Event Manager App Desing Document

Entities

User

Any user of the app.

Player

Represents a user that is participating in a league. There is only one player for each tenant. A user can be associated with two tenant at the same time but he will have separate player record for each tenant.

Tenant

Represents an organization or individual that is using the app for managing his events.

League

League represents the container that

Season

The period that tournaments are grouped by and determines the ranking of players.

SeasonId, LeagueId, StartDate, EndDate, TemplateTournamentId

Tournament

Any individual event that players can sign up for. Tournament Name is optional.

TournamentId, SeasonId, TournamentName, TournamentDate, TournamentTime, MinPlayerCount, MaxPlayerCount, AllowWaitList, IsTemplate, RegistrationFee, TournamentCancelationTime

TournamentFee

TournamentFeeId, TournamentId, FeeType, FeeAmount

TournamentSignup

Associates a player’s registration in a specific tournament.

TournamentSignupId, TournamentId, PlayerId, OnWaitList, SignUpDate, RegistrationFeePaidAmount, RegistrationPaidOn

TournamentFeeExtra

TournamentSignupId, Fee, PaidOn, FeeType

Tournament Setup Service

**TournamentSvc.AddTournament(SeasonId, TournamentName, …)**

**TournamentSvc.AddTournamentFromTemplate(TournamentTemplateId)**

**TournamentSvc.AddFee(TournamentId, FeeType, Amount)**

**TournamentSvcAddFeeFromTemplate(TournamentTemplateId)**

User Sign Up Service

This service allows a user to sign up for an event.

**SignupSvc.GetTournaments(PlayerID)**

This will return a list of Tournaments that player can register for or has already registered

SignupSvc.RegisterPlayer(PlayerID, TournamentID, BuyIn = null)

If PlayerID and TournamentID do not have same TenantID return error

If Tournament is full, then if it allows wait list, add user to wait list otherwise return error

Create a record in TournamentPlayer table

**SignupSvc.GetPlayerTournamentPayments(PlayerId, TournamentId)**

This will return the sum of TournamentSigup RegistrationFeePaidAmount and all Fees from TournamentFeeExtra for same TournamentSignupId

UI

Describe UI here (Result page, login page, tournament sign up page, …).

Use Cases

Use Case 1: Majid organizes pickup soccer games. He needs at least 10 players to sign up. If there are less than 10 players signed up two hours before the game, then the game will be canceled. There is no fee. There is a cap of 14 players and after that no signing is allowed. A player can cancel his signup at any time.  
http://soccer.rtiball.org/

Use Case 2: Saeid organized poker tournaments. Each tournament has different buying, rebuy, ... The money collected will be awarded to top players. There might be a percentage or fixed amount taken away to cover some costs. The seats are limited but people can get on waiting list and they will be allowed in if there is no show, or a player is busted and does not want to rebuy. At certain point this will not be allowed (where rebuy is not allowed).

Participants receives points based on the amount of money they win. The points are accumulated each year in order to determine the champion for that year.

Saeid adds a League in the app called Freiburg Holdem Tournament and create a season for it called 2023 and then adds a tournament called March Last Sunday $20 No Limit Holdem.

Use Case 3: Mike is organization a surprise birthday party for his friend. Everyone needs to sign up and pay $10 toward cost of cake, place, …

Use Case 4: Gabe runs a $200 Bounty ($50) tournament each Monday and a $600 on Saturdays. His season start June 1st and ends on May 31st. Late sign up is allowed till Round 7 and wait list players can get in till then as well if seat becomes available. There are a few players (Gabe, Tyler) that can play but are not qualified for winning prizes. He does not want to add tournaments every week as they are always the same format.