

Centralized System for Managing Board Game Ratings and Tournaments

Khatia Turmanidze

Nini nachkebia

Luka Dekanoidze

Email: khatia.turmanidze290@ens.tsu.edu.ge

Computer Science, Faculty of Exact and Natural Sciences, Tbilisi State University, XI building

The project focuses on developing a centralized web application for managing ratings and tournaments for board game clubs and players in Georgia. Despite the growing popularity of board games in recent years, the organization of gaming sessions and tournaments is still largely handled using unstructured methods, such as social networks, chat groups, and manually kept records. These methods make it difficult to find participants, track results, and manage events in an organized manner.

One of the main challenges of this project is designing a system that can accommodate both everyday, small-scale informal gaming sessions and large-scale, official tournaments. The system must also ensure fair and balanced matches, taking into account players' experience and past results.

To address these challenges, the project plans to implement a web-based system. The frontend will be built using React.js, providing a dynamic, single-page application with a user-friendly interface. The backend will be developed on the .NET platform, using Entity Framework Core to handle data management and business logic, while SQL Server will provide secure and structured data storage. The system will follow a REST API architecture, and user authentication will be implemented using secure mechanisms.

To guarantee fair and balanced matches, each player will be evaluated based on their skills and previous results. The system will use these ratings to group and schedule matches, resolving issues related to unfair pairings.

As a result, the project aims to create a structured, organized, and user-focused environment for board game players and clubs. The system will enable skill- and results-based ratings, improving fairness and competitiveness in gameplay. Clubs and organizers will find it easier to plan events, locate participants, and coordinate matches.

Ultimately, the application will promote greater engagement in board games, foster a balanced and well-organized environment, and support the growth of the board game community.