



### **What am I making**

- Android Mobile Application for Tournament Management

### **Problem Statement & Motivation**

- Currently a member of Korean Illinois Football Association (KIFA), an RSO that hosts amateur soccer tournament/league every semester.
- Recently hosted a soccer tournament in which 8 teams from 8 different schools participated.
- There were so many people who asked for the scores of ongoing games, league standing, score table, following game schedules, etc.
- I thought that it would be good if we have mobile application that keeps track of all useful information of the tournament so that people won't have to approach the tournament staffs for the information.

### **Basic Design Idea**

- Two separate modes:

- Admin Mode: Staff members of the hosting organization are able to set up a channel for their tournament, set up game schedule, and most importantly update the status of a live game.
- Client Mode: Participants of the tournament will be able to join a channel of the tournament that they are participating in. They will also be able to check various information of the tournament including live game scores, league table, team information, statistics, etc.