

TOURNIMATOR

A Competitive Event Builder

Group Members

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Project Overview

- Tournament Organizer Application
- Any Game/Sport
 - In-person
 - Online
- Round Robin
- Bracket
 - Single Elimination
 - Double Elimination
- Team/Individual Participants
- Email Reminders



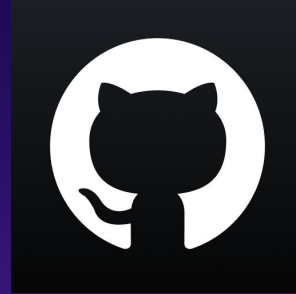
Tech Stack



React



Material UI



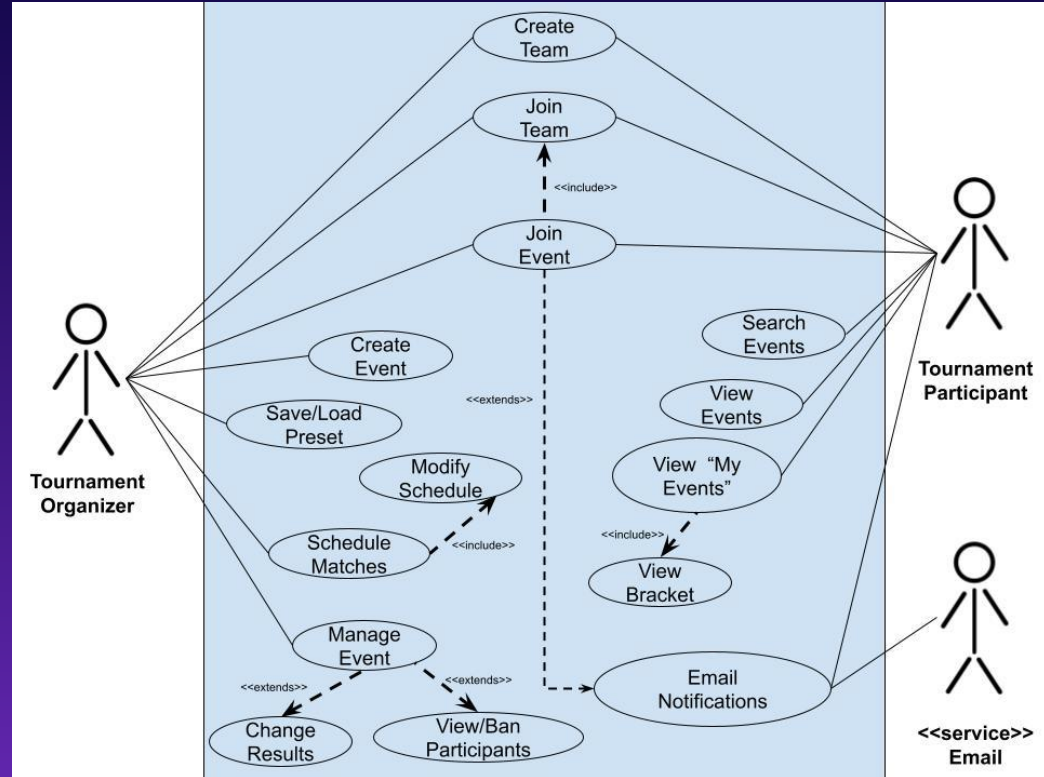
Microsoft®
SQL Server®



Jira Board

