Tourney Manager:
An App for Managing Tournaments
(Deliverable 1–Preliminary Work)

Background

Leeroy is happy that you have given him a design for his *Tourney Manager* application in Assignment 5. Perhaps you should have expected it from anyone running a tournament ring in a college dormitory, but he has also requested designs from all of his other friends, and would now like to see what a team of programmers can accomplish to help him manage his egaming tournaments. He has therefore requested that a team of you complete a group design, by following the instructions he has provided below. Because Leeroy is also studying computer science and is familiar with UML, he wants the design to be represented using a UML class diagram. Luckily, the members of your team have some recent practice with this, so the team should be able to hit the ground running and produce a good design quickly.

Requirements

See the [requirements in Assignment 5](#).

Instructions

For Deliverable D1:

1. Create a directory called "`GroupProject`" in the **team repo** we assigned to you. Hereafter, we will refer to this directory as `<dir>`.
2. Create two directories, `Design-Individual` and `Design-Team`, under `<dir>`.
3. Each team member must copy both the UML design and the design information document he or she created for Assignment 5 in a directory called `<student's GT username>` under `<dir>/Design-Individual`.
4. Discuss and critique the different designs within the team.
   Important: Avoid being confrontational or defensive; keep in mind that the goal is not to judge each other's work, but rather to come up with a good design for the system.
5. Based on the results of the discussion, create a design on which the whole team agrees. The team design can be one of the team members' designs, possibly updated, a combination of two or more of the team members' designs, or a completely new design based on what the team members learned while doing Assignment 5 and during the design discussion.
6. Save the team design in directory `<dir>/Design-Team` as a PDF file named `design-team.pdf`.

7. Create, also in directory `<dir>/Design-Team`, a document in MD format called `design-discussion.md` with the following content:
    a. One section for each of the individual designs, called "*Design 1*", "*Design 2*", and so on, that shows that design (as an embedded figure) and discusses its main pros and cons as they emerged during the team discussion.
    b. One section for the team design, called "*Team Design*", that shows the team design (as an embedded figure), discusses the main commonalities and differences between this design and the individual ones, and concisely justifies the main design decisions.
    c. One final section, called "*Summary*", that concisely summarizes the lessons learnt in the process of discussing the designs, in terms of design, team work, and any other aspect that the team members consider relevant.
8. Commit and push `<dir>` to your remote repository and submit only the commit ID on T-Square. **Only the current project manager (selected by the team) should submit the commit ID. The other team members should not submit anything on T-Square, to avoid confusion and possible inconsistencies.**

Important:

- Team members who have not submitted their individual design yet (i.e., late submitters) should not be involved in the discussion until they are done with their individual submissions.
- We will **not** use this deliverable to grade Assignment 5; in fact, we will not even look at it before we return your Assignment 5 grades. In other words, please be candid in your discussion about the individual designs and in reporting such discussion.
- Although you may want to get feedback on your individual designs before producing the team design, this would completely defeat the purpose of this deliverable, as our comments would clearly and heavily influence the discussion within the team.
- The fact that the system will be implemented on the Android platform should not affect your design, which should not contain Android specific elements (e.g., activities).
- The project manager is selected by the team to submit the commit ID. This person may change in later phases.