. By having more of the tournament automated, more time can be dedicated to making sure the event is run smoothly. This creates a better tournament atmosphere over all for all those involved.

2. Positioning

2.1 Problem Statement

The problem of	There is no accurate tournament seeding and ranking software that is used throughout the fighting game community.
affects	This would affect the Tournament Organizers at events and also the players.
the impact of which is	This problem leads to tournaments being run inefficiently and inconsistently.
a successful solution would be	Key benefits would be a more stable, efficient, and more unbiased tournament experience for everyone involved.

2.2   Product Position Statement

For	Tournament Organizers at all levels
Who	Need a uniform and unbiased way of creating tournaments, seeding players, and recording results.
The (product name)	The product name is The Tournament Software
That	A uniform way of running tournaments that is in line with how others tournaments are run around the Nation.
Unlike	Unlike most tournament software that only allows manual seeding, this software will automatically seed players and record their performance to seed even more accurately the next time.
Our product	Our product not only helps get tournaments set up, but allows for automated seeding and results logging. The results logged would be used to create an unbiased ranking system to seed players.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Professional / Competitive Players, Tournament Organizers, Amatuer Scene / Up and Comers.	Professional / Competitive Players: Users that compete in any desired fighting game that will have their score rated by performance. Tournament Organizers: This stakeholder develops the community scene by establishing competitive events and environments. Amatier Scene / Up and Comers: This stakeholder respresents the new blood to the fighting game communities.	Professional / Competitive Players: These are the primary users of the program and supplies our market demand. Tournament Organizers: Share responsibility of using the program and running events that will directly impact the generated records. Amatuer Scene / up and Comers: Fit into the same responsibility as Professional / Competitive Players

3.2 User Environment

Overall:
The user environment for fighting game communities, is variable on the game they play, and platform they use to play it. There should be no environmental constraints as the users will be in a position to use our service alongside their game of choice.

Platforms:
Typically the main platforms in use will be Xbox One, Playstation 4, and Personal Computers (PC), while other fighting games exist on other platforms, these are the majority and should be primary focus.

Activity:

This will be an ever fluctuating variable, as each game and player can commit different amounts of time. While overall time should not be a factor, some constraints should be noted. A minimum number of games played for a "rank" to be given. Time decay, meaning that if a certain amount of time "X months/weeks" passes with no input rank should decay.

Outside Applications / Data:

In some fighting game communities, community members have made supplemental tools for their scene. While some of these may use appropriate measures for ranking, integration of data or system results should be used only if up to standards. Else we may risk running into issues with our main goal: Unbiased seeding.

4.   Product Overview

4.1   Needs and Features

Need	Priority	Features	Planned Release
Unbiased seeding	10	Seeding based on player's performance at tournaments.	With first prototype
Automated results logging	8	After the results of a set are logged, the product would log them in a database.	With first prototype
Ranking system	8	Gives ranking of players based on results logged.	With first prototype

5.   Other Product Requirements

Requirement	Priority	Planned Release
Sort by game	5	Additional features after prototype
Show character(s) played in a set	3	Additional features after prototype
Create custom tournaments with custom rules.	2	Additional features after prototype
Improved match details	2	Additional features after prototype
Links to match videos	1	Additional features after prototype