Algorithm

The beginning of the algorithm checks the access list.

1. The access list contains a ranking list (1-54). Each rank coincides with the country ranking. The rank determines how many teams enter the Champions League from that country based on their current rank. The most essential part is the round to enter which is determined by the Access List.
2. After checking the rank in the access list the rank number maps to the country ranking list. For example, rank 54 in the access list checks with the country ranked 54th. The country now contains its name, number of teams to enter, what round the team will enter and some additional details though not necessary for now.
3. The Country then performs a check on its own league and who is first. The First place team takes the Champions league spot. The top team is found on the database and has been determined through a live Football Data API that updates the current positions of teams in each league.
4. With the correct team now they currently have information on the Round they enter but now need their own individual ranking to determine whether they will be Seeded or UnSeeded. This is performed **after** all teams are allocated each round. A sorting method will arrange them based on their ranking.
5. Check Access List -> 54
6. Country check -> Gibraltar
7. Number of teams to enter -> 1
8. Round to enter -> Round 1
9. Team Check -> Lincoln Red Imps
10. Insert to Round 1

Repeat 1-6 until all teams have been allocated to round 1

1. Perform sorting method to arrange Seeding for round (based on each teams ranking)