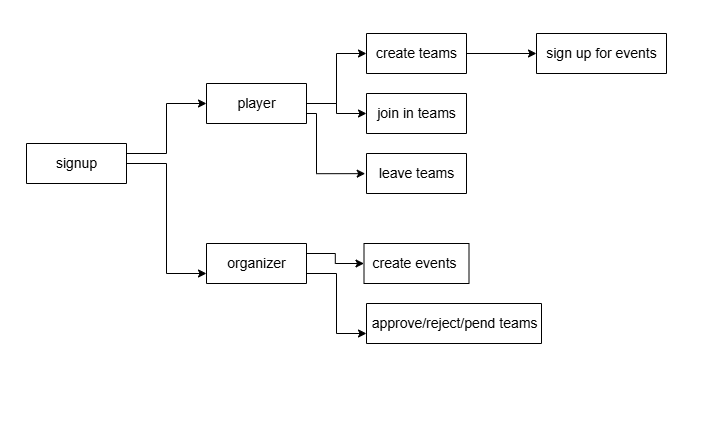
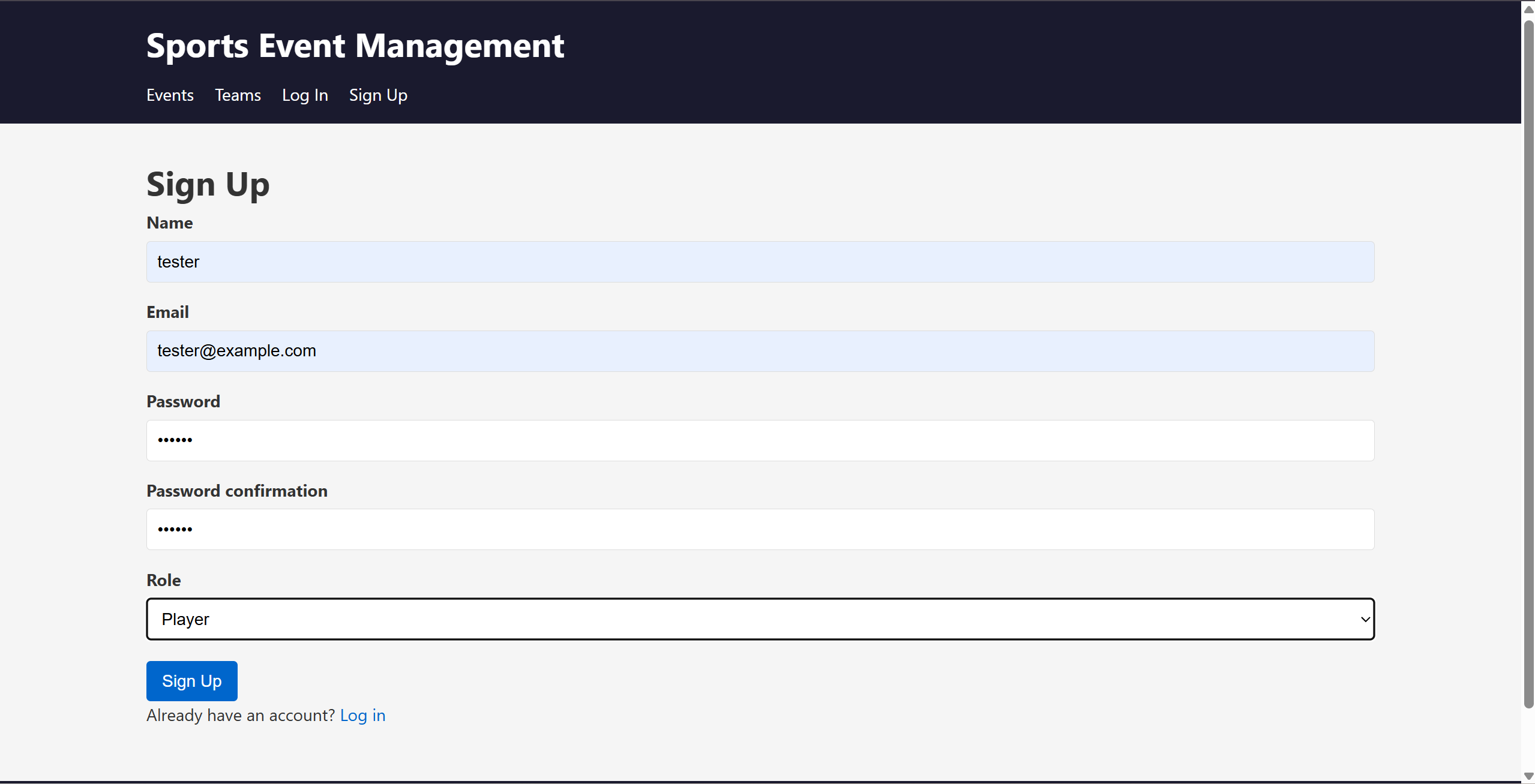
# Final project - Phase 1

