Software Requirements Specification (SRS) Document

Spartan Esports App

09/24/2024

Version 1

Arsal Zubair, Brandon Looney, Yixi Xie

1. Project General Description (Arsal Zubair)

The goal of the Spartan ESports App is to expand the reach of the Esports Club so students can find others who have the same interests as them. Students will be able to join teams and offer their services as coaches to other students to help them improve their skills in the game.

2. Product Features (Arsal Zubair)

The Spartan Esports App is designed to help connect students with the teams and the ESports club. Here are some key features that are provided.

Calendar: the app provides a calendar that provides all of the events of the ESports club and teams, be it meetups or game days! Users will be able to show interest in these events, to watch the official matches, or even to participate in other events, be it community games or outside events.

Profile Customization: The user is able to customize their profile, truly making it their own. This would allow them to set what games they play, a profile picture, and a short bio about themselves. While team members would be able to set what equipment they use.

Coaching: The user is able to hire a coach from one of the teams to help elevate their gameplay. Coaches are verified individuals from the community who are competent in what game they play. Users are also able to provide reviews and ratings for the coach to allow other users to make a better decision.

Discussion Board: The user is able to interact with a discussion board where they create their own topic and comment upon those while being able to reply to those. Users can report any offensive materials, which will be automatically reported to the system administrators.

3. Functional Requirements (Brandon Looney)
    a. FR0: The website will allow users to create a profile.
    b. FR1: The website will allow users to modify their profile.
    c. FR2: The website will allow users to view a list of esports events.
    d. FR3: The website will allow users to view a calendar of esports events.
    e. FR4: The website will allow users to create a new discussion forum.
    f. FR5: The website will allow users to post comments in a discussion forum.
    g. FR6: The website will allow users to view a list of esports teams, coaches, and the games they play.
    h. FR7: The website will allow users to give a rating and reviews to the esports teams and coaches.
    i. FR8: The website will allow users to report on other users.
    j. FR9: The website will allow users to submit a ban request on other users.
    k. FR10: The website will allow users to submit an appeal if their account is banned.
    l. FR11: The website will allow users to navigate through the site with a navigation bar at the top of the site.
    m. FR12: The website will allow users to register for events they want to attend/watch in person.
    n. FR13: The website will allow users to be notified of an upcoming event.
    o. FR14: Accounts will be protected by login pages with passwords.
    p. FR15: The website will allow users the option to be a coach or member for an esports team.
    q. FR16: The website will allow providers to reply to user reviews about them.
    r. FR17: The website will allow providers to register for events that their team will participate in.
    s. FR18: The website will allow system admins to create and edit their esports team.
    t. FR19: The website will allow system admins to ban accounts.
    u. FR20: The website will allow system admins to review ban appeals and unban accounts.
    v. FR21: The website will allow system admins to remove posts on discussion forums.

4. Non-Functional Requirements (Brandon Looney)
    a. NFR0: The list of events will only show events that will occur within the next two months. This will prevent the website from generating a long list of events on the same page.
    b. NFR1: Creating events should take no more than 15 seconds.
    c. NFR2: Posting ratings and reviews should take less than 15 seconds. The time may vary depending on how much users write in their review.

5. Scenarios (Jack [Yixi Xie])
   a. User - Student
      i. Edit Profile
      - **Initial Assumption:** The user has access to the web app, is logged in and is on the main page.
      - **Normal:** The user is logged in and is on their Profile page. The user can access their profile by clicking on their avatar or username. We will keep the Signup page simple and don't waste user's time, letting them finish their information in the Profile page later.
        - Username
        - Bio or About me
        - Profile picture

      - **What can go wrong:** If the user enters invalid information (e.g., an incorrect email format), the system will display an error message and prompt them to correct the input.
      - **Other activities:** The user can set preferences for notifications or privacy settings from their profile page.

      ii. View Post and Activities
      - **Initial Assumption:** The user is logged in and is on the platform's Home and Activity page.
      - **Normal:** The user can scroll through a feed of posts related to their interests or activities, including:
        - Team updates
        - Announcements
        - General esports news

      - **What can go wrong:** Content loading error and Post not found. If posts fail to load (due to a server or network issue), a message will appear asking the user to refresh the page or retry. And If posts fail to load (due to a server or network issue), a message will appear asking the user to refresh the page or retry.
      - **Other activities:** Users allow comments and likes in posts or activities pages.

   b. Team - members, managers..
      I. Team Basic
      - **Initial Assumption:** SysAdmin is logged into the admin dashboard and is on the Team Management page.

- **Normal:** SysAdmin can create a new team by specifying team name, team leader, and adding members. SysAdmin can modify team details, such as changing the team name or assigning a new team leader. SysAdmin can delete a team, which will disband it and remove its members from the group (though their individual user accounts remain intact).
  - Create a team
  - Edit team/invite team member (manager only)
  - Join activities (match/events/competition)
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- **What can go wrong:** A confirmation dialog box will appear before a team is permanently deleted. SysAdmin will be prompted with a warning regarding the consequences of this action (i.e., losing all team data).

c. SysAdmin - Admin
  i. **Manager**
   - **Initial Assumption:** The SysAdmin has access to the admin dashboard, is logged in, and is on the User Management page.
   - **Normal:** SysAdmin can view a list of all registered users. Each user entry will show the username, email, status (active/inactive), and any teams they are associated with. SysAdmin can select a user to view more detailed information. SysAdmin can modify user information, such as email or role (e.g., promote a normal user to a team leader).
     - View user list
     - Ban user
     - Profile picture

   - **What can go wrong:** A confirmation prompt before deactivation can also prevent mistakes. If a data field is entered incorrectly (e.g., invalid email format), the system will show an error and prompt the admin to correct it before saving.
   - **Other activities:** SysAdmin can filter the user list by various criteria, such as status (active/inactive), roles, or specific teams.