

Bardown Event Listener

Pub sub API for events in the
Bardown application.

Detail flow

Team



player, coach



Game



Statistics (season, game)

New_Player

first name: str
last name: str
number: int
position: Position
grade: Grade
school: str
imgurl: Opt[str]
teams: Opt[List[str]]

Creating new player

- Links to teams

New_Coach

firstname: str
lastname: str
role: str
since: str
email: str
phonenumber: str
imgurl: str
teams: Opt[List[str]]

Creating new coach

- Links to teams
- Creates new admin profile

New_Game

Creates new game
event in future

title: str,
date: datetime,
location: str,
teams: [
 name: str
 team-id: Opt[str]
 is-home: bool

New_Team

Creates new team
- optionally link
players + coaches

name: str
location: str
imgurl: str
players: Opt[List[str]]
coaches: Opt[List[str]]

Game_Completed

gameid : str

score : str

teams : {

teamid : str

is_home : bool

statistics : [

playerid : str

statistics : str

]
]
]

Completed Game
Event

- Adds score

- Stats for players

Should
update
game
& season
statistics

Player_Added_To_Team
playerid: List(str)
teamid: str

Add player
to team

Coach_Added_To_Team
Coachid: List(str)
teamid: str

Add coach
to team

Metadata

event_created: datetime
event_type: str
author: str

Add to
all
Events

Player_Stat_Update

playerid: str
stats: str

← prev stats compared
to provided

New game

PEL

PD S

