



CS251

Intro. to Software Engineering

Go Football

Software Requirements Specifications

Version 1.0

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Team

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Document Purpose and Audience

- This document is about software system for booking football playgrounds.
- Any (programmer ,software engineer ,project manager , Playground owners..... , etc) can read this document.

Introduction

Software Purpose

- This software aims to help people to book football playgrounds by using this software.
- Although help Playground owners to register their playground.
- It will help people to get the nearest playgrounds.

Software Scope

This system will do this tasks.

- Booking playground and cancel a booking.
- registering people and create profile.
- registering a playground, activate playground and deleting a playground or suspending it.
- Searching for the nearest playgrounds.
- Checking available grounds and time slots.
- Paying the amount from his eWallet to the eWallet of the owner.
- Checking available grounds and time slots.
- updating the status of the booked slots.
- setting and changing the hours available for booking a playground
- user can check the money in his eWallet or transfer some of it to another eWallet.
- Creating a favorite team to any player and store their names and emails.

Definitions, acronyms, and abbreviations

Administrator	The person who has the right to delete a playground or suspend it and complaints from the players.
ATM (automated taller machine)	A machine used to put the money in, people can use their credit cards to take money from it or to save some money in their credit cards again
eWallet	is an electronic payment system used to allow players to pay for the bookings they make and allow ground owners collect their money.
Fawry	A system which transfers mobile credit and balance
Player	This is a person who booking a playground.
Playground owner	This is the person who has a playground and wants to register his it.

Requirements

Functional Requirements

There must be a login process for administrators and authorized users to avoid unauthorized access to the software.

The application must be able to add information of each ground in the playground like booking fee, type, number of slots in a day, etc.

The application must be able to add the booking of an event (match). The system would be able to add/register a team or club.

The registered team/club can get booking fee for a match.

The application should display/check/print the booking information of ground for a week.

The system should be able to check the booking of ground for a particular day.

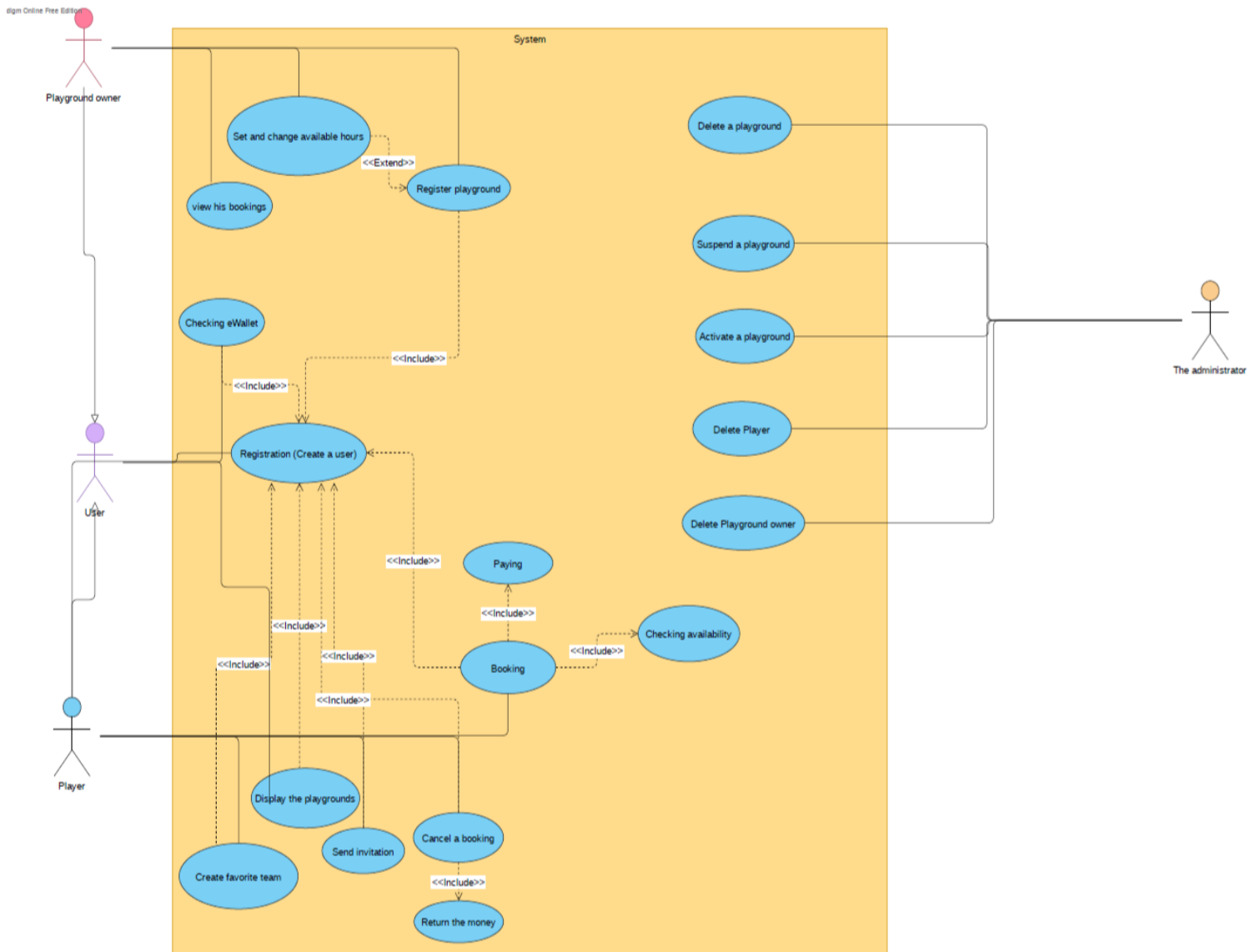
The application should be able to show the earning of a ground weekly/monthly/yearly.

