TOURNIMATOR

A Competitive Event Builder







Ethan Green





Project Overview

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

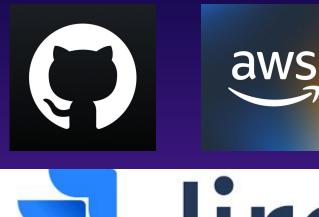










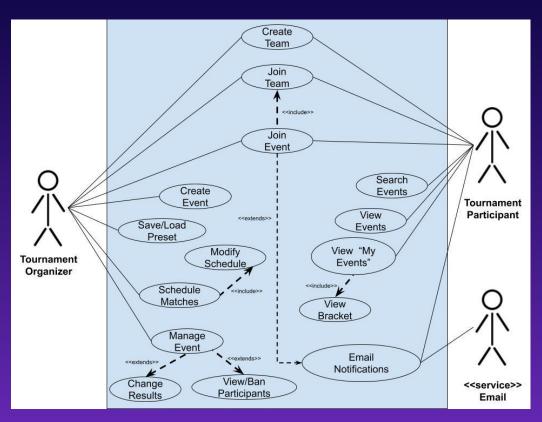






Use Case Diagram

- 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
 - o Results?
 - Can turn off in settings

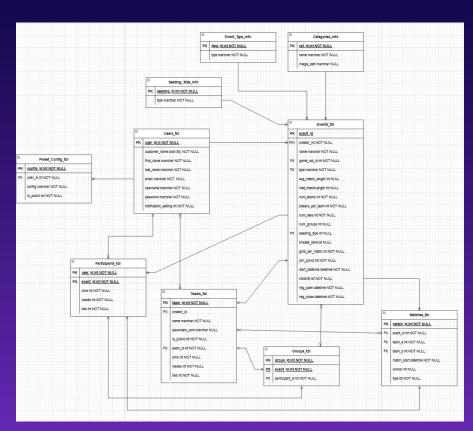




ERD/Database Design

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

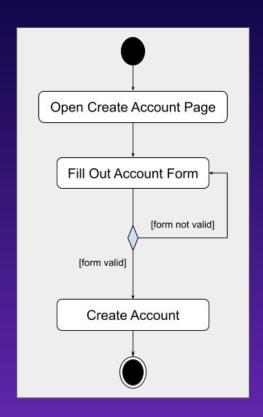
ERD - Draw.io



Activity Diagrams

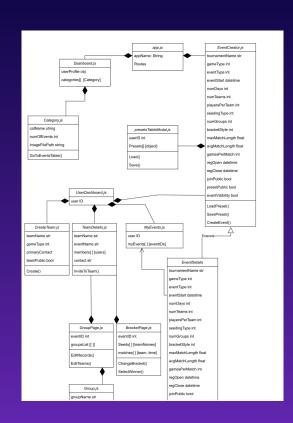
- Create Account
- Manage Account
- Create Event
- Manage Event
- Join Event
- Manage Team

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





- 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

Sign Out TOURNIMETOR Create New Find an Event My Events **Edit Tournament** Event Type Tournament Name Sport/Game Rocket League Tournament Group Play w/ Bracket Rocket League Avg. Match Length Players per Team Number of Days Number of Groups 20:00 Minutes Groups Seeding for Bracket Bracket Style Top 2 per Group Single Elimination Invite Only **Event Visibility** Preset Privacy **Event Start Date** Public Public 12/31/2023 Private Private Cancel

Figma Prototype



Gantt Chart

WBS	TASK TITLE	TASK OWNER	START	DUE	DURATION (Hours)	PCT OF TASK COMPLETE		١	Week 1			Week 2					Week 3					Week 4					Week 5							eek 6		
NUMBER							1 2	3	4 5	6 7	8 :	1 2	3 4	5 6	7	8 1	2	3 4	5 6	7 8	3 1	2 3	4 5	6	7 8	1 2	3	4 5	6	7 8	1	2 3	4 5	5 6	7 8	
1	Project Conception and Initiation																																			
1.1	Think of a Project Idea	Ethan G & Stephen M	Week 1	Week 1	3	100%																														
1.2	Create Project Proposal	Ethan G & Stephen M	Week 1	Week 1	3	100%																														
1.2.1	Create High-Levell User Requirements	Ethan G & Stephen M	Week 1	Week 1	2	100%																														
1.2.2	Create High-Levell Database Architecture	Ethan G & Stephen M	Week 1	Week 1	1	100%																														
1.3	Initial Gantt Chart	Ethan G & Stephen M	Week 1	Week 1	2	100%																														
1.4	Create Use Case Diagrams	Ethan G & Stephen M	Week 2	Week 2	8	100%										-																				
1.4.1	Create Actors and External Entities	Ethan G & Stephen M	Week 2	Week 2	2	100%																														
1.4.2	Create Use Cases	Ethan G & Stephen M	Week 2	Week 2	3	100%																														
1.4.3	Create Associations and Relationships	Ethan G & Stephen M	Week 2	Week 2	3	100%																														
2	Project Definition and Planning																																			
2.1	Wire Frame	Ethan G & Stephen M	Week 3	Week 4	11	100%																														
2.1.1	Choose Color palette	Ethan G & Stephen M	Week 3	Week 3	1	100%																														
2.1.2	Create Header and Footer	Ethan G & Stephen M	Week 3	Week 3	1	100%																														
2.1.3	Create Pages	Ethan G & Stephen M	Week 3	Week 4	8	100%																														
2.1.4	Connect Pages in Figma	Ethan G	Week 3	Week 4	1	100%																														
2.2	Database Design	Ethan G & Stephen M	Week 4	Week 4	4	100%																														
2.2.1	Create Tables	Ethan G & Stephen M	Week 4	Week 4	2	100%																														
2.2.2	Create Columns	Ethan G & Stephen M	Week 4	Week 4	1	100%																														
2.2.3	Create Relationships	Stephen M	Week 4	Week 4	1	100%																														
2.3	Activity Diagrams	Ethan G & Stephen M	Week 5	Week 5	8	0%																														
2.3.1	Identify Initial and Final States	Ethan G & Stephen M	Week 5	Week 5	1	0%																														
2.3.2	Identify the Intermediate Activities	Ethan G & Stephen M	Week 5	Week 5	1	0%																														
2.3.3	Identify the conditions or constraints	Ethan G & Stephen M	Week 5	Week 5	1	0%																														
2.3.4	Create Activity Diagrams	Ethan G & Stephen M	Week 5	Week 5	5	0%																														
2.4	Class Diagrams	Ethan G & Stephen M	Week 7	Week 7	8	0%																														
2.4.1	Identify Classes	Ethan G & Stephen M	Week 7	Week 7	1	0%																														
2.4.2	Identify Attributes	Ethan G & Stephen M	Week 7	Week 7	1	0%																														
2.4.3	Identify Operations	Ethan G & Stephen M	Week 7	Week 7	1	0%					8.3																									
2.4.4	Identify Relationships	Ethan G & Stephen M	Week 7	Week 7	1	0%																														
2.4.5	Create Class Diagrams	Ethan G & Stephen M	Week 7	Week 7	4	0%																														