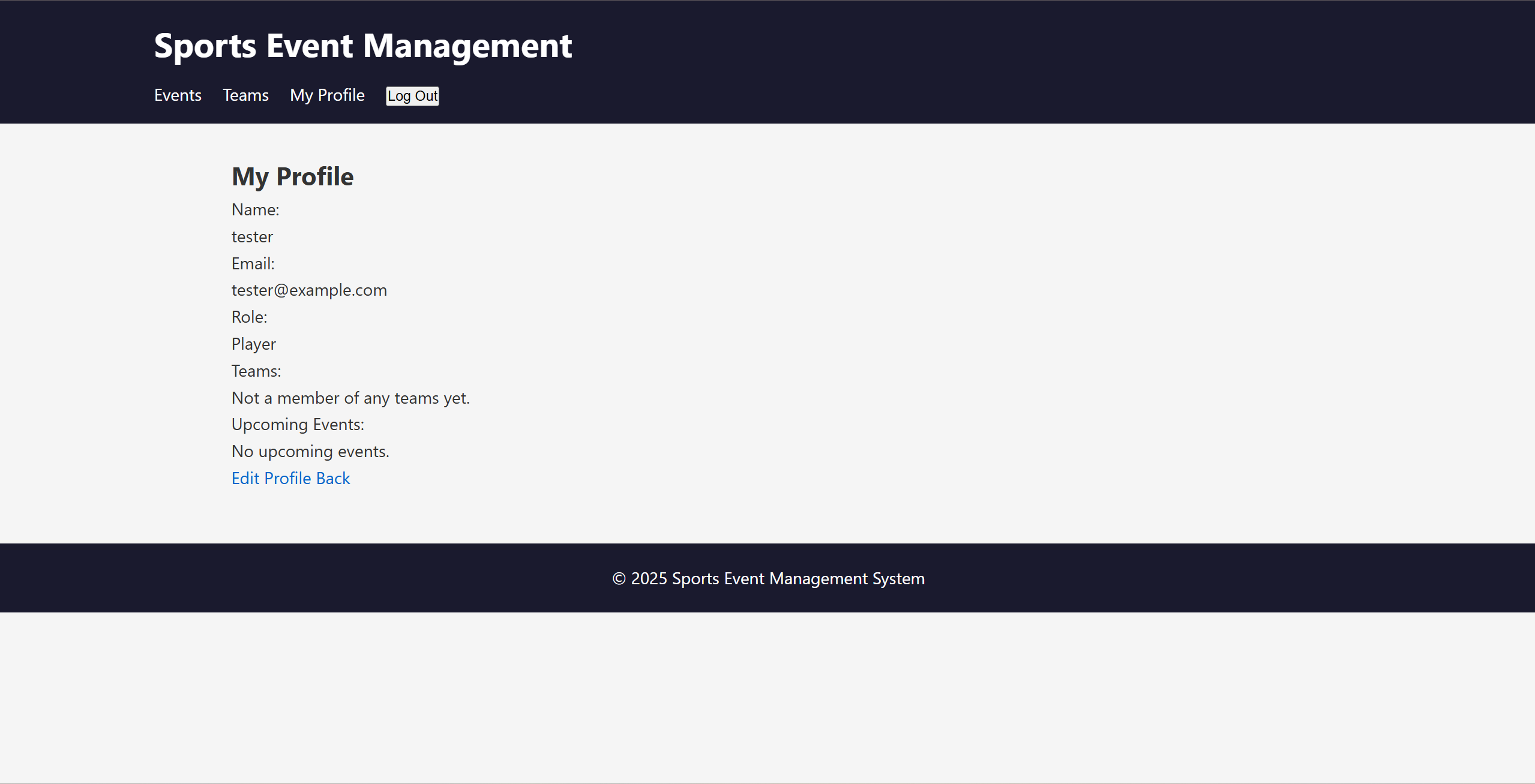
My application is hosted on Render.

