# GetSetGo
Tournament Management System

CSCI 5448 Grad-Mix

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Introduction

- **Motivation:**

  - To learn MVC and Spring

  - Common platform for hosts and participants.

- **Users:**

  - **Admins:** Will be responsible for validating what is actually displayed on the website.

  - **Tournament Hosts:** Create/Edit/Delete tournament, select venue, etc

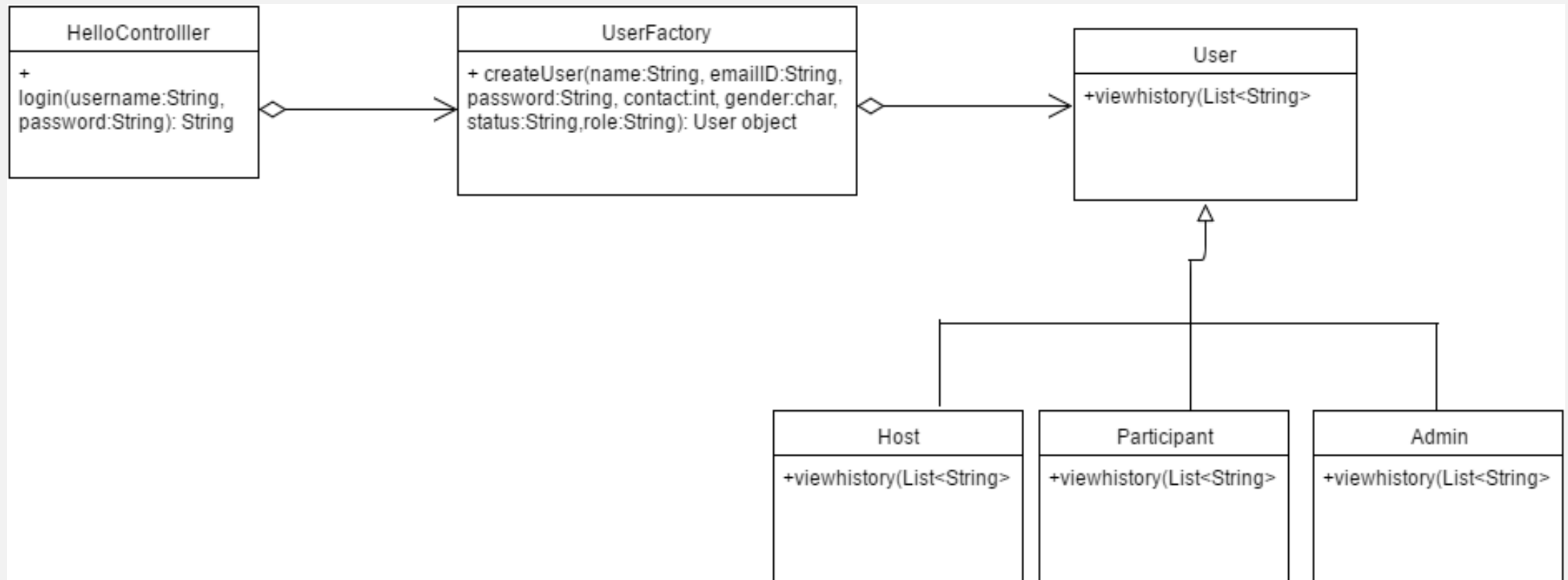 - **Players/Participants:** Register in a tournament, create teams
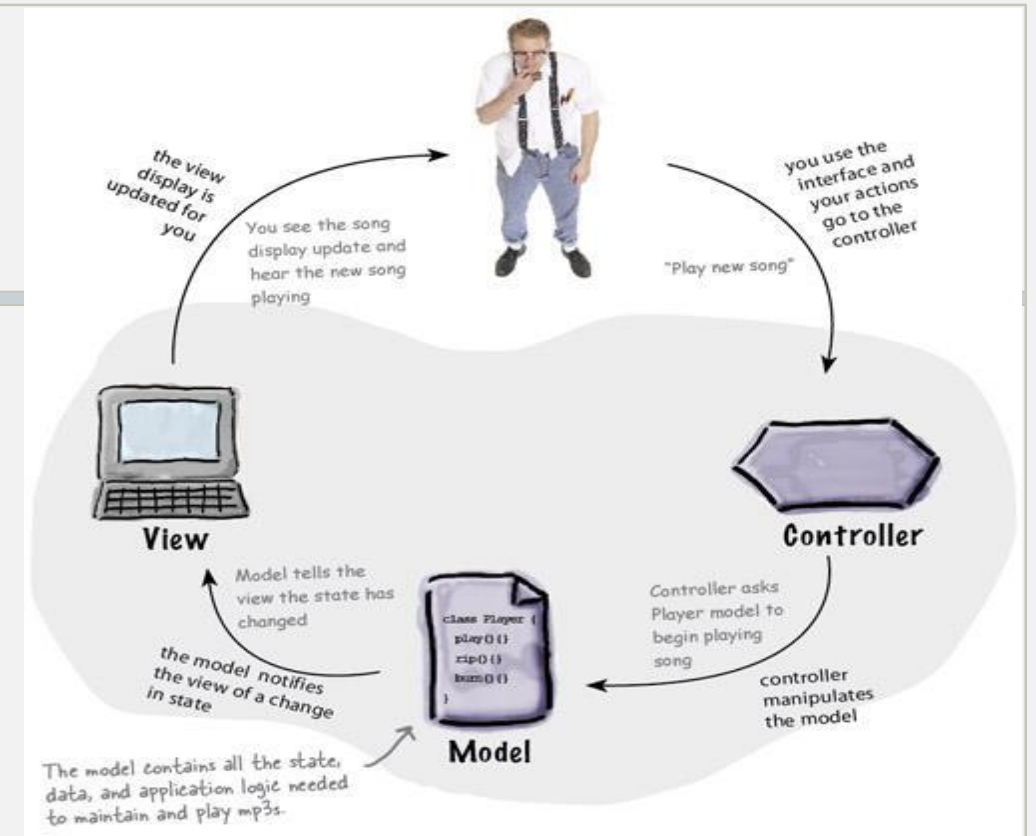
Design Patterns used

