

NHL, FIFA, Madden, 2k, Fortnite, Call of Duty , MLB

Platforms : Playstation 4, Xbox one, Playstation 5, Xbox Series X/S, PC

### **What users can see in their own account**

Picture

Trophies (SHOW OR HIDE)

Earnings

Money/Credit balance

Withdraw/Deposit

Gamertag

Social media links

### **Profile from view of other accounts**

Photo

Trophies (Bronze, Silver, Gold)

Teams

Gamertag

Socials

Ability to send challenge to user for wagers

### **3 sections**

#### **- Tournaments Section**

- List of all tournaments on the site sorted by game
- each tournament should show if its a vip members only or if its available to regular members
- Each tournament should say price
- Each tournament needs to say how many players are registered example : 13/64 registered
- Each tournament should say the prizes in the title
- Tournaments show which teams are registered and players on the team
- Each tournament will have the set of rules allowed

- Each mapset will be randomly generated
- Notifications when they have a scheduled match

## - **Wager Section**

- Match finder (Accept match) or (Post/Create)
- Choose which restrictions when creating a match
- Choose amount : 5, 10 , 20, 50, 100, Custom (max 1000)
- Users can't get another match if previous one isn't reported
- Both players get notified when match is ready
- After match is accepted the app will determine the host (randomized)

## - **Ladder Section**

- Standings for each ladder of each game(Team, Duos, Singles)
- Ability to create teams in the ladder of choice
- Team leaders/ can invite users - Post/Create/Accept/Report
- Team profiles contain: social links for streaming if need be, photo, recent matches, schedule and record, members of team with their username and gamertag
- Rules section for each game
- Each matches maps will be randomly generated depending on the game/game mode of choice
- Members need to be able to leave teams
- Leaders are able to disband/delete teams (Permanently)
- When posting a match they will choose the settings/variant that they want for the match and people to accept
- Reporting scores will be done after match is complete
- Proof page in case of dispute , where users will be able to upload their proof in video, photo or link
- Disputes will be handled by admins or users given the ability to resolve disputes
- MATCHES SHOULD BE SCHEDULED FOR THE NEXT " 0" ON THE CLOCK: EXAMPLE IF SOMEONE ACCEPTS A MATCH AT 10:41, THE MATCH WILL BE SCHEDULED FOR 10:50 AS IT IS THE NEXT "0" !  
PLAYERS HAVE TO BE IN THE LOBBY BY 11 BEFORE FORFEIT
- Players have 10 minutes after scheduled times to show up or forfeit.  
Match must start even if all players are not in at the forfeit time.

## **Account**

- Login/Registration
- Users must confirm email
- Ability to change passwords
- Address to claim prizes
- Withdraw/Deposit
- Add photo
- Link gamertags (sign in) possibly
- Date of birth (18+)
- Light/Dark Theme

## **Customer Support**

- Create a ticket
- Select game
- Select platform
- Match ID (If applicable)
- Reason in subject (Required)
- Message box (Required)
  
- After they create their ticket it should be sent somewhere where admins or people who can resolve tickets can reply
- Users must be able to see status of tickets (Under review) & (Resolved)
- Users can see ticket history