

We live in a time when digitalization is taking place in all sectors. Yet for chess tournament organisers and participants, there is no modern software to satisfy their requirements. In this thesis we will analyze the individual steps related to the organization of a chess tournament. At the same time, we will also analyze the programs that are currently used to tackle these difficulties. According to the results of the analysis, we will design and develop a web application that will facilitate the chess tournament for all participants.