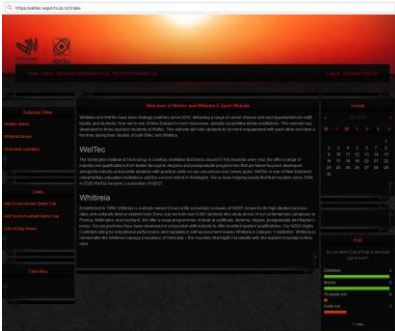


Tournament Manager 3.0

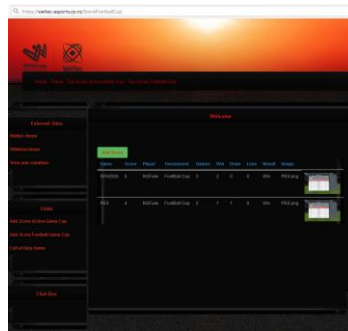
Team: Noora Awad, Daniel Cunningham-Bale, Isuri Shashipraba

Advisor: Reza Moosa

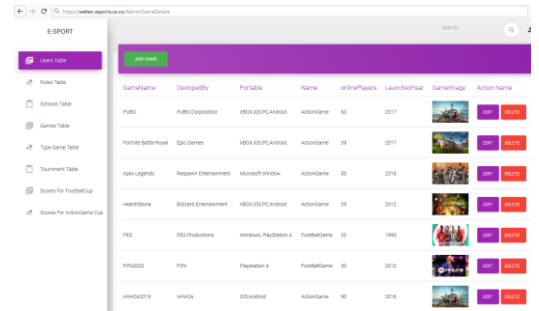
Client: Diana Eyes



Homepage



Player Scoring Dashboard



Administration Panel - Game Table

INTRODUCTION

Online gaming has surprised the world with its rapid growth, ensuring development of media entertainment such as virtual gaming and 'eSporting' is not expected to slow anytime soon.

WelTec and Whitireia plan to create and host eSporting events encouraging students to engage with activities beyond academic study and assist students with developing their social, leadership and group management skills along the way.

DEVELOPMENT

Tournament Manager System 3.0 was developed using Scrum methodology; an Agile methodology breaking project tasks into actionable steps that can be accomplished within each time frame.

The project has been developed in multiple stages; five sprints divided by seven milestones: **Client approval on proposal, System Analysis, Development, Testing and End Project report.**

After getting approval from the Client for business proposal, system analysis and design phases the team began the development of the website.

The backbone of the project was developed using the ASP.NET framework, Microsoft SQL server along with HTML, CSS, JS and Bootstrap.

The website has two different login systems, player, and administration login.

This website has two roles:

- **Player Interface** - Login, join events, add score to the scoring dashboard associated with player profiles.
- **Administration Panel** - Login, add, edit, delete users, score validation and update scoring dashboards.

TESTING

At this stage the functional, unit and security tests were performed. Throughout the security testing phase multiple security risks ranging from web weaknesses and Cross Site Scripting to Remote Code Execution and Elevation of Privilege software vulnerabilities were identified and mitigated to ensure the application runs as intended without unexpected issues.

CONCLUSION

Virtual gaming provides unlimited opportunities to compete with others all around the world with a large range of gaming types including car racing, battle royal, rugby, and football to name a few. Players have the ability to learn and develop key skills in an individual or team environment with the support of students and tutors on site.

The team specially designed and developed an application aligning with the Client's expectations and requirements accordingly.