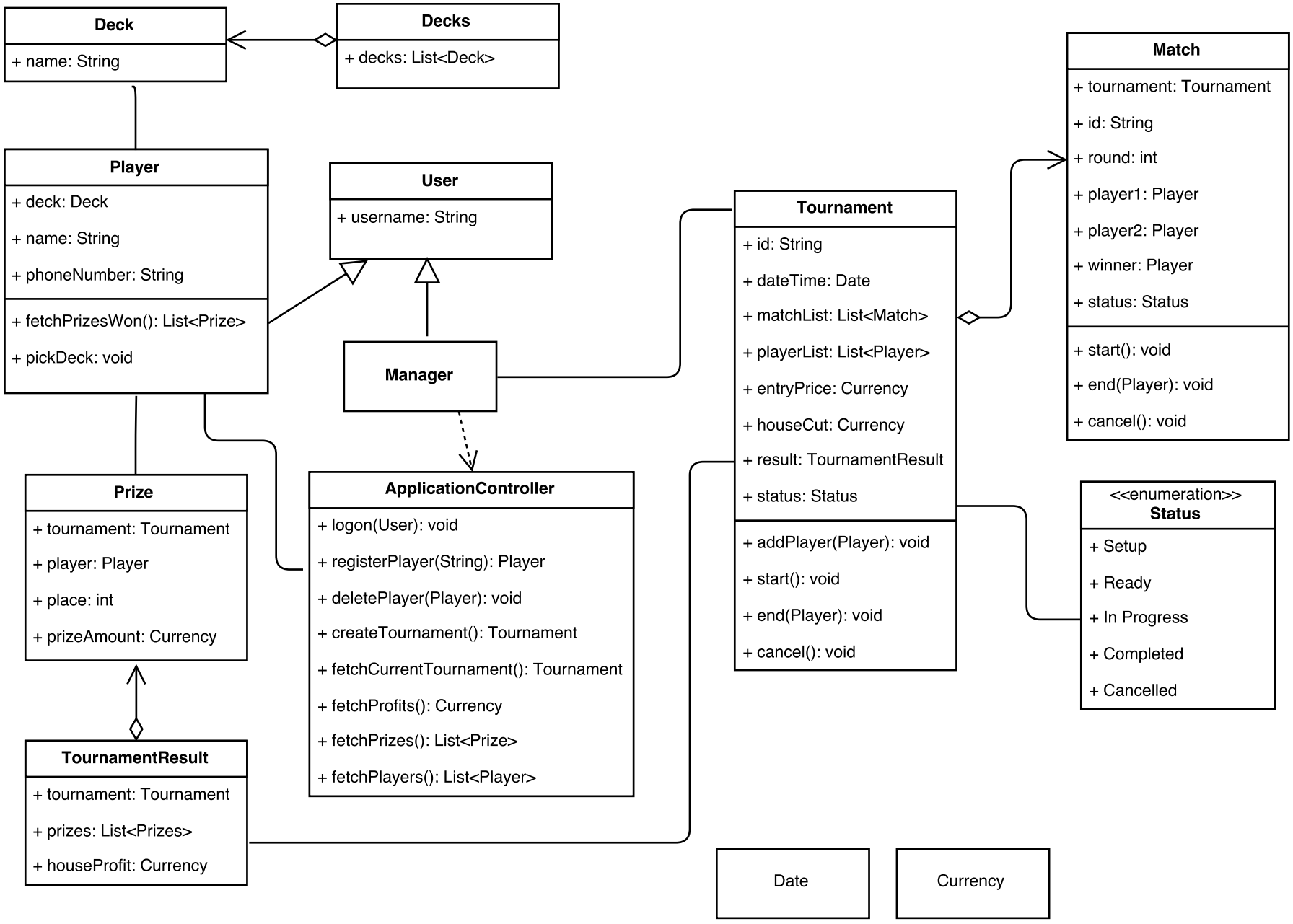
Deck
+ name: String
Decks
+ decks: List<Deck>
Match
+ tournament: Tournament
+ id: String
+ round: int
+ player1: Player
+ player2: Player
+ winner: Player
+ status: Status
+ start(): void
+ end(Player): void
+ cancel(): void
Player
+ deck: Deck
+ name: String
+ phoneNumber: String
+ fetchPrizesWon(): List<Prize>
+ pickDeck: void
User
+ username: String
Tournament
+ id: String
+ dateTime: Date
+ matchList: List<Match>
+ playerList: List<Player>
+ entryPrice: Currency
+ houseCut: Currency
+ result: TournamentResult
+ status: Status
+ addPlayer(Player): void
+ start(): void
+ end(Player): void
+ cancel(): void
Manager
Prize
+ tournament: Tournament
+ player: Player
+ place: int
+ prizeAmount: Currency
ApplicationController
+ logon(User): void
+ registerPlayer(String): Player
+ deletePlayer(Player): void
+ createTournament(): Tournament
+ fetchCurrentTournament(): Tournament
+ fetchProfits(): Currency
+ fetchPrizes(): List<Prize>
+ fetchPlayers(): List<Player>
<<enumeration>>
Status
+ Setup
+ Ready
+ In Progress
+ Completed
+ Cancelled
TournamentResult
+ tournament: Tournament
+ prizes: List<Prizes>
+ houseProfit: Currency
Date
Currency