Non Functional Requirements

Security	Use encryption to avoid bots from booking
Availability	The system should be available at all times, meaning the user can access it using a web browser, only restricted by the downtime of the server on which the system runs.
Performance	Withdraw operation will by done within 10 sec
Accessibility	The system will be a web-based application it is going to be accessible on the web browser. The system shall provide multi-language support.
Back up	We will take a backup in our system database. In order to enable the administrator and the user to access the data from our system!
payment	System should accept payments via various payment methods Easy to use, efficient
Scalability	System should be able to support up to 1000 simultaneous game players.
Supportability	There should be a support and development team for the system

System Models

Use Case Model



Enriched User Stories

- User Story #1

User Story ID	US #1
User Story Name	Sign up
Actors	player
Description	As a player I like to be able to sign up So I can have an account
Per condition	no
Post condition	Log in
Acceptance Criteria	Given I'm a sign up system user and I'm on the Sign-up page When I fill in the "Email" , "Password" , "Name" and "ID" and I click the Sign-up button Then the system signs me in

- User Story #2

User Story ID	US #2
User Story Name	log in
Actors	player
Description	As a player I like to be able to sign in .So I can book a playground or see my profile
Per condition	no
Post condition	Booking a playground
Acceptance Criteria	Given I'm a log in system user and I'm on the log-In page When I fill in the "Email" and "Password" fields with my authentication credentials and I click the log-In button Then the system signs me in

- **User Story #3**

User Story ID	US #3
User Story Name	Booking playground
Actors	player
Description	.As a player .I like to Booking playground .So I can play on this playground at the specific period
Per condition	Log in
Post condition	A confirmation
Acceptance Criteria	Given I'm booking a playground When I fill in the "playground" , "the period" Then the system books this playground if it was available.

- **User Story #4**

User Story ID	US #4
User Story Name	Srearching for playground
Actors	player
Description	.As a player .I like to Booking playground . So I can decided which of these playground I will chose
Per condition	Log in
Post condition	Display the available playground.
Acceptance Criteria	Given I'm srearching for a playground When I fill in the "the period" which I need and my "location" Then the system will display the nearest playground which is available in this period.

