Fussball Game Manager – Iteration 1

Create teams based on existing players.

Teams can be generated by random or by manual selection, based on a chosen set of existing players.

Players and teams are persisted through the repositories.

The repositories will be static, and in-memory for this iteration.

## Entities

* Players
* Teams

## Major objects

* Team manager
* Player repository
* Team repository

## Tools

* Structuremap?
* nSubstitute

## Team generation

Button with associated list of team generation types + the possibility of collecting any number of teams manually from existing players