Link: <https://final-project-kahz.onrender.com>



1. Signup



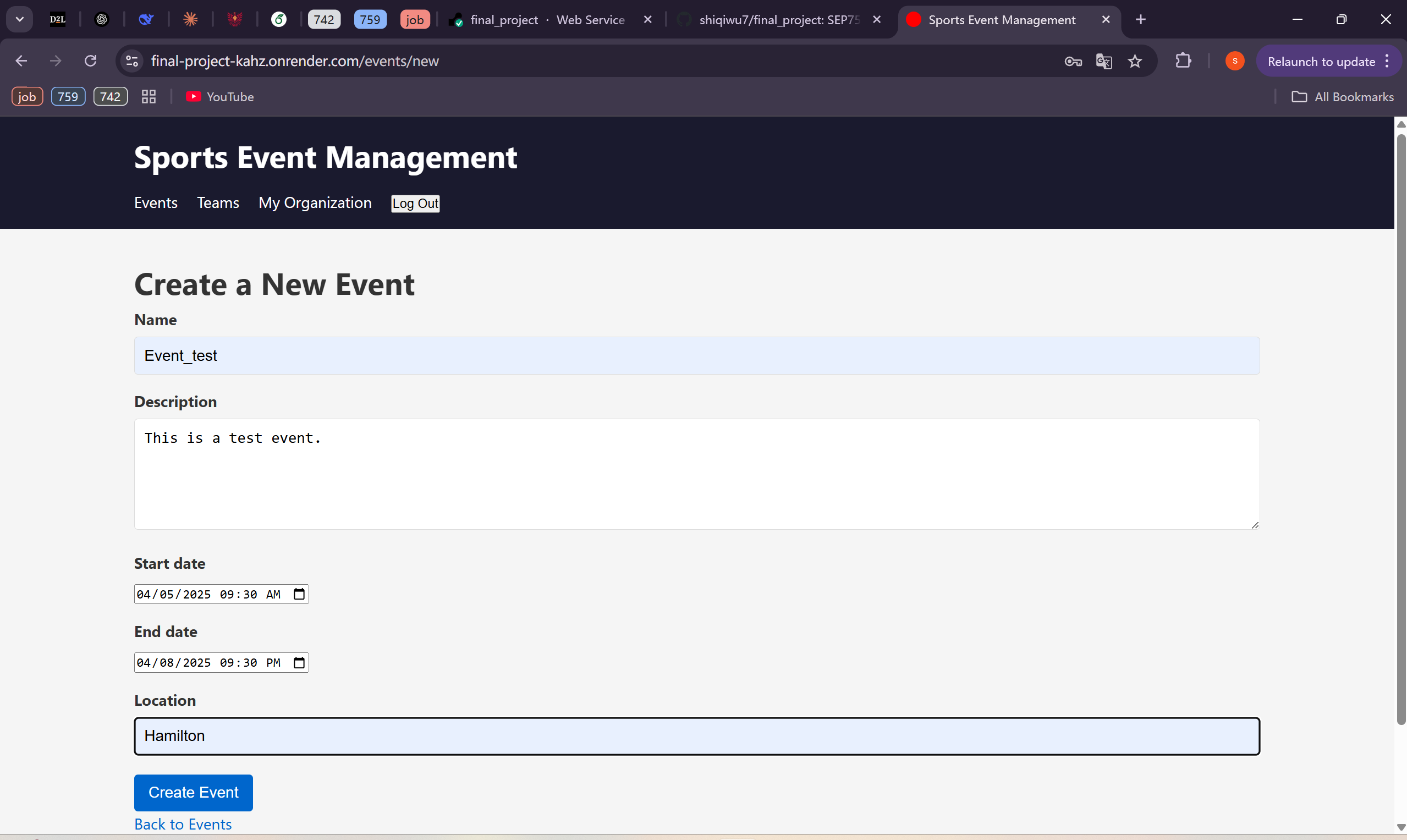


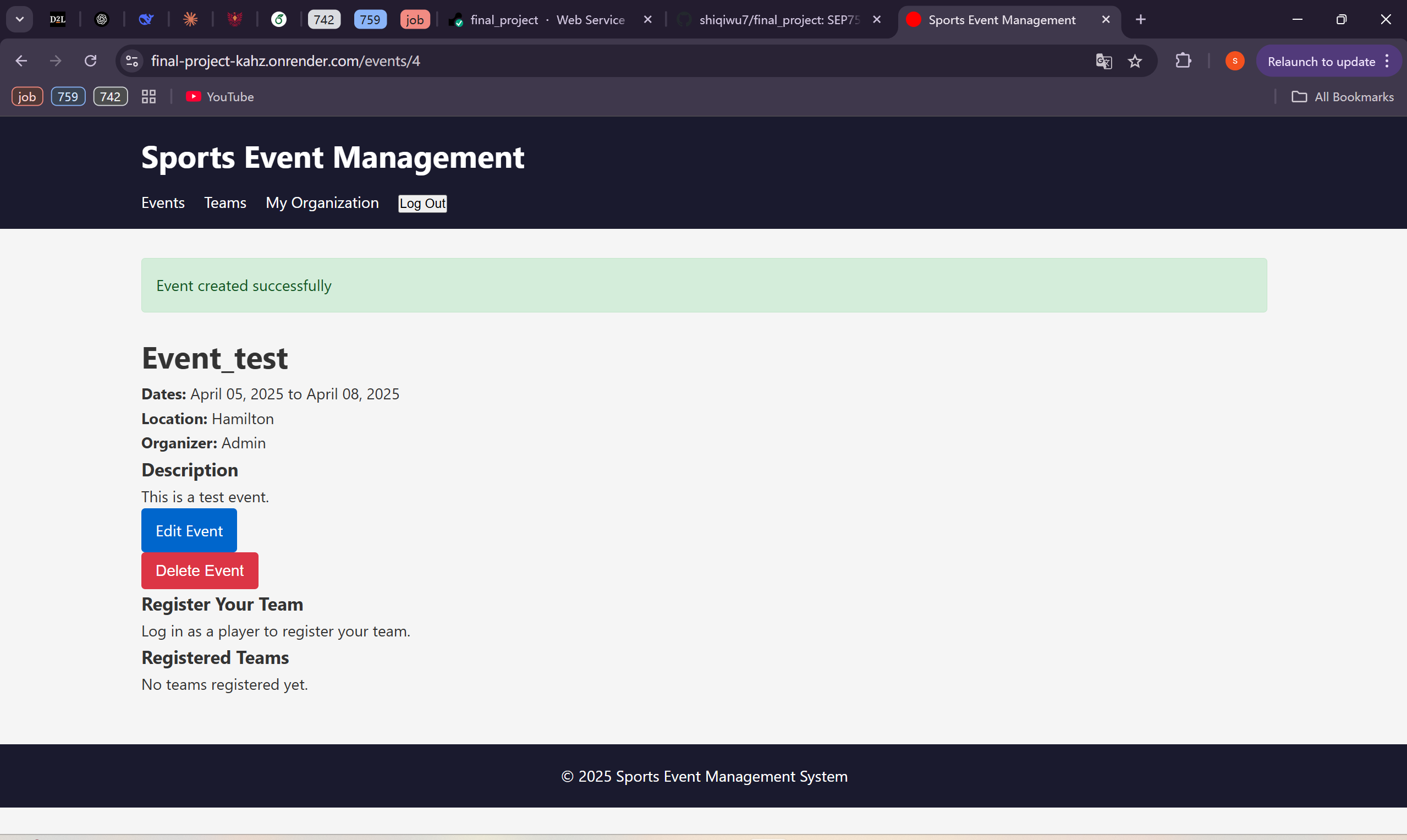
1. User are divided into organizers and players, players can create or join in teams, organizers can create event.
2. Organizer:

