EZ Leagues

Description: An easy to use web application that would make it easier to generate fair and balanced schedules across different type of events and/or sports. One of the biggest real world problems I have experienced is scheduling sporting events in a way that is fair. The difficulty of manually moving teams around a schedule so that no one team has to play more undesirable times or days for any given event/season can take hours per league and be very frustrating. In addition to this main problem I will make it a complete app allowing admin defined user roles so they can grant managers access only to the areas they need access. The admin team then can track and print all the things they will need for the successful implementation of a league. Additional functionality would be to allow players to pay their team fees online. To further take advantage of the online payment method adding a store would bring additional functionality to make a more complete product.

problem: Have a site that can accommodate both players and organizers to view, access, signup and interact in various ways with a league. Primarily problem is to create Balanced Schedules for weekly games that are as fair as possible, that require as little time as possible for the business user.

Features:

As a user they can sign up to create an organization account so that later additional users that have registered can be granted access to the event/organization page.

As a registered event/organization creator/admin have all the feature of the site listed for customizable permissions/roles so that they can compartmentalize as much as they would need to especially since there may be sensitive personal data.

As a registered event/organization creator/admin have a page to see a list of users that have registered for my event/organization so that I can delete unnecessary ones and grant access to others to grant different levels of access to different people.

As a person allowed to edit leagues/facilities I want setup a location (field, court, lane, board, table, seat) and its identifier. Edit available times for each location, and the available sports for that location. Might have both kickball and softball on the same field or 9-ball and 8-ball games on the same table.

A league itself should have required attributes of game(s) as in what different kinds of games will be played maybe both 9-ball and 8-ball. Number of matches, what day(s) of the week it will be on, and a max number of teams. Then, use this information to automatically generate schedule for selected time period.

As a person allowed to edit game/sport I want to be able to set levels of the sports individual matchups, maybes it’s a series maybe it’s a set. Maybe it’s just a single game. But set this nested within each other. For example, one Match consists of 3 sets, which consists of 5 games. This will be used to generate or help generate scoresheets and keep track of win/losses/scores with another page.

As a User that’s been granted access to enter results I want to be able to take the scoresheets at the end of the night and enter the results so there can be a leaderboard type page, or results page on the web application for the users to see.

As a user that has at least read only access for any given view page of information like results or schedules have an option for a printable version for easy printing

As a person given access to the information of individual teams, see who is on the team, who has paid any amounts and what those amounts were, and what the teams balance is also an option set separately for manually setting the amount owed and saved with user name of person who changed it for security reasons. In case a team pays in cash or other arranged services.

As a person granted access to the store/merchandise section and given appropriate permissions allow a person to add, edit, delete, or only view the items listed and set their various attributes like price available sizes, color, quantity, category.

As any user create a team, this allows you to get everything in order before actually joining a league and to sign up for multiple leagues without creating multiple teams.

When a team joins A league it will require approval by a user that’s been authorized by the organization so that teams can be given priority as deemed necessary by the organization. Also enables a waitlist in case accepted teams cannot fulfill their obligation.

As a player that created a team invite and accept players to your team and set permissions if you want to allow them captain access.

When a player Looks at their teams they can see how much is still owed and make a payment to hosting organization to make it easier for teams to pay and organizations to collect, to include a Paypal option.

Part of a user’s profile will include options to list themselves on various add-on pages like subs and looking for team. Additionally a team can post on a page that they are looking for a player, maybe with specifics skills or gender if co-ed. To make it more communal and easier for organizations to help people to get organized and as many teams as possible.

A registered user can also add sports, and corresponding information like handicaps or skill levels. In case there is a location in which they would like to play in more than one sport that is offered.

let a player user print out a combined schedule for a month at a time. So they can have an easily referenced schedule.

Let anyone coming to the site view/print a leagues schedule for ease of access so that anyone that needs the information form players to admins to family of players.

Unauthenticated users can see leagues offered, times frames and other basic information for the location and its leagues. And shop the store, add things to cart, and checkout as guest.

Week 1: Have the core program and team balancing algorithm working

Day 1: Have most pages and all the tables and relationships I will need.

Day 2: Get main unit tests created to check schedule creation and other unit tests for calculating leaderboards and printouts.

Day 3: have the pages all in place displaying sample data except schedules

Day 4: Generate printable views for schedules (manual schedule), standings, daily scoresheets.

Week 1 Features:

* Register user
* Create Business
* Create Team
* Create League
* Create Sport
* Join Team
* Join League

Week 2: Auto generated schedules, store add-on enable payments

Day 1: Begin algorithm for balanced schedules

Day 2: Create the stores public and editable versions

Day 3: incorporate payment methods

Day 4: get it so teams can pay online for their team fees and make it possible to pay for store purchases.

Week 2 Features:

* Generate Schedules with input parameters for season specifics: length, frequency, and number of teams
* Create Store with product categories and items
* Pay for teams and cart items