Use Case Diagram

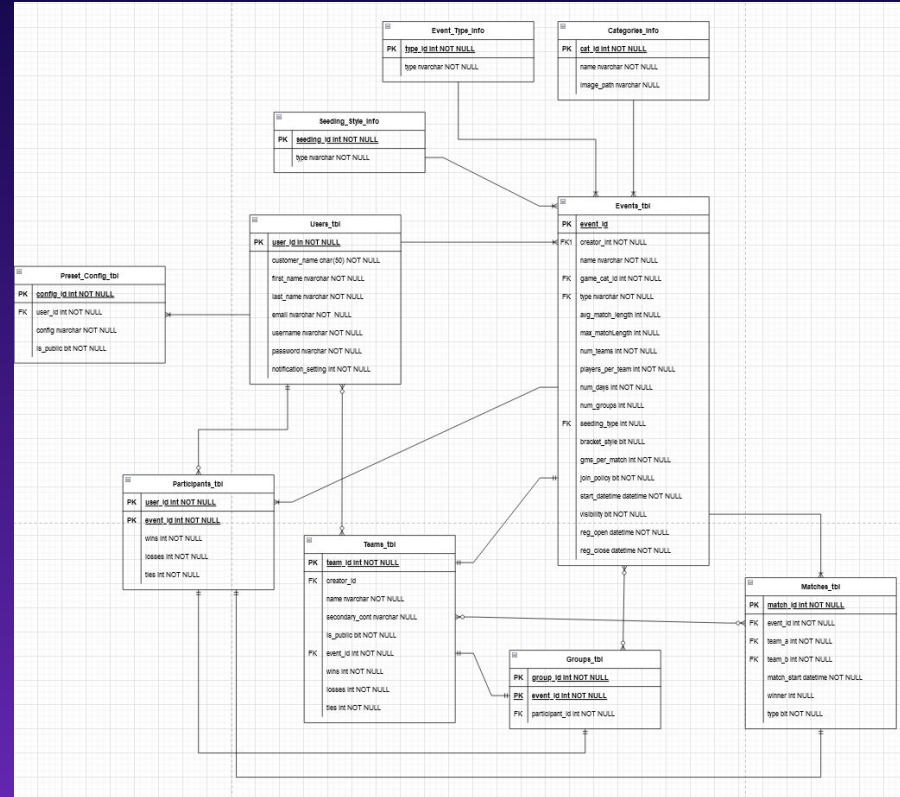
- User Roles
 - Creator
 - Admin privileges
 - Edit results
 - Ban players
 - Modify schedule
 - Participant
 - View events
 - Join or create a team
 - Join events
- Email Service
 - Match reminders
 - Results?
 - Can turn off in settings



ERD/Database Design

- Clarified some functionality
- “Events_tbl” and “Users_tbl” drive most of functionality
- Teams vs Participants
- 3NF
- Many-to-Many imply Association Tables

