**Program**

**Game Tournament:** To calculate the number of teams and the number of players leftover by inputting the number of players and a teamsize.

**Input-Output Diagram**showing the inputs and outputs for the program

Program

**Identifier List**the variables to be used in the program

|  |  |  |
| --- | --- | --- |
| Identifier | **Data Type** | **Meaning** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Algorithm**

Stepwise method for solving the problem in structured English (or pseudocode)

**1.** \_ \_ \_ \_ \_\_\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

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2. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
3. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
4. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
5. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
6. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
7. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

**Test Plan**actual results are left blank at this stage and filled in after the program has been written.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test No. | **Inputs** | | **Expected Outputs** | | **Actual Outputs** | |
|  |  |  |  |  |  |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |