

# **CompeteNow: a Tournament Organization Platform**

**Milestone: Conceptual Model  
Group 24**

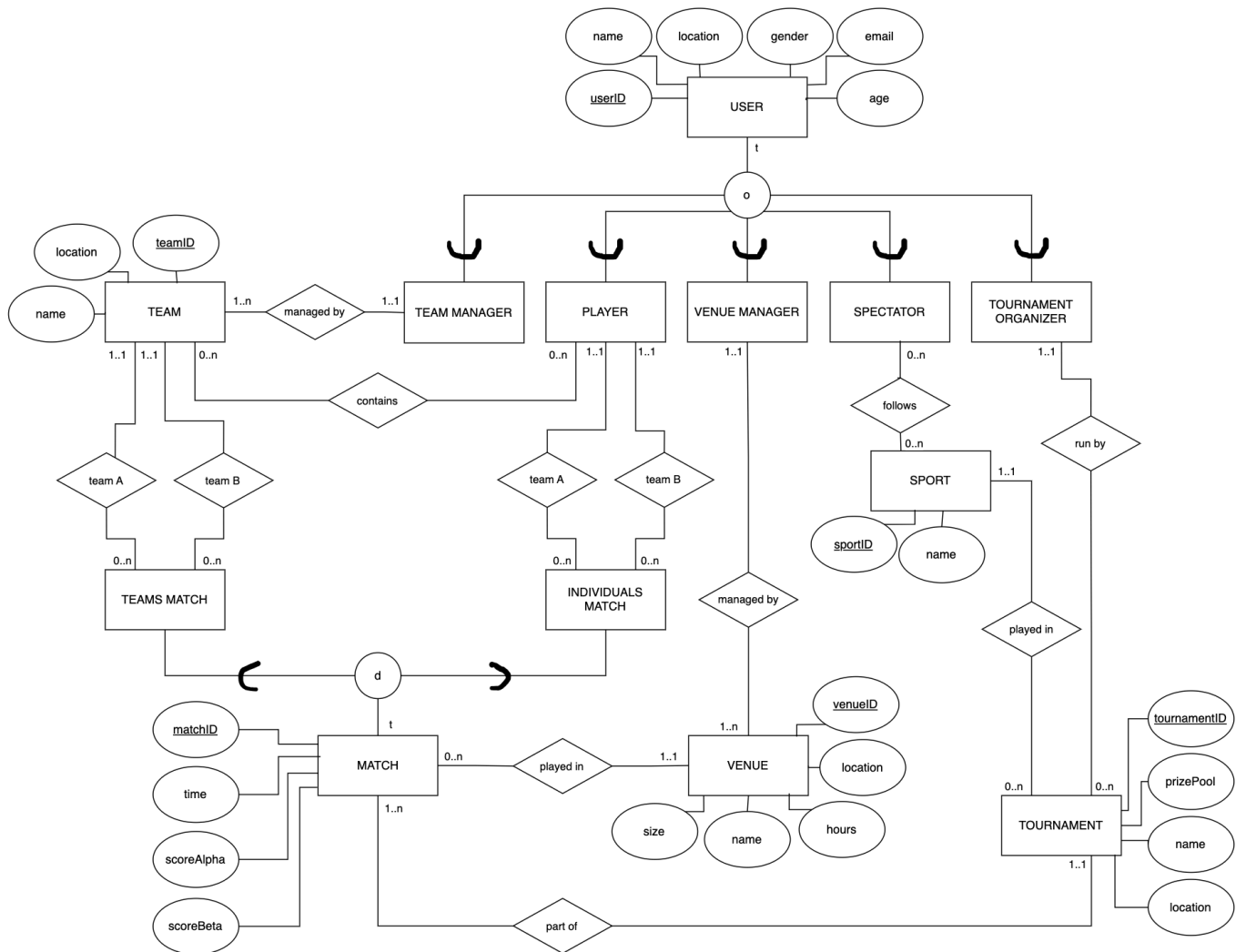
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**Percentage of Effort Contributed by Student1: 100%**

