# **Product Development**

1. **Project Inception**: The project began with the identification of a need within the table tennis community for a tool that simplifies the rating adjustment process for players. The objective was to create a user-friendly solution that calculates and displays rating adjustments.
2. **User Interface Design**: A significant part of the project was designing an intuitive web interface using HTML, CSS, and JavaScript. This interface would allow users to input their ratings and match results easily.
3. **Rating Calculation Logic**: The core functionality of the calculator was the implementation of the rating calculation logic. This logic was based on established rating systems commonly used in table tennis. It involved mathematical calculations to determine how a player's rating should change based on match results.
4. **Immediate Feedback**: The calculator was designed to provide instant feedback to users. It would show pre-tournament ratings, net gain, and post-tournament ratings. This immediate feedback was crucial for players to understand how their ratings might change after matches.
5. **Visual Indicators**: To enhance the user experience, the project incorporated clear visual indicators. These indicators helped users quickly grasp the impact of their match results on their ratings, simplifying the rating adjustment process.
6. **Future Enhancements**: The project was forward-thinking and considered potential future enhancements. One such enhancement was the ability to handle multi-match calculations, allowing players to account for a series of matches. Additionally, plans included widening support for different player scenarios.