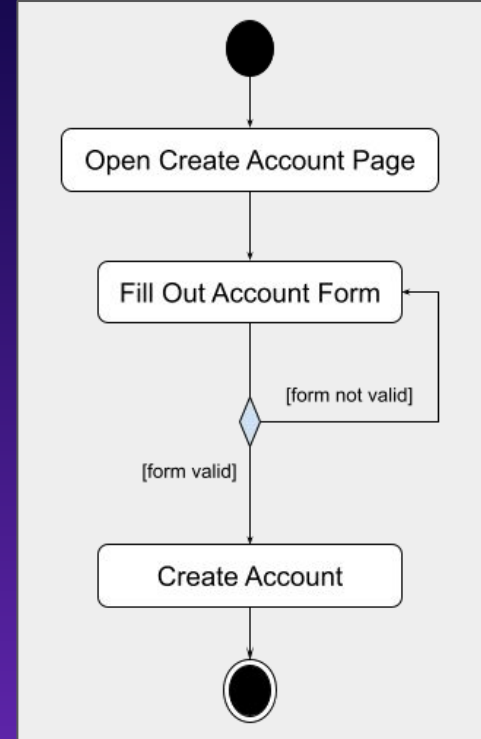
ERD - Draw.io



Activity Diagrams

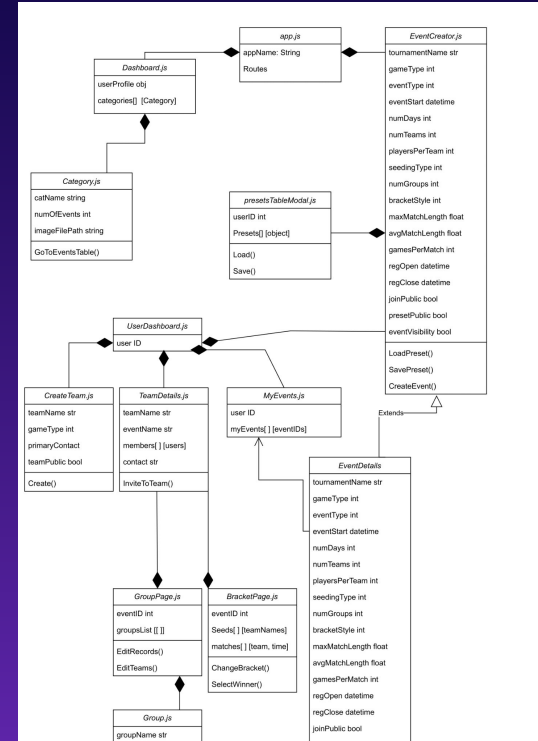
- Create Account
- Manage Account
- Create Event
- Manage Event
- Join Event
- Manage Team

Activity Diagrams



Class Diagrams

- React app doesn't use traditional classes
- Created components as classes for diagram
 - State variables instead of class properties
 - Hooks/useEffects, custom functions for methods
- API/Backend will use functional components as well





Heuristic Evaluation

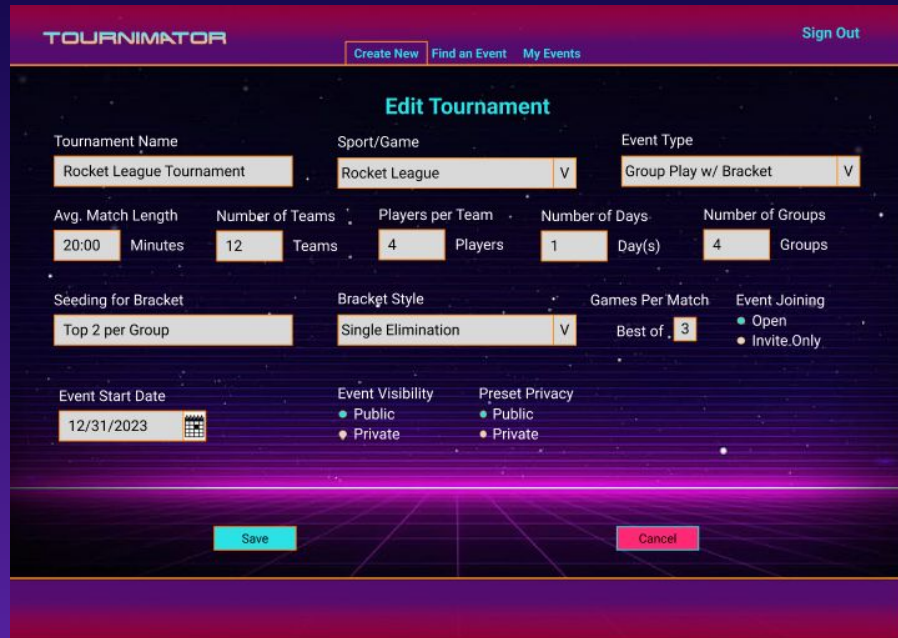
- Success and error messages
- Edit and cancel
- Conformation checks
- Follows website standards
- Understandable error messages
- Proper naming conventions
- Consistent styling
- Easy to use
- Every page focus on one thing
- Tooltips

Heuristic Evaluation

Wireframe/Prototype

- Retro/Synthwave Theme
- “Tournimator” fits theme
- Purple “Dark Mode”
- UX/UI
 - Teal - Go/Confirm
 - Pink - Cancel/Delete

Figma Prototype




TOURNIMATOR [Create New](#) [Find an Event](#) [My Events](#) [Sign Out](#)