- **User Story #5**

User Story ID	US #5
User Story Name	my requests
Actors	player
Description	.As a player .I like to See my requests So I can accept or reject these requests
Per condition	Log in
Post condition	no.
Acceptance Criteria	Given I'm clicking in my requests When I click accept or reject Then the system will display all requests that I accept.

- **User Story #6**

User Story ID	US #6
User Story Name	Join team
Actors	player
Description	.As a player I like join to a team .So I can play with this team
Per condition	Log in
Post condition	no.
Acceptance Criteria	Given I'm clicking in join team When I click request to join Then the system will send my request to this team.

- **User Story #7**

User Story ID	US #7
User Story Name	My books
Actors	player
Description	.As a player I like see my books .So I know what a will play or cancel one or more
Per condition	Log in
Post condition	no.
Acceptance Criteria	Given I'm clicking in my books, When I click cancel this book Then the system will cancel my book and display my books.

- **User Story #8**

User Story ID	US #8
User Story Name	Sign up
Actors	Playground owner
Description	As a playground owner I like to be able to sign up So I can have an account
Per condition	no
Post condition	Log in
Acceptance Criteria	Given I'm a sign up system playground owner and I'm on the Sign-up page When I fill in the "Email" , "Password" , "Name" and "ID" and I click the Sign-up button Then the system signs me in

- **User Story #9**

User Story ID	US #9
User Story Name	log in
Actors	Playground owner
Description	As a Playground owner I like to be able to sign in . So I can Control the booking of the playground
Per condition	no
Post condition	Control Booking a playground
Acceptance Criteria	Given I'm a log in system playground owner and I'm on the log-In page When I fill in the "Email" and "Password" fields with my authentication credentials and I click the log-In button Then the system signs me in

- **User Story #10**

User Story ID	US #10
User Story Name	register playground
Actors	Playground owner
Description	. As a playground owner .I like to register my playground . . So I can management playground
Per condition	Log in
Post condition	Receive requests of booking
Acceptance Criteria	Given I'm register playground When I fill in the "playground name , playground size ,location ,available hour ,cancellation period , price per hour"and click register button Then the system register my playground .

- **User Story #11**

User Story ID	US #11
User Story Name	Books
Actors	Playground owner
Description	. As a playground owner .I like to see my playground books . So know the time of this books and the free solts
Per condition	Log in
Post condition	no
Acceptance Criteria	Given I'm click books When I fill in cancel. Then the system will cancel this book and display my playground books .

- **User Story #12**

User Story ID	US #12
User Story Name	Requests
Actors	Playground owner
Description	. As a playground owner . I like to see my playground Requests . So I decided what I will accept
Per condition	Log in
Post condition	no
Acceptance Criteria	Given I'm booking a playground When I fill in the "Confirmation booking playground Then the system will booking the playground from me .

- **User Story #13**

User Story ID	US #13
User Story Name	My playground
Actors	Playground owner
Description	. As a playground owner . I like to see my playground attributes . So I can change it's attributes
Per condition	Log in
Post condition	no
Acceptance Criteria	Given I'm clicking in My playground When I click change of (playground name, playground size,..ect Then the system change this attributes .