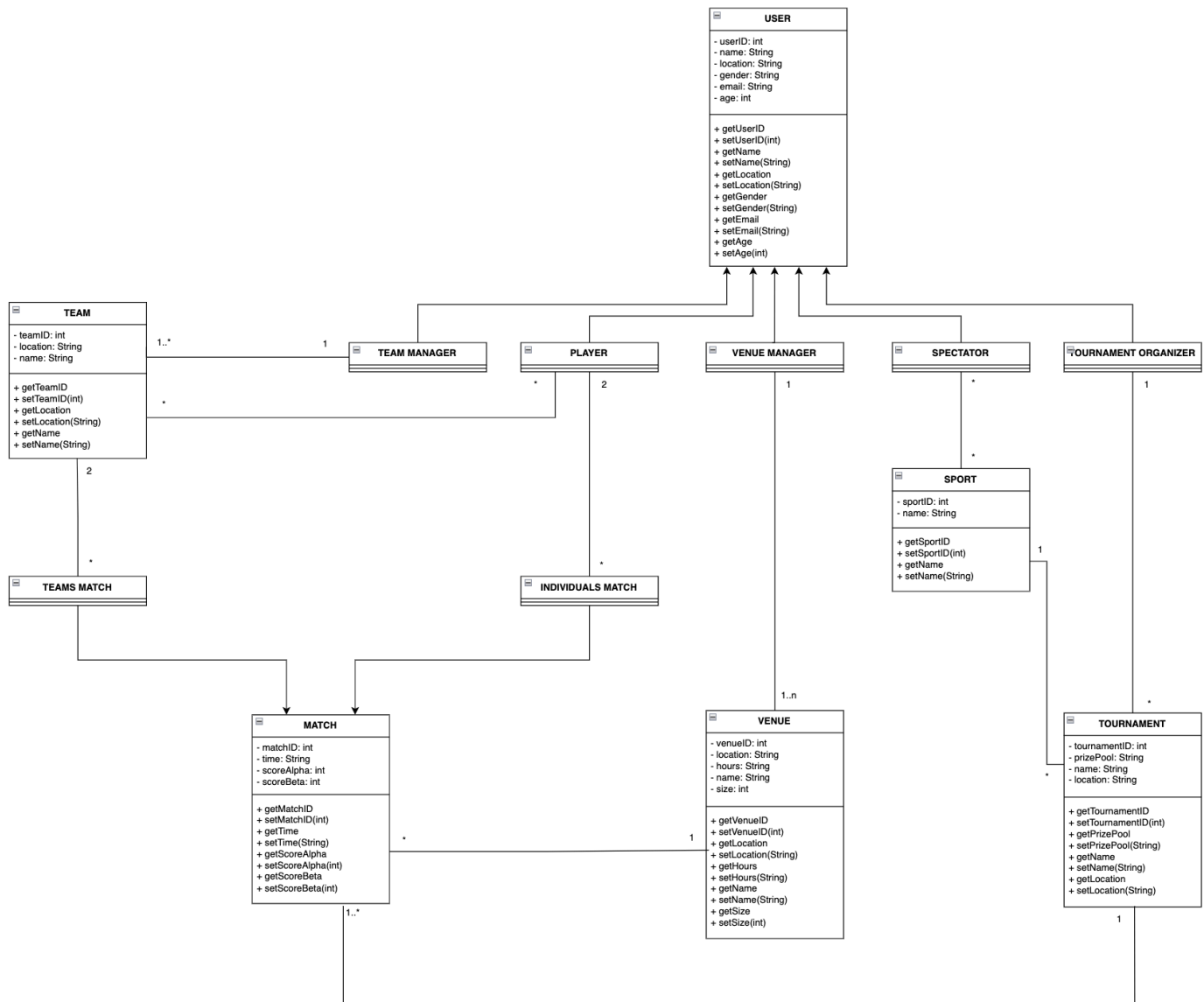
**Signature of Student 1:** 

**Submission Date: 10/09/2024**

## EER Model:



## UML Model:



#### Explanations:

- Teams Match and Individuals Match are inherited from type Match. Both have a score, a time and place, and are separated only by the competitors (players vs teams). In this way, a match must be one of these types to exist, otherwise the match would not have possible competitors.
- Team Manager, Player, Venue Manager, Spectator, and Tournament Organizer are all inherited from User as they are all the different types of user that can use the platform. They share common information as human users, such as name and gender. A User must have at least one type so they can functionally use the site and access other parts.
- A team member must have a team manager, and a team manager must have at least 1 team that they can manage.
- A team can have any amount of players, and a player can play on any amount of teams.
- 2 teams/players must be a part of a match, and these teams/players can play in any number of matches.
- A match needs a venue, and a venue can host any number of matches
- A venue manager needs at least one venue to manage, and a venue has a single manager
- A match will be required to be part of only one tournament, and that tournament can have 1 to many matches
- A tournament will have one singular organizer, and a tournament organizer can run 0 to many tournaments
- A tournament will have a single sport it belongs to, and a sport can have many tournaments
- A spectator can follow as many sports as they like, and a sport can have 0 to many spectators.