Schedule Generator for League Organization

Overview
The largest problem that league administrators face before kicking off an intramural sports season is scheduling. Scheduling a season by hand can be very troublesome and lengthy, which is why league administrators are in need of a platform that allows them to create a season schedule quickly and efficiently.

Objectives
The objective of the Lockeroom.com team was to develop an in-depth, but widely applicable, program with an intuitive user-interface to generate a league schedule.

Approach
- The creation of the Visual Basic algorithm was chosen from our eight ideas on a design alternative matrix.
- We also implemented another programming language, C++, to compare advantages or disadvantages between applications and help us in the end with final decisions.
- The method selection was determined by a ranking system that ranked each solution for completing a schedule by hand compared to scheduling with C++ and Visual Basic.
  - The Visual Basic design scored the highest out of all the criteria.
- The six main milestones completed for the completion of the schedule generator were creating the categories for: Number of Teams, Number of Games Per Team, Available Game Days, Number of Fields Available, Duration of Games, and Field Availability.

Outcomes
- The Visual Basic schedule generator creates a personalized league schedule in less than one minute.
- The average time for a person to use our software and create a schedule was 32 seconds.
- The percent decrease in time for Visual Basic compared to by hand is 99.94 %.
- The Visual Basic schedule generator is 90,000 faster than by hand in a standard 8 teams / 14 game league.