email: "admin@example.com"

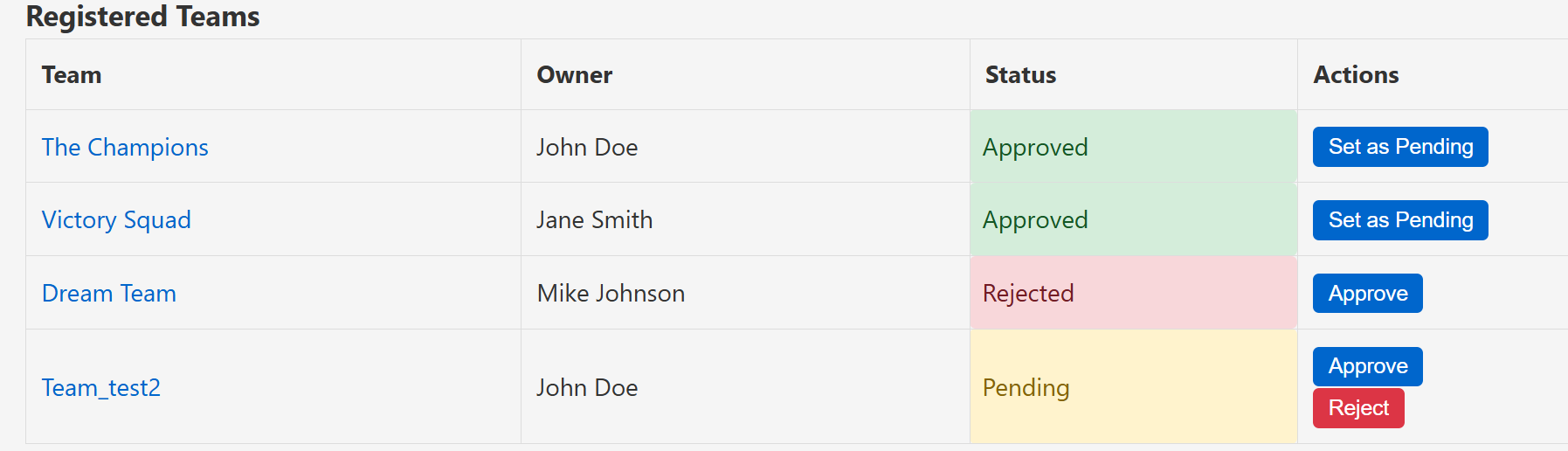
password: "passwordadmin"

Organizer can create events.





Approve/reject/pend teams



1. Player:

email: "player1@example.com"

password: "password1"

