Requirements Definition

February 14, 2013

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1. Introduction

1.1 purpose

The purpose of this socially interactive system is to help teams and individuals schedule sports events in the most efficient way possible. Users will have the ability to coordinate with players of the same sport so that everyone knows when and where to meet. The goal is that the system will be simple to use in order to attract users of all backgrounds.

This application will be a website designed to be used on multiple device platforms. Doing so will impact the largest audience, since the web is more universally used.

1.2 Scope

The uSports website is designed for students and individuals who live in the United States. It provides an efficient online meeting place for multiple sports enthusiasts, as well as information about events at different locations across the country.

The website provides easy-to-use tools for organizing and setting up sporting events, such as soccer, football, basketball and volleyball games. It also provides convenience for groups that wish to share thoughts through the use of private group forums. In addition, users of the website will have the ability to rate specific events or players, and conveniently follow up with updated ratings indicating their ongoing interest.

The website is entirely managed by the members, who set up teams and events. A user can create a team or join an existing one. When a team is created, it can have one or more captains with administrative capabilities. These captains will have the ability to manage every aspect of the team, including members, name, sponsors, etc.

Our company decided to build this website because there were no good websites available that supported sporting events. Some social networking sites such as Facebook did provide event tools, but they lacked features. Our aim is to help teams and individuals schedule sporting events in the most efficient way possible.
1.3 Definitions & Abbreviations..

app: application.
- php: An open source server side, cross-platform, scripting language used to create dynamic web pages.
- ajax: A collection of techniques for creating interactive web applications without having to reload the complete web page in response to each user input, thus making the interaction faster.
- Context diagram: a diagram that represents the Actors outside a system, who interact directly with the system.
- Use Case diagram: a type of behavioral diagram to present a graphical overview of the functionality provided by a system in terms of actors, their goals, and any dependencies between those cases.
- player: a member of the website who can join and create sport events.
- sponsor: a person, firm, organization, etc., that finances and buys the time to broadcast a radio or television program so as to advertise a product, a political party, etc.
- uSports: the name of the website.
- Session: limited time of communication between two systems client/server.
- Teammate: a member of a team.

1.4 References


1.5 Overview

In this document we will understand how it is working our app, how it will look: a profile and a main menu. Furthermore we will analyze how many functions will be covered by each one and a detailed description of what our player will be able to do using our app.

2. General Description.

Our app will be divided in two sections:
Profile: Shows all the sport information about the user
- Which sports they play
- Personal information (age, email, phone) linked with facebook.
- All the teams he is inside.
- All companies which sponsor him

Main menu: Our player will be able to navigate around all the events offered shortly by sport, date, price, place..

When our player wants to join an event he can do it just by himself or adding all his team as well. After that his team members will receive a notification suggesting them to join to that event.

Furthermore, the figure of the sponsors appear at this moment, there will be 2 kind of events: competitions and single events, some of them will have price and enroll fee, in this kind of events companies can sponsor the teams/players with sport equipment and advertising.

2.1 Perspective.

2.1.1 Context Diagram
2.1.2 Use Case Diagram
2.2 System Evolution.

We will be using the waterfall lifecycle to create the uSports website. The waterfall lifecycle we use is divided into eight parts. We will sequentially go through them, but some parts of the lifecycle will be combined in iterative, such as prototyping. Before we do the Acceptance test plan, we may go back to update our requirements which may cause the design to be modified too. By providing prototype for students in this class, we can get feedback at earlier development of the website, which helps us improve the website to meet their specifications.

2.3 Product Functions.

2.3.1 Individual player

2.3.1.1 join/leave a team

This function allows a member to request to join a team, or to leave a team.

2.3.1.2 create a new team

This function allows any member to create a new team for a specific sport.
2.3.1.3 rate a player/team
   This function allows each player to rate other players or teams.
2.3.1.4 create an event
   This function allows any member to create a new event and then set details of that event.
2.3.1.5 join/leave an event
   This function allows any member to join an open event, or leave an event.

2.3.2 Team Leader
2.3.2.1 Add member
   This function is only used if the player is the admin of the page, he can add new player from his friends list or by searching.
2.3.2.2 remove member
   The team leader can remove any player from his team.
2.3.2.3 create event
   This function allows the team leader to create an event, but only allowing his team members to join his team.
2.3.2.4 Join/leave an event
   This function allows team leader to join an open event or leave an event.

2.3.3 Sponsor
2.3.3.1 Sponsor a team/player
2.3.3.2 Sponsor a competition

2.4 User Characteristics
   The online sport event system created by [us] for sport groups or individual will have a great deal of functionality, dealing with various users with different interests. The users of this website are individual players, teams and sponsors.

2.4.1 Individual player
   The player is an individual who can join events or teams. A player will have a basic login system, profile and account settings. The player is expected to be efficient in his use of
A player may join a team or creates new teams. In addition, when a player creates a team, he is the captain by default. When the player logs into the system and visits his team page (from a list provided under his profile), the system will check to see if he is the admin. If so, the system will give him full control of the team page.

2.4.2 team

A team is a group of players with one or many captains and many players. Individual players may create teams, and each creator is considered to be the admin or captain of that team by default. A team is represented by its group. When the captain of the team sets up an event, all team members will be invited. Furthermore, the team will have a logo and specific t-shirt color. A team may represent only one sport—such as a basketball team, a soccer team, etc. When the captain of the team creates a new event, a notification message will be sent to all members of the team.

2.4.3 sponsors

Sponsors are also important in our project, in some competitions there are players/teams which can be sponsored by someone else, for example, if some local company wants to give the t-shirts to a soccer team adding its logo in all the t-shirts, it will be possible to do that. A sponsor will be able to sponsor:
- A team: By sport equipment.
- A player: By sport equipment.
- A competition: Adding advertisements in the field, or flyers.

2.5 General Constraints

2.5.1 General Constraints

- The design must consider that many different users will use the system to quickly create and manage sport events. Therefore a well-simplified and easy navigation is essential for the website.
- The website deal with multi-user. In Other word the website must allow several
students to access the web simultaneously.

- The website must be able to run on prominent browser platforms including Internet Explorer, Google Chrome Firefox and safari.

- The website must work fine on mobile devices such, IPhone, Samsung products and all different size of screen as possible.

- Users must have a valid email address or Facebook account for registration

- An event that is created by a team leader will include his team. Member outside his team cannot join his team, but can join the other team.

2.6 Assumptions & Dependencies

This system assumes that the site will be managed by players as they create profiles and interact socially both online and while participating in a sports match. Similar to Facebook, the site relies on user submitted data to scale the system into something that is useful to more people.