Edit Tournament

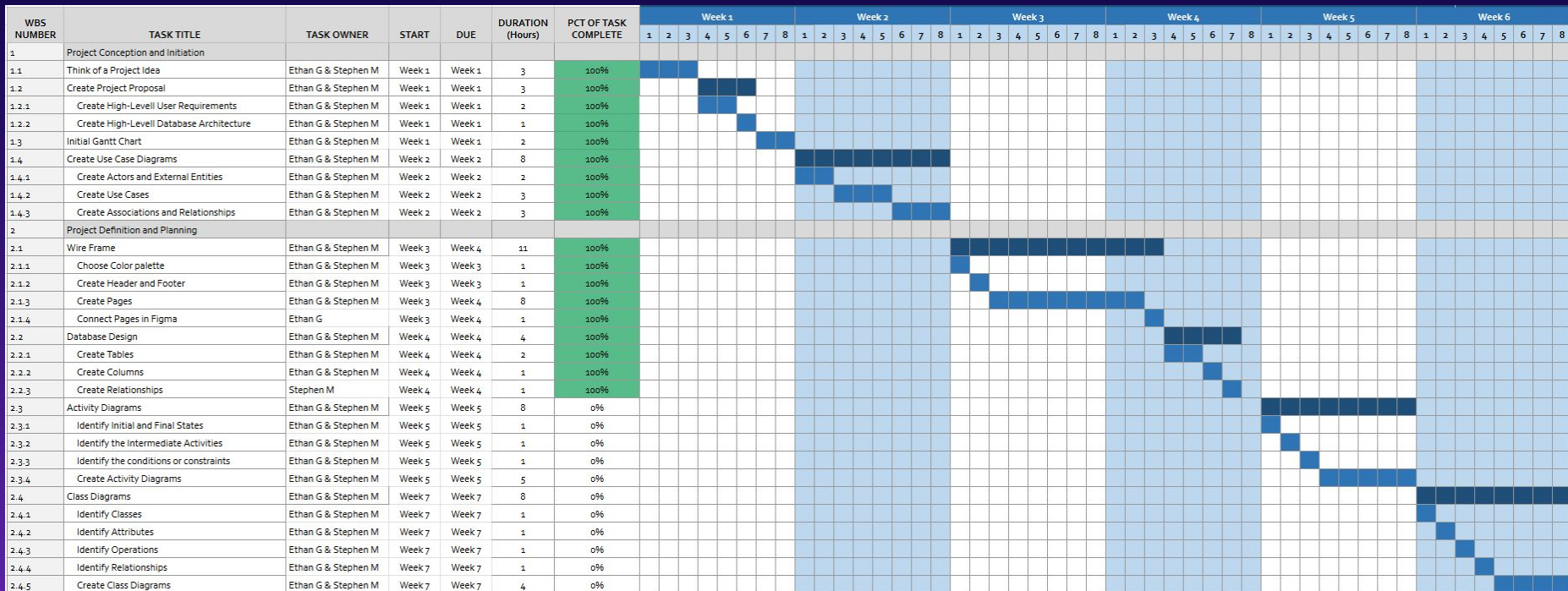
Tournament Name	Sport/Game	Event Type
<input type="text" value="Rocket League Tournament"/>	<input type="text" value="Rocket League"/> V	<input type="text" value="Group Play w/ Bracket"/> V

Avg. Match Length	Number of Teams	Players per Team	Number of Days	Number of Groups
<input type="text" value="20:00"/> Minutes	<input type="text" value="12"/> Teams	<input type="text" value="4"/> Players	<input type="text" value="1"/> Day(s)	<input type="text" value="4"/> Groups

Seeding for Bracket	Bracket Style	Games Per Match	Event Joining
<input type="text" value="Top 2 per Group"/>	<input type="text" value="Single Elimination"/> V	Best of <input type="text" value="3"/>	<input checked="" type="radio"/> Open <input type="radio"/> Invite Only

Event Start Date	Event Visibility	Preset Privacy
<input type="text" value="12/31/2023"/> 	<input checked="" type="radio"/> Public <input type="radio"/> Private	<input checked="" type="radio"/> Public <input type="radio"/> Private

Gantt Chart



Gantt Chart

GAME OVER

PLAY AGAIN?

YES NO