- Factory
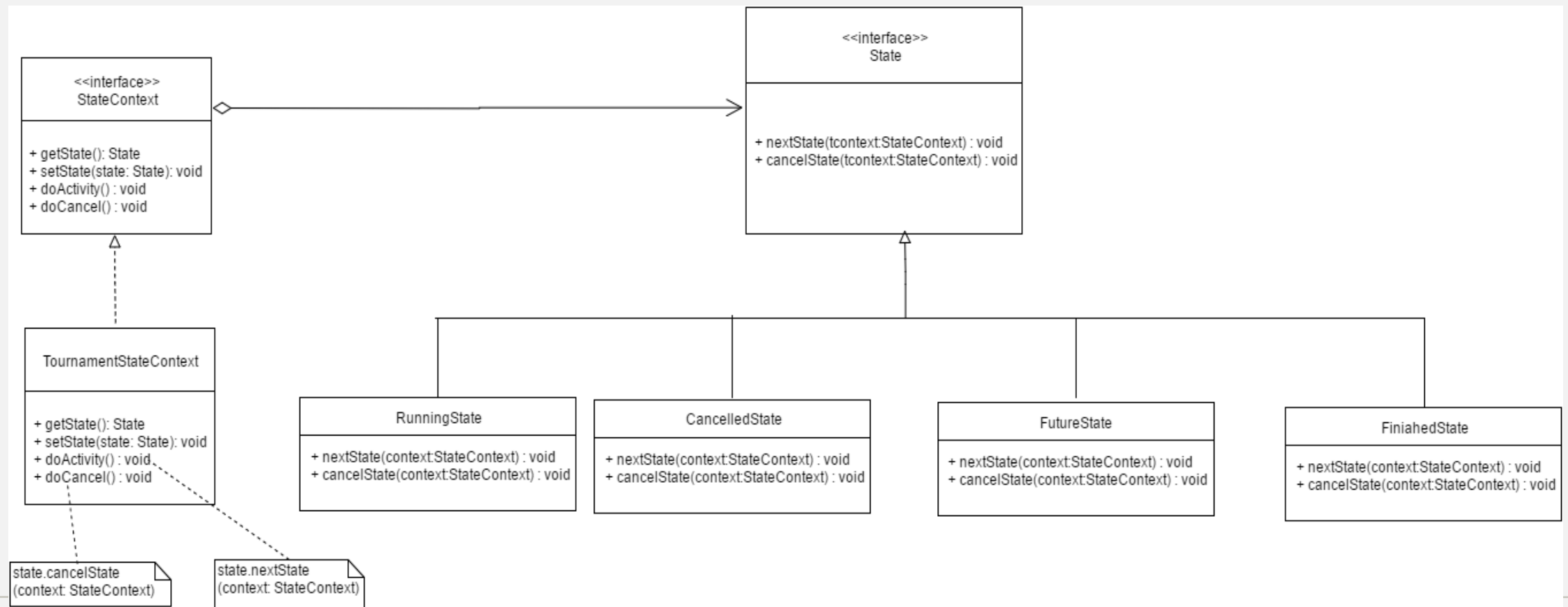
- State

- Strategy

- Observer
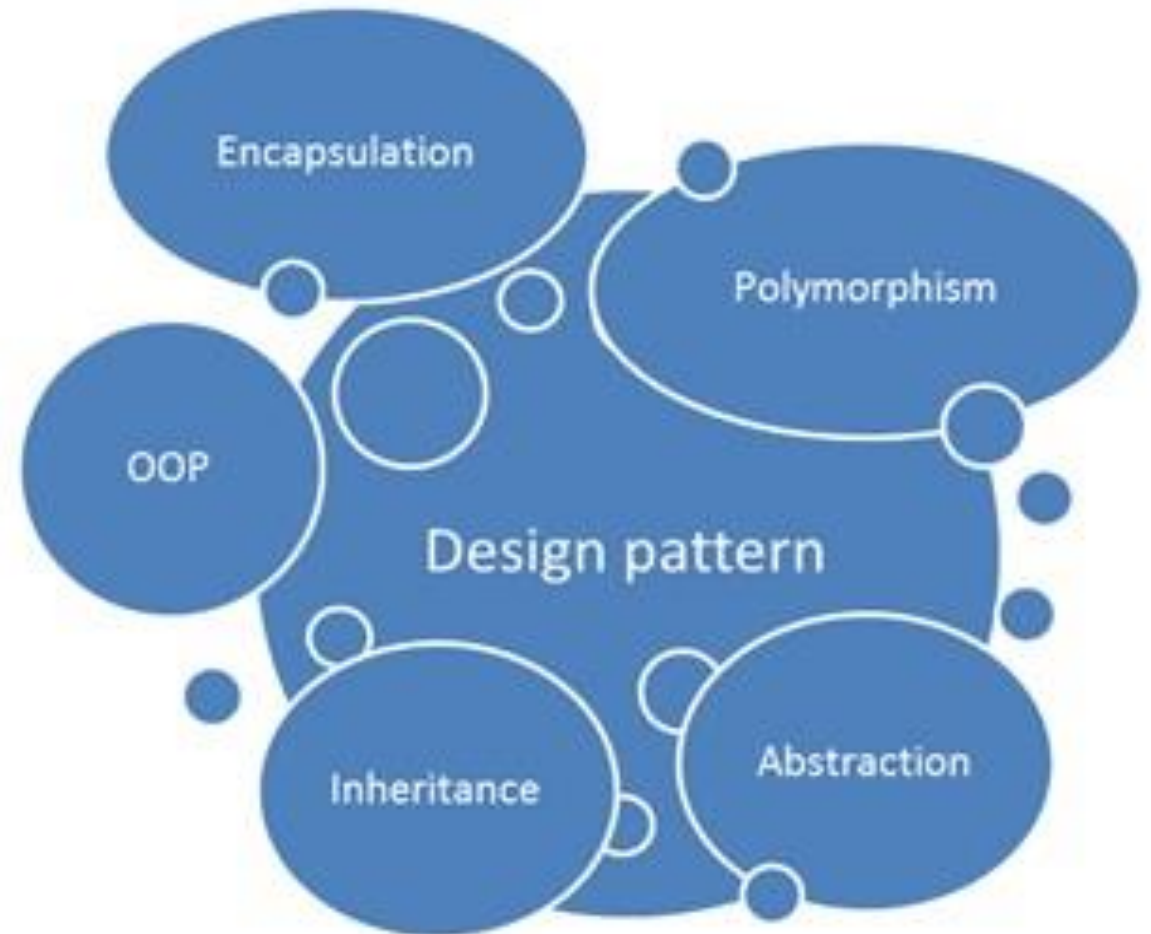