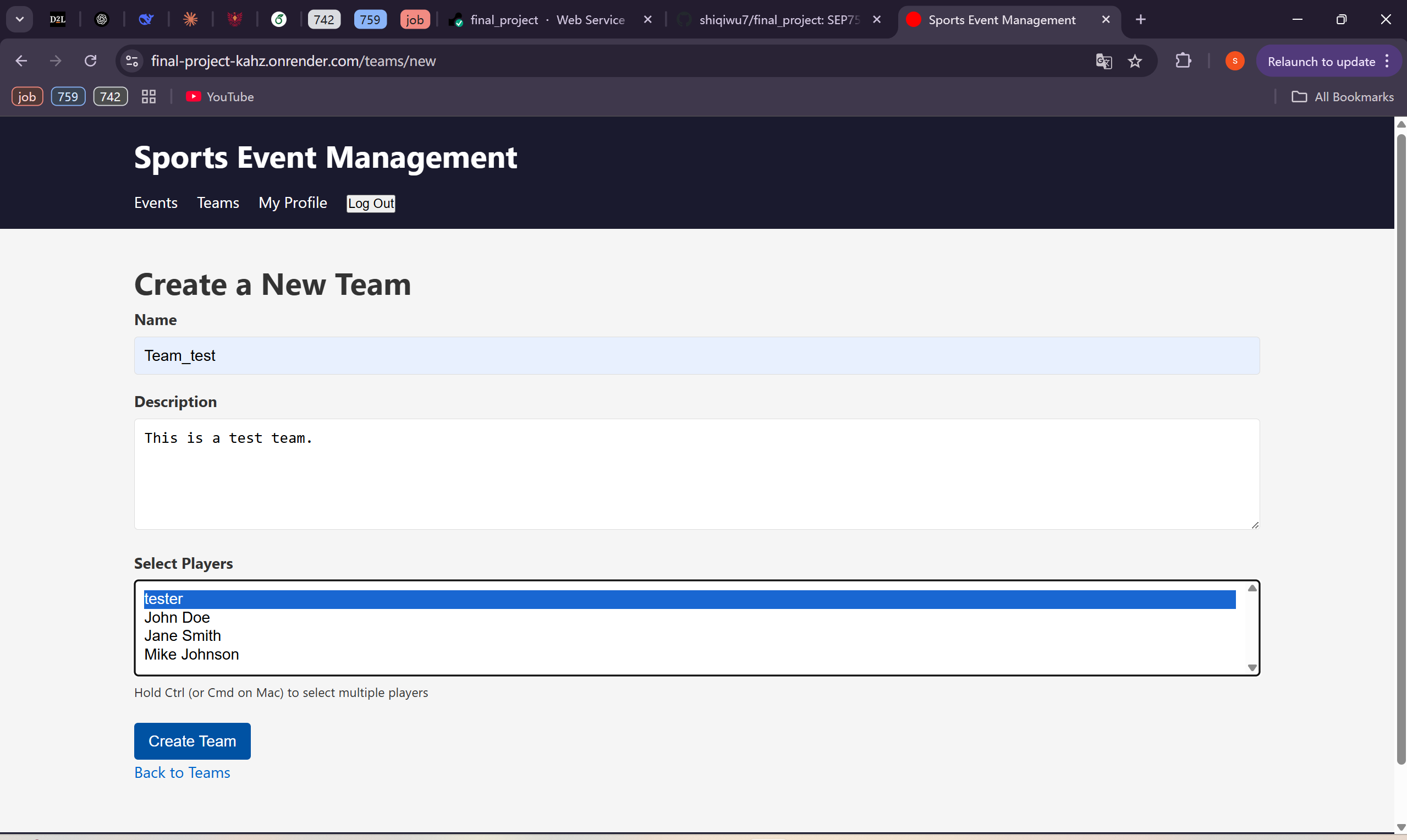
email: "player2@example.com"

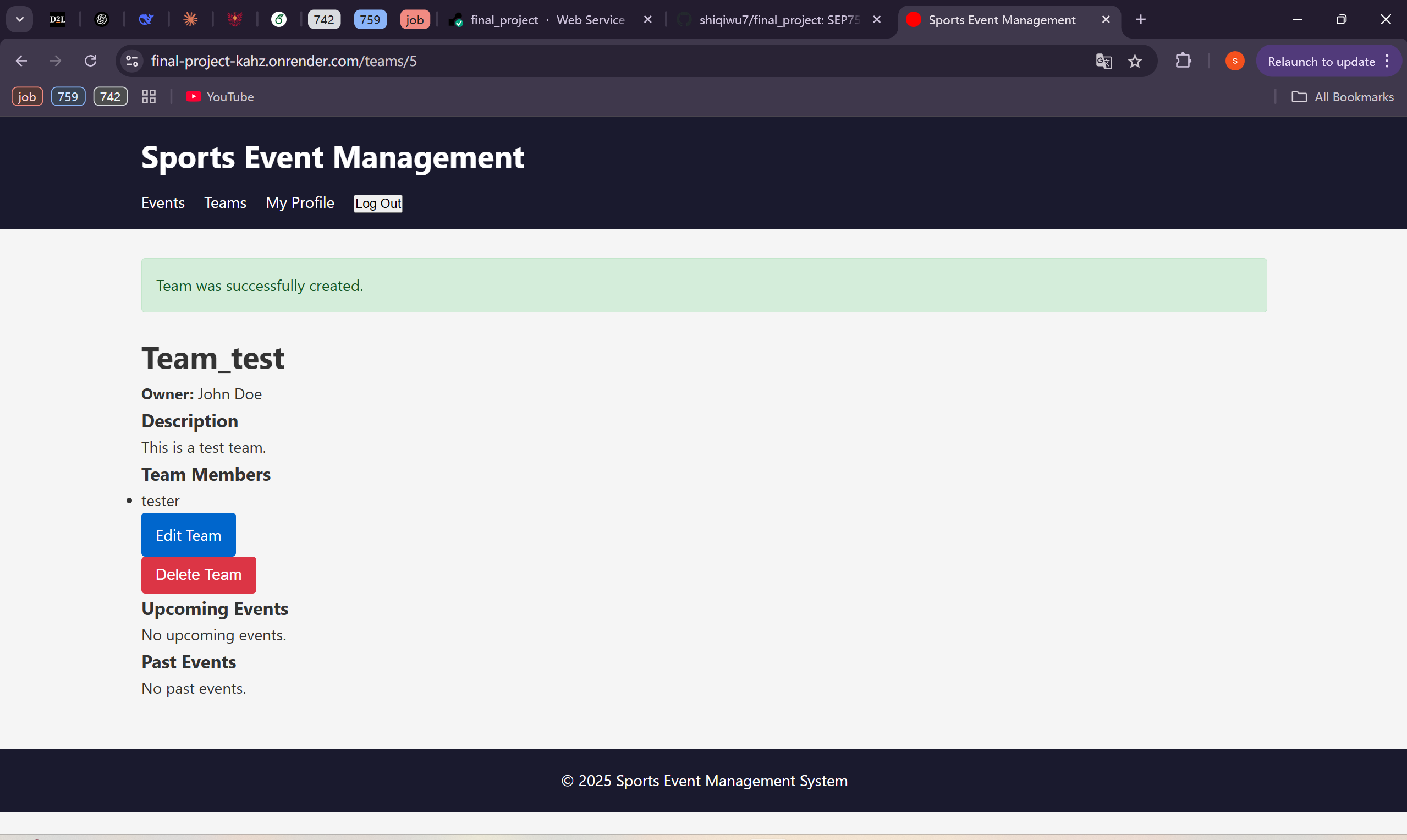
password: "password2"

