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Project Entities

1. Player

- Why is it important: They are the core participants of tournaments. Everything revolves around them competing.

- Attributes: Player ID, name, nickname/gamertag, ranking/skill level, contact info, stats (wins/losses, points, etc.).

- Relationships: Belongs to a team (optional if solo) and Community, participates in matches.

2. Team

- Why is it important: Most E-sports competitions are team-based, so teams must be organized and tracked.

- Attributes: Team ID, team name, roster (list of players), captain/manager, team ranking, achievements.

- Relationships: Composed of players, registered in tournaments, play matches.

3. Tournament

- Why is it important: This is the central entity that organizes the competition structure.

- Attributes: Tournament ID, name, format (single elimination), schedule, rules, prize pool.

- Relationships: Contains matches, involves teams/players, has organizers.

4. Match

- Why is it important: The actual competitive encounter between players/teams that determines progress in the tournament.

- Attributes: Match ID, date/time, participants (players/teams), score, status (scheduled, ongoing, completed), winner.

- Relationships: Belongs to a tournament, involves teams/players, produces results that update standings.

5. Organizer (Admin)

- Why is it important: Someone must manage the tournament logistics.

- Attributes: Organizer ID, name, contact info, role/permissions.

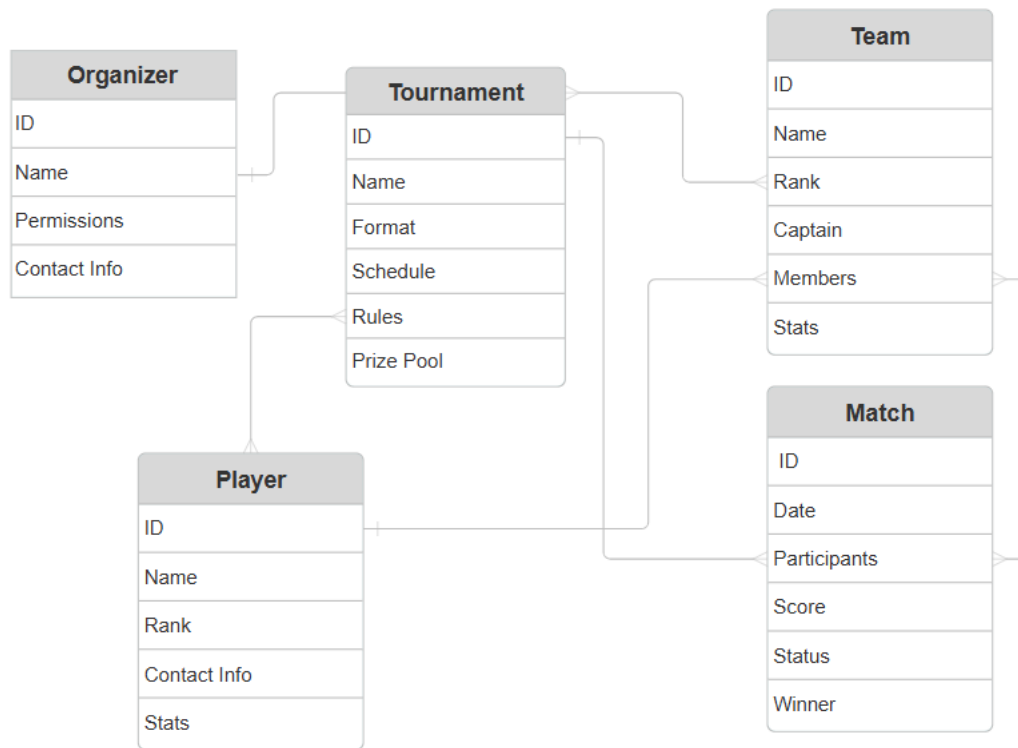- Relationships: Creates tournaments, manages schedules, enforces rules.

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Figure 1. Abstracted Entity Relationships Diagram