Factory

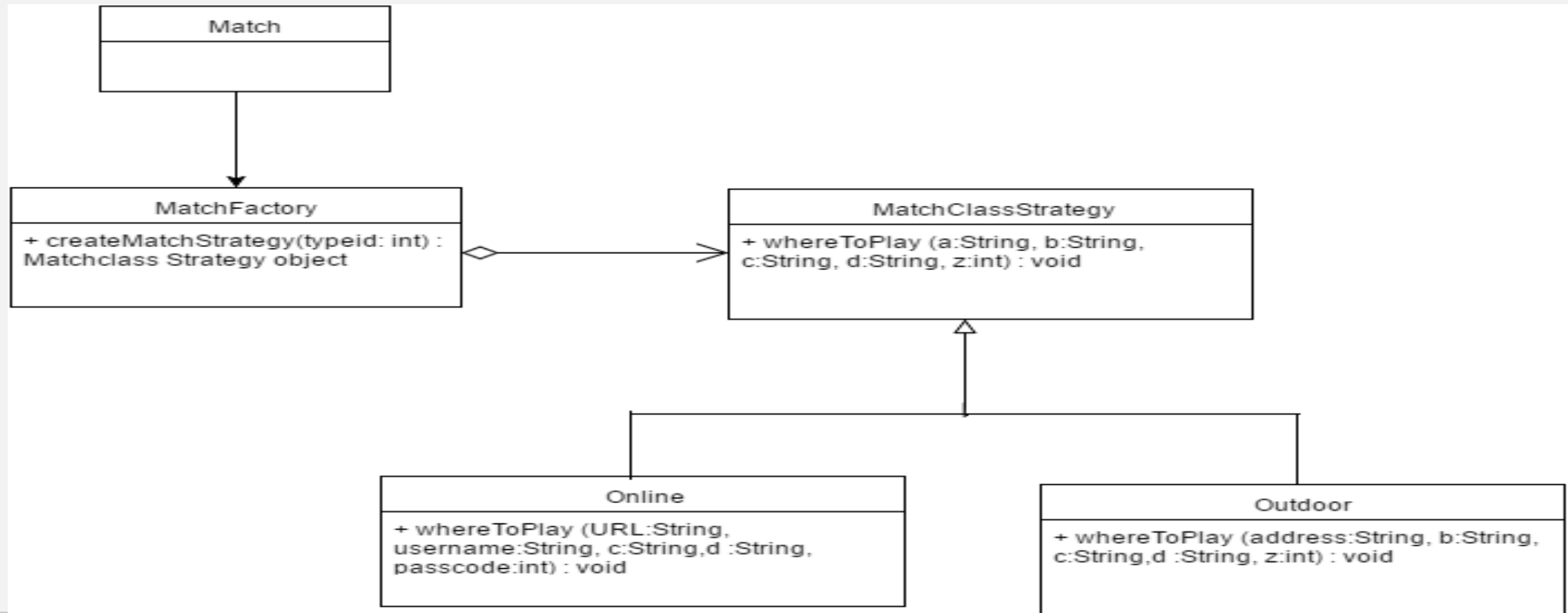To create an object of relevant user in the system

