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Iteration Two

Tournament

- Store tournament data
- Provide access to teams and matches
- Ask RegistrationManager to register teams
- Ask SchedulingManager to create schedule
- Ask ResultManager to record results

-Send a message to sport to know the sport is outdoors or indoors

RegistrationManager
SchedulingManager
ResultManager
Team
Match
Sport

Sport

le name of sport
of players of the sport
ier its outdoor or indoor

Player

-provide name
-provide id
-get status

Match

Store match info
Store match status
Provide winner information
Accept result assigned by
ResultManager
Ask Venue for details

SchedulingManager
ResultManager
Team
Venue
Result

Team

-Store players
-Provide team information
-Accept updated stats from ResultMan
-Send a message to registrationManaq
register
-Send a message to tournament to get
Tournament and team info
-Send a message to player to get playe

Player
ResultManager
RegistrationManager
Tournament

Registration

egisterTeam(Tournament, Team)
nregisterTeam(Tournament,
eamID)

Tournament
Team

