

Team members:

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Project Overview:

Our project is all about making E-Sports tournaments easier to organize and take part in. It's a platform where users can set up accounts, sign up teams, run tournaments, keep track of their performance, and tweak their profiles. Plus, it's got cool features like post-match reports, MVP shoutouts, and performance graphs to make things more fun for both players and event organizers.

Key Takeaways:

- We realized how important it is to design with different user roles and their tasks in mind. This way, players, organizers, and admins can all have a clear and easy experience.
- Using forms and data visualizations showed us just how much meaningful feedback — like stats and graphs — can boost engagement.
- Having a modular layout means we can scale things up later, adding features like notifications and brackets in future updates.
- Working together as a team and going through iterative design was key to fine-tuning both the UI and functionality using feedback and testing.

Link to Application:

Link: <https://www.figma.com/design/1ZZJvzdusON0fRoPGUV3Us/CIS-4250?node-id=0-1&t=b9Z0URaWzxLaJtCH-1>