State

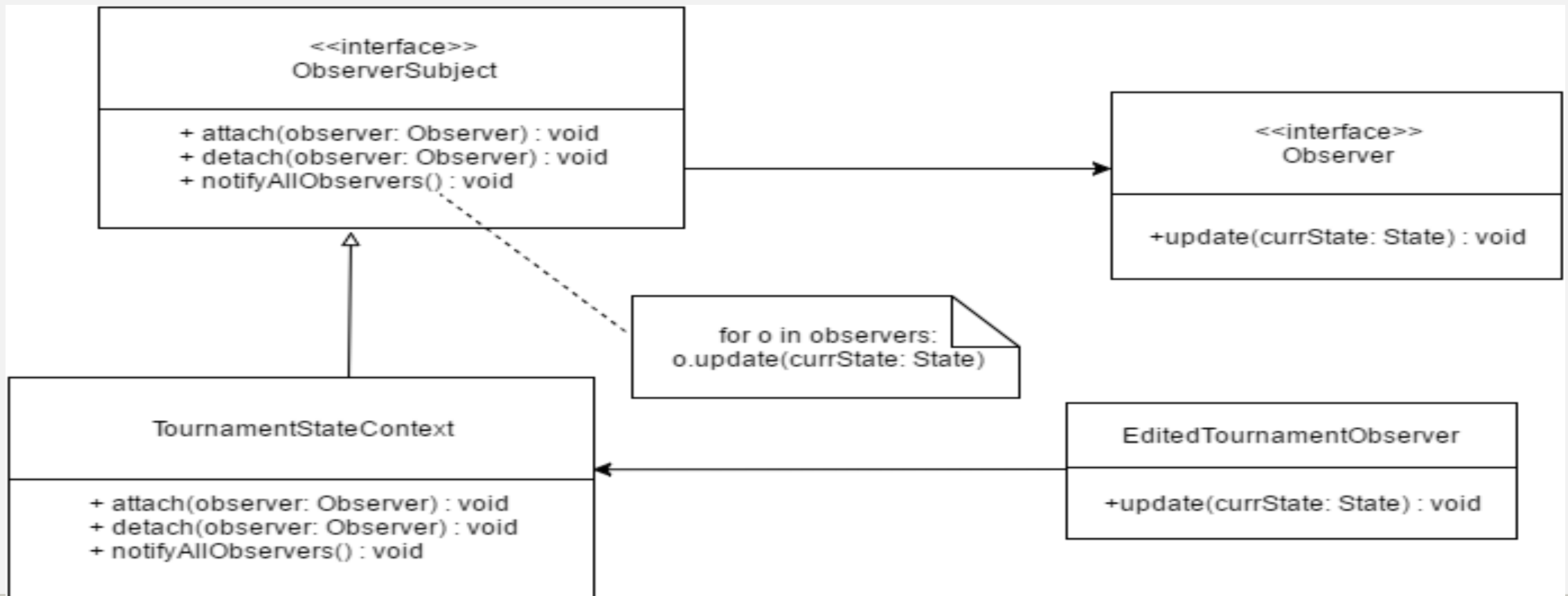Tournament states: Running, Finished, Future, Cancelled.

Strategy

Two types of matches: Online match and outdoor match.

Observer

When the host edits a tournament, participant should be informed.

Demo

[[Link to Github Video]](#)

Any Questions ?