Sequence Diagram of Tournaments

Classes:

team: an entity that represents teams that participate and compete in tournaments

tournament: an entity that represents a competition between multiple teams

bracket: an entity that represents a round in a tournament, where 2 participants compete

Functions:

addTeam(): function that represents a team registering to compete in the tournament; the team
is added to the array of competing teams

createInitialMatches(): function that creates the matches in the tournament brackets

recordResult(): functions that documents the results of a match

nextRoundMatches(): function creates the matches for the next round of the tournament

Events:

participate in match: event where the participating teams compete in a match

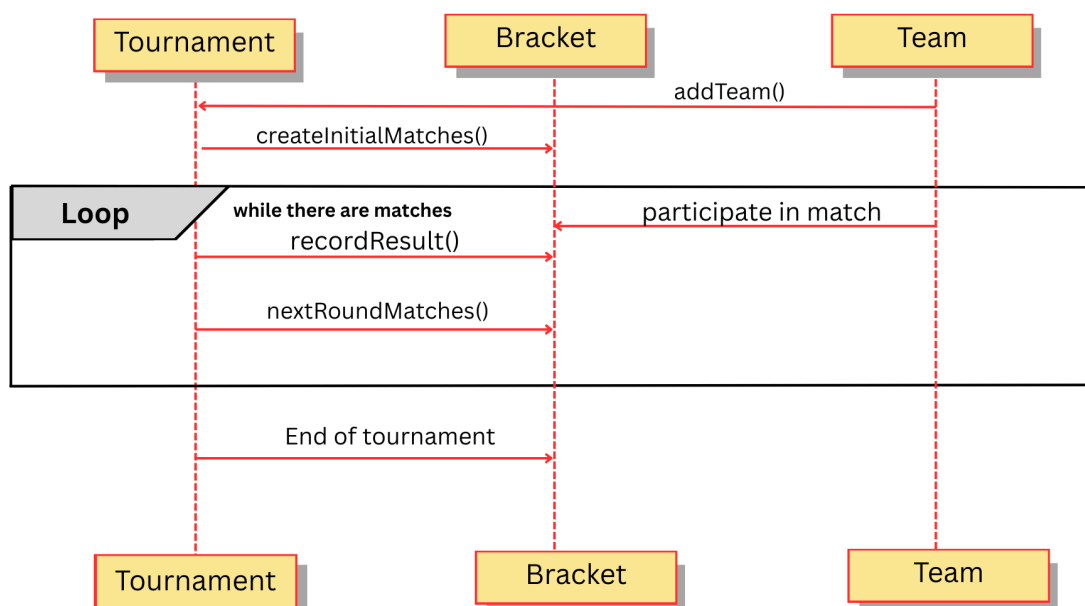end of tournament: event that signifies that tournament has concluded and there are no more
matches left

Figure 1: Sequence Diagram of Tournament Classes