

## Lecture Topic Task

### Events and Behaviors within Tournaments

Event	Behavior
Player Joins team	Players are allowed to play with the team in tournaments
Team registers for tournament	Players can participate in tournament
Registration for tournament closes	Teams can no longer register in tournament and registered teams will be confirmed for participation and bracket initialization for first matches.
Team Cancels registration	Registered team will no longer be confirmed for tournament
Match is scheduled	Teams are notified of the opponent and time of match.
Match ends	Winner team moves up the bracket and is scheduled another opponent and time for new match.
Team loses	Team is removed from future matches within that tournament, and its match information is updated to system.
Tournament Ends	System shows winners and updates team records.

Identifying the Events and Behaviors within the project is a great way to ensure that everything is working as intended before product is delivered. Tournaments have key features that should be taken in mind when working on them. This table shows all events that will occur within a tournament, with this we can ensure development is going as supposed and all features worked on are within the Domain established. This approach also helps reduce potential confusion during the development process and minimizes the chance of errors within the project.