- **Scenarios**

Normal Scenario

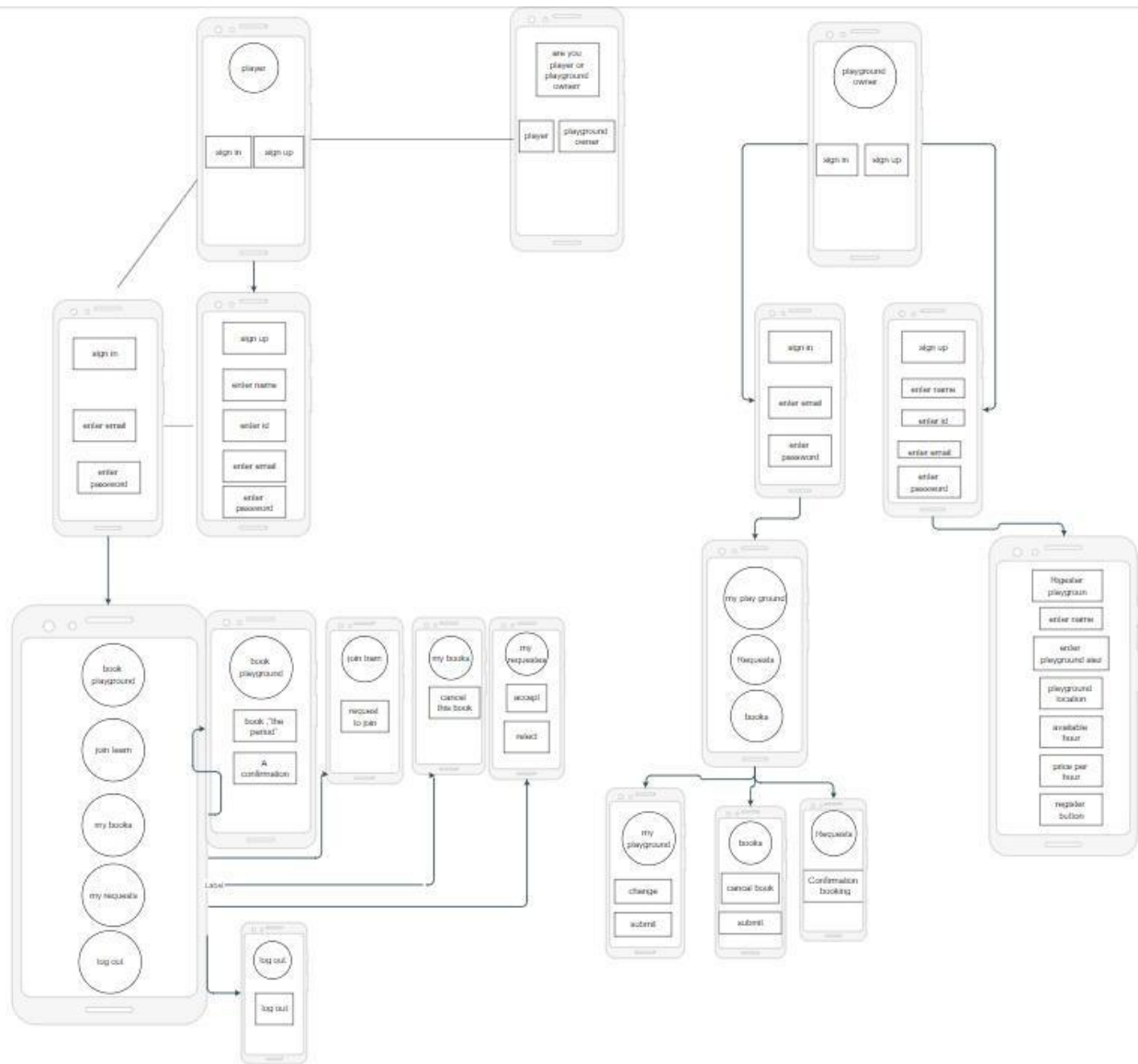
Actor Action	System Response
1- User Enter Email and Password. 2- Click Submit	
	3- System Verify user data 4- System displays list of Mobile companies
5- User Select book playground from the list	
6-User will select a slot and his location	
7- Click Enter	
	8-System will display all availably playgrounds
9-user will select a playground	
10- Click Submit	11-system will book this playground
	12-system will update this playground
	13- System displays list of Mobile companies
14- User Select My requests from the list	
	15-System will display all requests
16-user click accept or reject to this requests	
	17-system will update requests.
	18- System displays list of Mobile companies
19- user will select join a team from the list	
20-user will enter the team name	
	21-system will display this team
22-user click join	
	23- System displays list of Mobile companies
	24-system will accept his request after the leader of this team accept this request
	25- System displays list of Mobile companies
26- user will select my books from the list	
	27-system will display a player books
28-user will click ok or cancel one or more	
	28- system will update my books.
	29- System displays list of Mobile companies
30-user select log-out	
31-user click log-out	
	32-system will log-out