email: "player3@example.com"

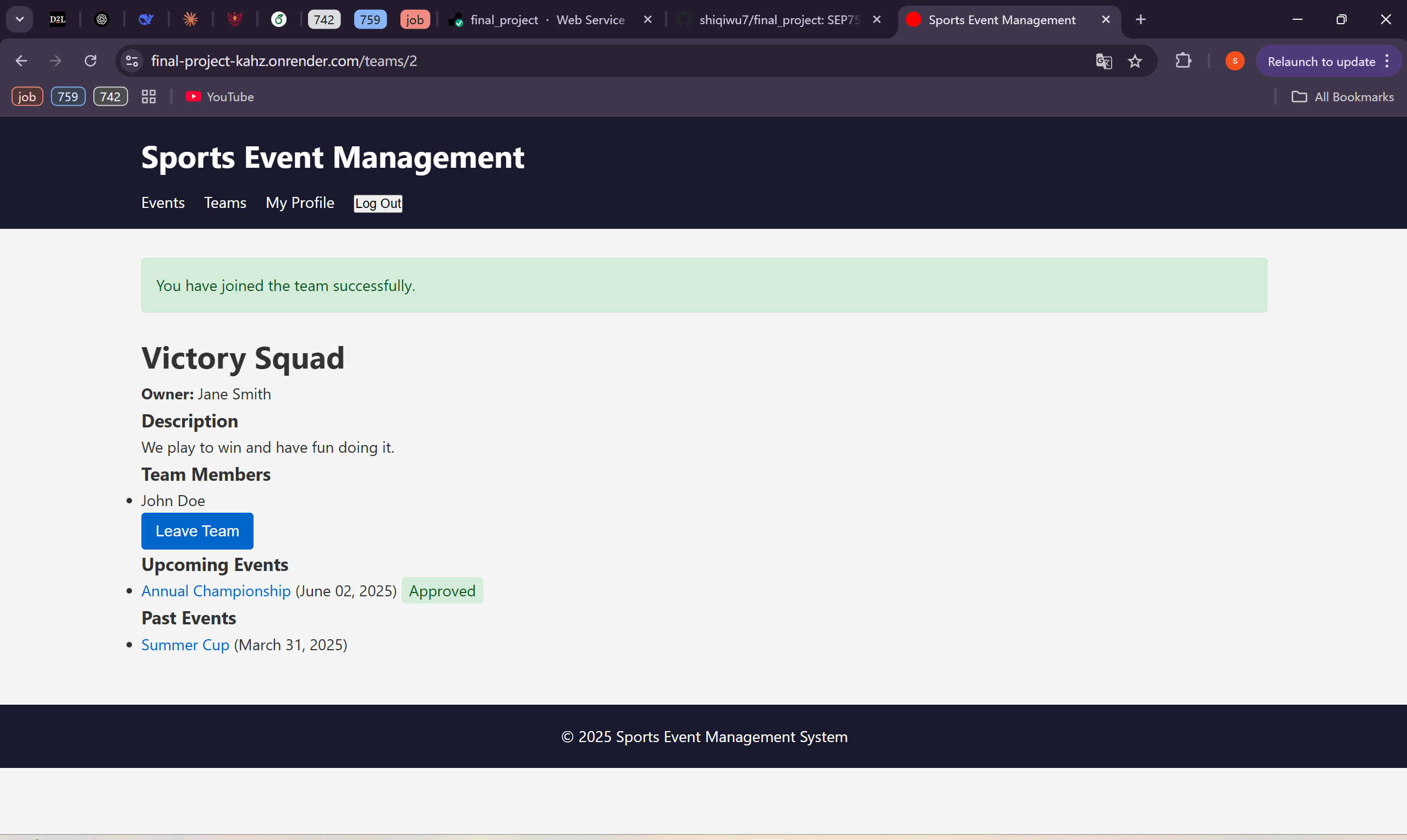
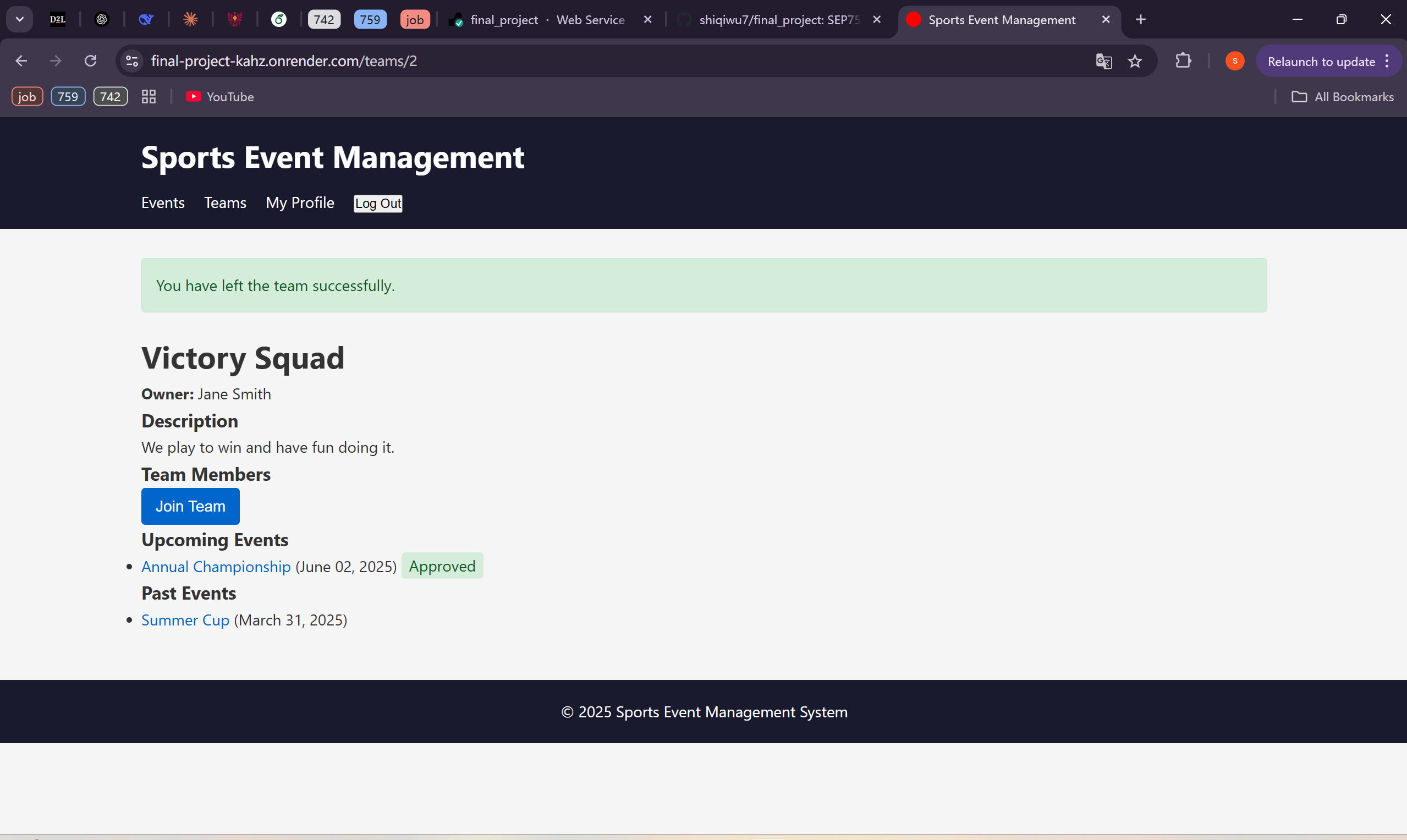
password: "password3"

Players can create teams.

