Matthew Cocchi
Samuel Beals
Kristopher Moore
Nicolai Bedford
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Prof. Gerosa
CS386

D.1.1. Group 7

Our proposal for our software project is to create tournament and ranking

software for the fighting game community. Many current ranking systems rely on either

far too objective of means or the very opposite. Many panels use a consensus opinion

of players and some tournament officials in order to reach their final conclusion on a

region or player's ranking. This can cause a lot of dissatisfaction within a community as

many members of it may find the lists to be opinionated and/or biased. To clarify to the

unaware, rankings are not just for ego, as they influence a player's seeding in the

bracket thusly affecting their ability and chances to be successful. The problem we are

addressing is the problem of reliably ranking players and seeding them accordingly.

With this software, it would keep track of player ranking, wins/losses, and their seeding.

Not only would our software be beneficial and convenient for the entire community and

the officials in it, but its services could be extended to parties not directly involved with

the community. For example, a sponsor would be able to more accurately judge

potential players when they are viewing players on a reliable and balanced ranking

system. This, in turn, provides players and the community with more funds and

resources, having our product be the cause of the prosperity.

Naturally, our software would have to be accessible and easy to read. As many of the

people using this presumably do not have a background in software, we want it to be

easy to use. The same philosophy will be applied to the output of the software as well. If the entire community is expected to trust and appreciate the rankings provided by our system, the results and how they were calculated will be agreeable and easy to understand.