Actor Action	System Response
1-playground owner Enter Email and Password.	
2- Click Submit	3-System Verify user data 4- System displays list of commands
5-playground owner Select requests	
	6- System displays list of requests
7-playground owner select Accept or rejection	
	8-system Update requests
	9-system Returns to list of commands
10-playground owner select books	
	11-system retrieves list of books
12-playground owner cancel book or no	
	13-system Update books
	14-system Returns to list of commands
15-playground owner select my playground	
	16- system displays playground information
17-playground Update his information	
	18- system Update playground information
19-playground owner select exit	
	20-system Returns to home page

- **Exceptional Scenario**

Actor Action	System Response
1- User Enter Email and Password.	
2- Click Submit	
	3- Card is invalid 4- Systems rejects card and displays an error message
1- User Enter Email and Password.	
2- Click Submit	
	3- Card is invalid 4- Systems rejects card and displays an error message

- Screen Design :



- **Data Dictionary:**

Administrator Class

Element Label	Type/Length	Data Validation / Business Rule
Name	String	Name of Admin
Location	String	Address of Admin
ID	String	A unique String to be as the key of User

Playground Class

Element Label	Type/Length	Data Validation / Business Rule
Name	String	Name of playground
Location	String	Address of playground
Owner	PlaygroundOwner	Relation to owner
AvailableHours	Array<String>	Availability of playground
Size	Int	The area and size of the playground
PricePerHour	int	The price per hour of the playground
CancellationPeriod	String	The cancellation period of the playground
Suspend	Boolean	True / false if admin has suspend it

Playground owner Class

Element Label	Type/Length	Data Validation / Business Rule
ID	String	A unique String to be as the key of User
Name	String	User name
Email	String	User Email to authenticate and connect with
Password	String	An encrypted string
Phone	String	User phone to connect with
Location	String	User address
Balance	Long	E-wallet Balance of user
Playground	Array<Playground>	Relation to his all playgrounds
Suspend	Boolean	True / false if admin has suspend him

Player Class

Element Label	Type/Length	Data Validation / Business Rule
ID	String	A unique String to be as the key of User
Name	String	User name
Email	String	User Email to authenticate and connect with
Password	String	An encrypted string
Phone	String	User phone to connect with
Location	String	User address
Balance	Long	E-wallet Balance of user
Booking	Array<Booking>	Relation to his all Booking
Suspend	Boolean	True / false if admin has suspend him

