CompeteNow: a Tournament Organization Platform

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Introduction:

Competition is an essential component to the human experience. Throughout history, in times of famine and fortune, we have always had time for competing against one another. Competition is an incredibly important outlet for the natural human drive to improve and be the best, and through these outlets a community, or even a family, can be formed, in players and spectators alike. As we are now firmly in the internet age, there is an opportunity to create a centralized, online space to enable this competition better than ever before.

We envision a tournament organization platform, named CompeteNow, to give a space to plan and run matches and tournaments, giving consideration to players, teams, tournament organizers, venue managers, and spectators. Our central guiding vision is to provide everyone with a platform to join competition without needing to perform at the highest echelons of professional play.

CompeteNow Platform Overview:

A User has a userID, name, gender, age, location, and email address. A User can be one or many of the following types: Player, Team Manager, Tournament Organizer, Venue Manager, and/or Spectator. A Team Manager creates a Team composed of Players, which also have a team name and location.

Matches are a generic type and can be specifically Individuals Matches or Teams Matches. Matches have a matchID, time, Venue, Sport, and score, and an Individuals Match has two Players, and a Teams Match has two Teams. A Match also has a winning Player or Team. A Tournament has a tournamentID, Tournament Organizer, prize pool, name, location, Sport, and a list of Matches. A Tournament Organizer can create single matches or full tournaments, sets the competitors and all other details.

A Venue has a Venue Manager, Sport, location, hours, size, name, and venueID. A Venue Manager makes their venue available for Tournament Organizers to use, and sets the details for their venue(s).

Spectators have a list of Sports and/or Tournament Organizers they follow. They are able to view upcoming matches and make a plan to attend. Sports have a sportID and name, and function as a category for Venues, Tournaments, and Matches.

Other Requirements:

1. A Team can have zero to infinite Players, and a Player can be on zero to infinite Teams.
2. A Team must have only one Team Managers, and a Team Manager can manage one to infinite Teams.
3. An Individuals Match can have zero to one Players on side A, and zero to one Players on side B. This is also true for Teams Matches and Teams. Players and Teams can be in zero to infinite Matches.
4. A Tournament can have one to infinite Matches, and a Match can be in zero or one Tournaments.
5. A Tournament Organizer can have zero to infinite Tournaments, and a Tournament must have only 1 Tournament Organizer.
6. A Match must have only one Venue, and a Venue can be used by zero to infinite Matches.
7. A Venue Manager can have one to infinite Venues, and a Venue must belong to only one Venue Manager.
8. Matches, Tournaments, and Venues must have only one Sport, and a Sport can have zero to infinite Matches, Tournaments, and Venues.
9. A spectator can follow zero to infinite Sports and/or Tournament Managers, and Sports / Tournament Managers can have zero to infinite Spectator followers.