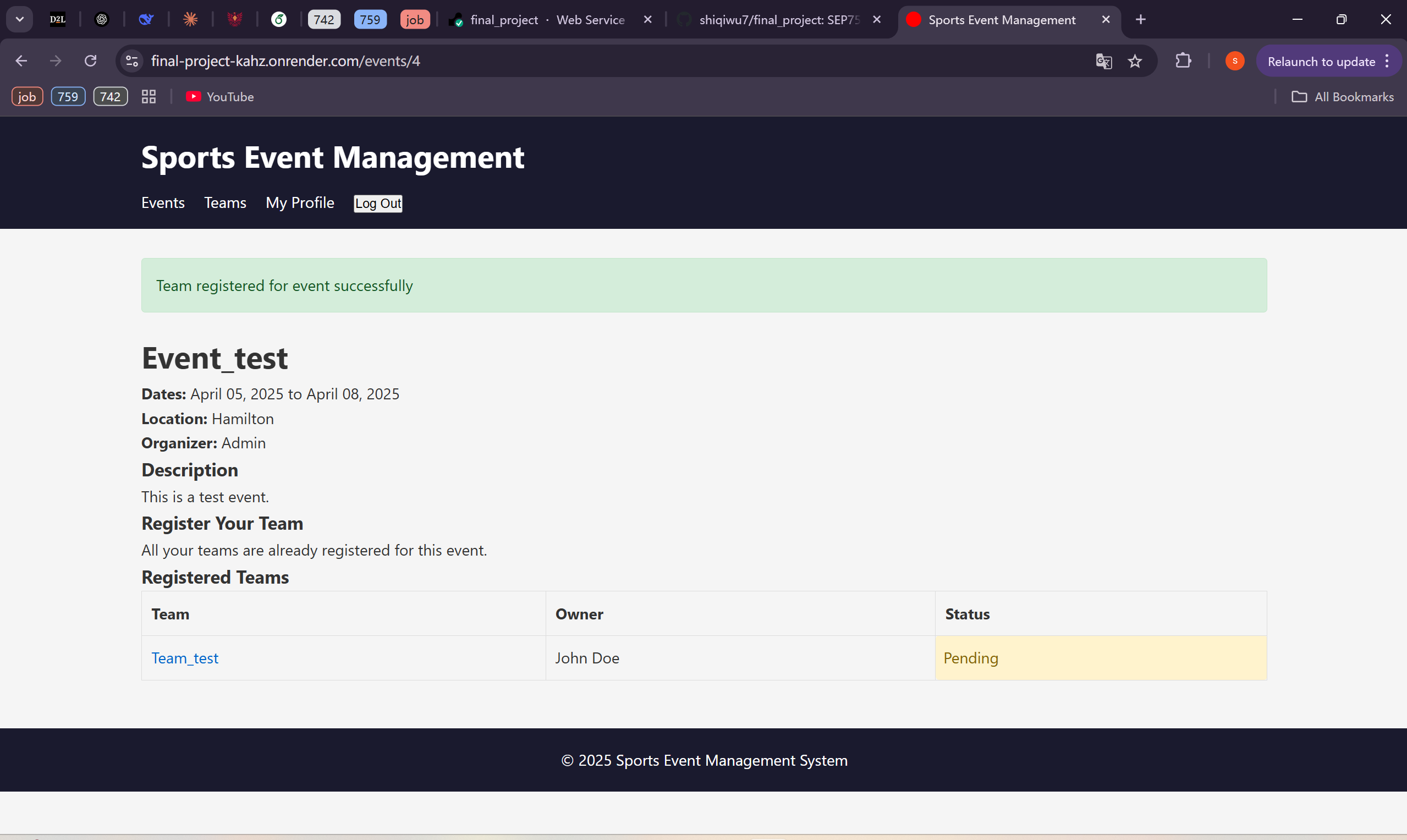




Players can join in or leave teams.



Teams sign up for the event.



DB ER diagram:

One-to-Many:

**Users** are divided into organizers and players

One **player** has one or more teams

One **organizer** has one or more events

Many-to Many:

One **team** can participate in many events

One **event** can have many teams

(through **Participation** table)

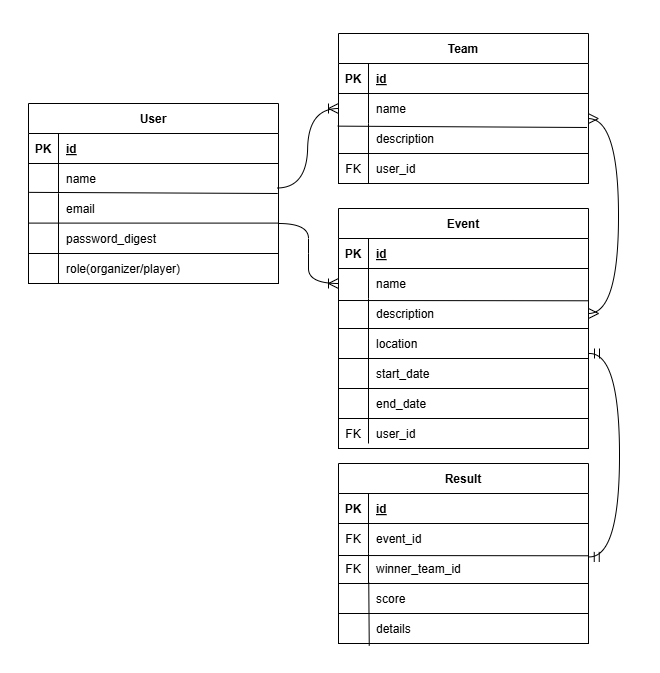
One **team** can have many players

One **player** can join in many teams

(through **team\_player** table)

One-to-One:

One **event** can only have one **result**



8 tables.