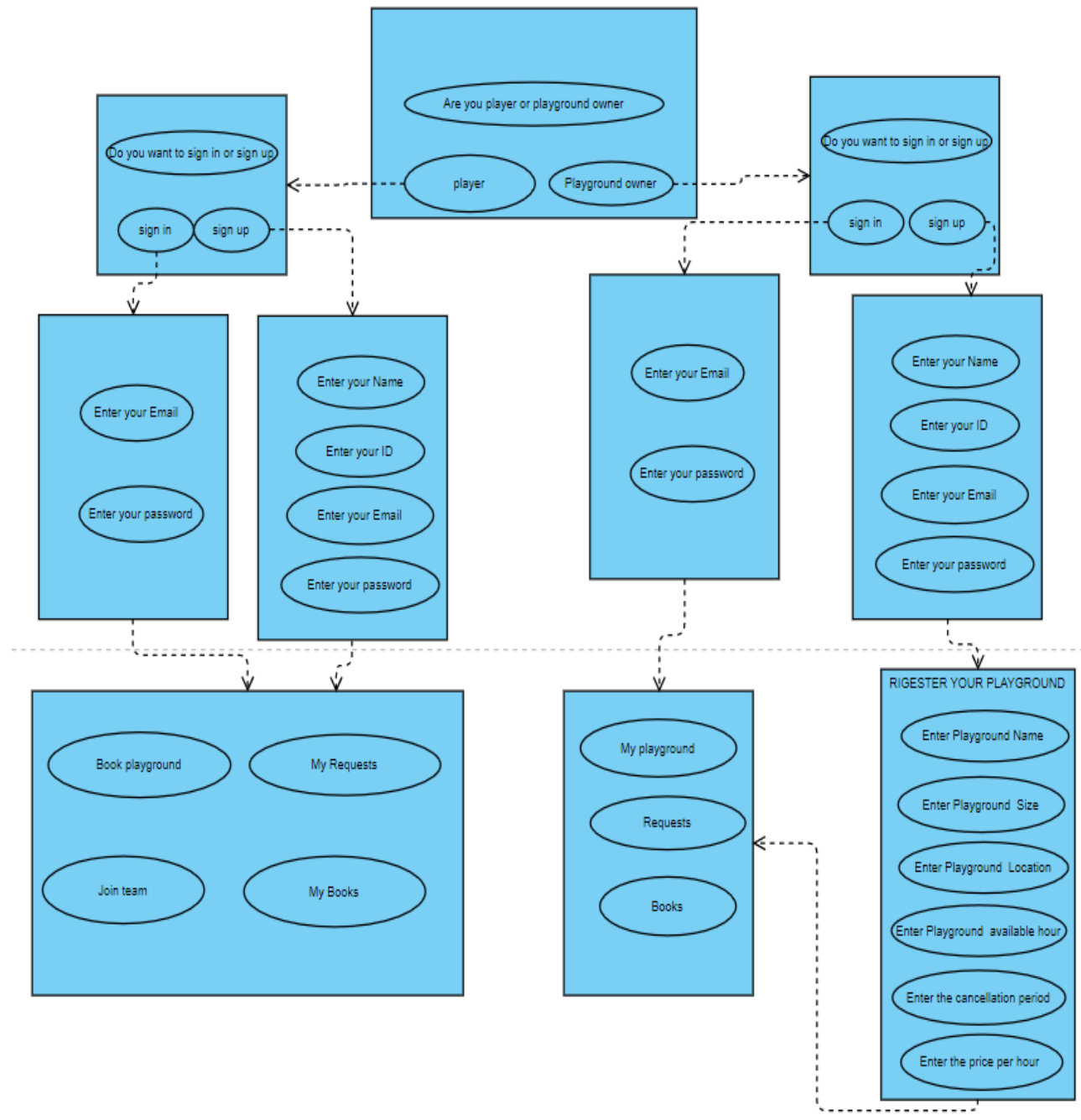
Booking Class

Element Label	Type/Length	Data Validation / Business Rule
Requester	Player	Relation to user who create that booking
Receiver	playgroundOwner	Relation to playground owner who own that PG
Playground	Playground	Relation to Playground that user select to book
CreatedAt	String	Date of creation of that booking
Canceled	Boolean	True / false to check if that booking canceled
CanceledAt	String	Date of cancellation of that booking

Team Class

Element Label	Type/Length	Data Validation / Business Rule
Name	String	Name of that Team
Players	Array<Player>	Relation to all players who are in this team

System Navigation Map



Tools

- Microsoft word office.
- Visual paradigm.

Ownership Report

Student	Items he created
Abd Elrahman Hany Rawash	Part of <ul style="list-style-type: none">• Document Purpose and Audience• Introduction : software Purpose , software scope, Definitions, acronyms, and abbreviations.• Tools.• Ownership Report.• System Navigation Map.• User store From(1 to 7)• Scenario of the player.• Exceptional scenario of player.
Mohamed Anter fathy Elsaied	Part of <ul style="list-style-type: none">• Requirements : Functional Requirements ,non Functional Requirements• User store From(8 to 11)• Scenario of playground owner.• Screen Design
Riyad Abdelmoneim Attia Abdelgwad	Part of <ul style="list-style-type: none">• Use case model.• User store From(12 to 13)• Data Dictionary