Tournament App

Sports Industry is an ever green and ever growing industry ,that is powered by both latest technology and youth energy . Hence applications are required for capturing data related to sports and analyze and present this data in a more usable format. Different kind of information related sports ,teams and players can be used for analysis and sporting experience can be enhanced
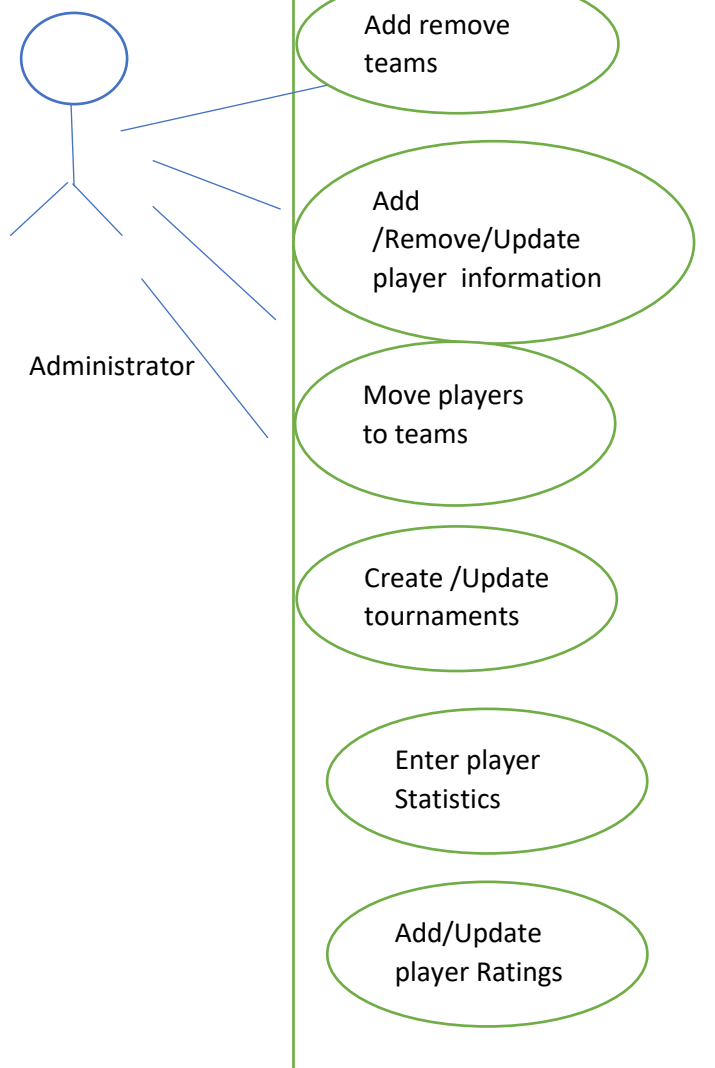
Problem statement

The information regarding different tournaments to be conducted under a sports body ,team information ,and player information has to be captured and reports have to be generated from this information
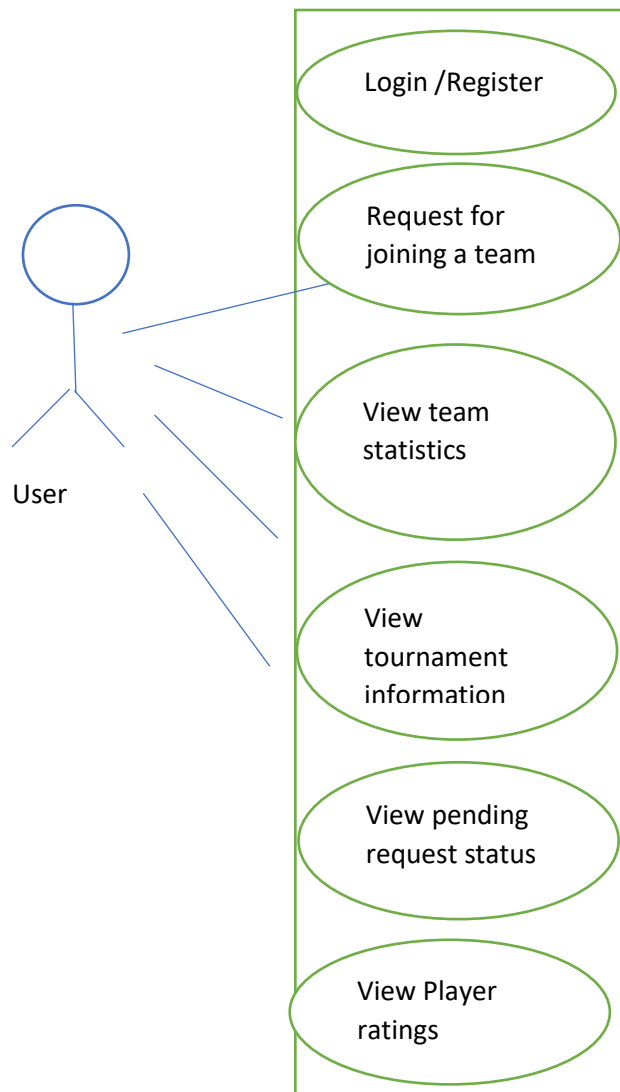
Administrator Stories

1. Administrator should be able to create new teams
2. Administrator should be able to add information of new players and add them to team
3. Administrator should be able to update team
4. Administrator should be able to create a new tournament
5. Administrator should be able update result of individual contest and tournament
6. Administrator should be able to update and maintain individual player statistics
7. Ratings can be added to individual player and team

User Stories

1. User should be able to register and login as a player
2. User should be able to view different team details and send a request to be reviewed for a team
3. User should be able to view his statistics and ratings
4. User should be able to view pending request status
5. User should be able to view current team scores in a tournament and status of tournament

Login

Add remove teams

Add /Remove/Update player information

Move players to teams

Create /Update tournaments

Enter player Statistics

Add/Update player Ratings

Administrator

Login /Register

Request for joining a team

View team statistics

View tournament information

View pending request status

View Player ratings

User

Functional Requirements

1.Authentication module is required for Administrator and Player

2.Player should register in the application before logging in

3.Administrator should be able to view ,edit, update, delete player information

4.Administrator should be able to create a team and place a player under a team

5.Administrator should be able to create tournaments and add team under tournaments

6.Administrator should be able to update tournament details ,like score of each team ,winner in each match and winner of tournament

7.User should be able to view and update his profile

8.User can send a request to administrator to join a team

9.Administrator should be able to see all the pending requests from users for joining a team

10.Administrator can accept or reject request by user for joining a team

11.User can view team details ,match details ,tournament details ,and player statistics

12.Player statistics has to be entered by Administrator

13 Administrator can add ratings for a player

14.Player can view his ratings

Non Functional Requirement
1.Login module should provide password strength of minimum 6 characters that should have an upper case a number and a special symbol
3.Unit Test Cases should be written for all the classes implementing database connectivity code
4.SonarQube report has to be generated for code coverage

Technical requirements

1.Database to be used is postgresql

2.Application middle tier has to be developed in spring as a REST API using spring boot

3.Front end has to be developed using React