

UNIVERSITI TEKNOLOGI MARA

**DEVELOPMENT OF TOURNAMENT
BRACKET SYSTEM USING ELO
RATING METHOD**

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STUDENT'S DECLARATION

I certify that this thesis and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

Sport Planet Sdn Bhd is a sport centre that provides court services for people who want to rent for sport purposes. The company supply courts renting services for indoor sports such as futsal and badminton. Other than that, they also organize all sorts of tournament to encourage youth to get into sport while increasing their goodwill. Up until now, the company still uses old manual method to organize their tournament matches. That is the reason why they are having difficulties to organize their daily task. The project focused on managing their tournament which involves processes such as registration, storing player's data and generate tournament bracket. Web-based system is needed by the company to manage the tournament held there. Authorize and authentication also needed by the company to secure the data stored. This project aims to develop a web-based Tournament Bracket system with the implementation of three tier architecture and SDLC to ease tournament management for SportPlanet Ampang. SDLC for this project involves three phases: Requirement gathering analysis, design and implementation. As a result, a prototype of Tournament Bracket System is produced together with documentation of Software Requirement Specification (SRS) and Software Design Document(SDD).

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