Cairo University

Faculty of Computers and Artificial Intelligence

CS251

Intro. to Software Engineering

(GOFO Booking System)

Software Requirements Specifications

Version 1.0

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Team

ID	Name	Email	Mobile
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Document Purpose and Audience

- This document includes Software Design Specifications for the GoFo footballplayground booking system.
- Purpose: help developers that will work on the project to beorganized.
- Audience: Player, Playground Owner, and Administrator.

Introduction

Software Purpose

This software is a system for booking playing hours in football playgrounds.

Software Scope

- The software has some actors for example Player, administrator, Playground owner.
- The software will connect the player with the playground owner to ease the bookingplayground process
- Software Features: book playground by pay for it using an eWallet.

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Definitions, acronyms, and abbreviations

- **Booking:** the process of booking a playground for a specific time.
- **Player:** a person who uses software and books a playground.
- **Playground Owner:** a person how adds his playgrounds.
- **eWallet: a** system that users can send and receive money through it.
- **Administrator:** control a whole system and the system operations.

Requirements

Functional Requirements

1) Player

➔ Register and Login into the software by name, email, password, and phone number.

➔ Book playgrounds in a specific time slot by selecting available playgrounds.

➔ paying rent playground using eWallet.

➔ Cancel booking and recover money.

2) Playground Owner

➔ **Register and Login** into the software by name, password, and phone number.

➔ **Add playground** by entering his name, phone number, location, and price for eachhour.

3) Administrator

➔ **controlling** in the system can confirm adding a playground to the system or deleting the playground and suspending the playground.

Software Requirements Specifications

Non-Functional Requirements

- Quality requirements

➔ The system's response time for any request will be at minimum 1 second and 2 seconds as an average and 5 seconds as maximum.

➔ The system should handle a big number of requests.

➔ The system will be available all day.

- Platform requirements

➔ The system will available for different platforms such as android, IOS and there will be a web version.

- Usability

➔ A user should be able to use the system with ease.

- Security

➔ User email and password are required to access the userinformation as a kind of protection of information.

- Privacy

➔ No private information will be public for everyone e.g., Email.

- Flexibility

➔ The system can interact with different users (Player, Playground owner, and Administrator) and easily responds to their requirements.

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System Models

Use Case Model

Administrator

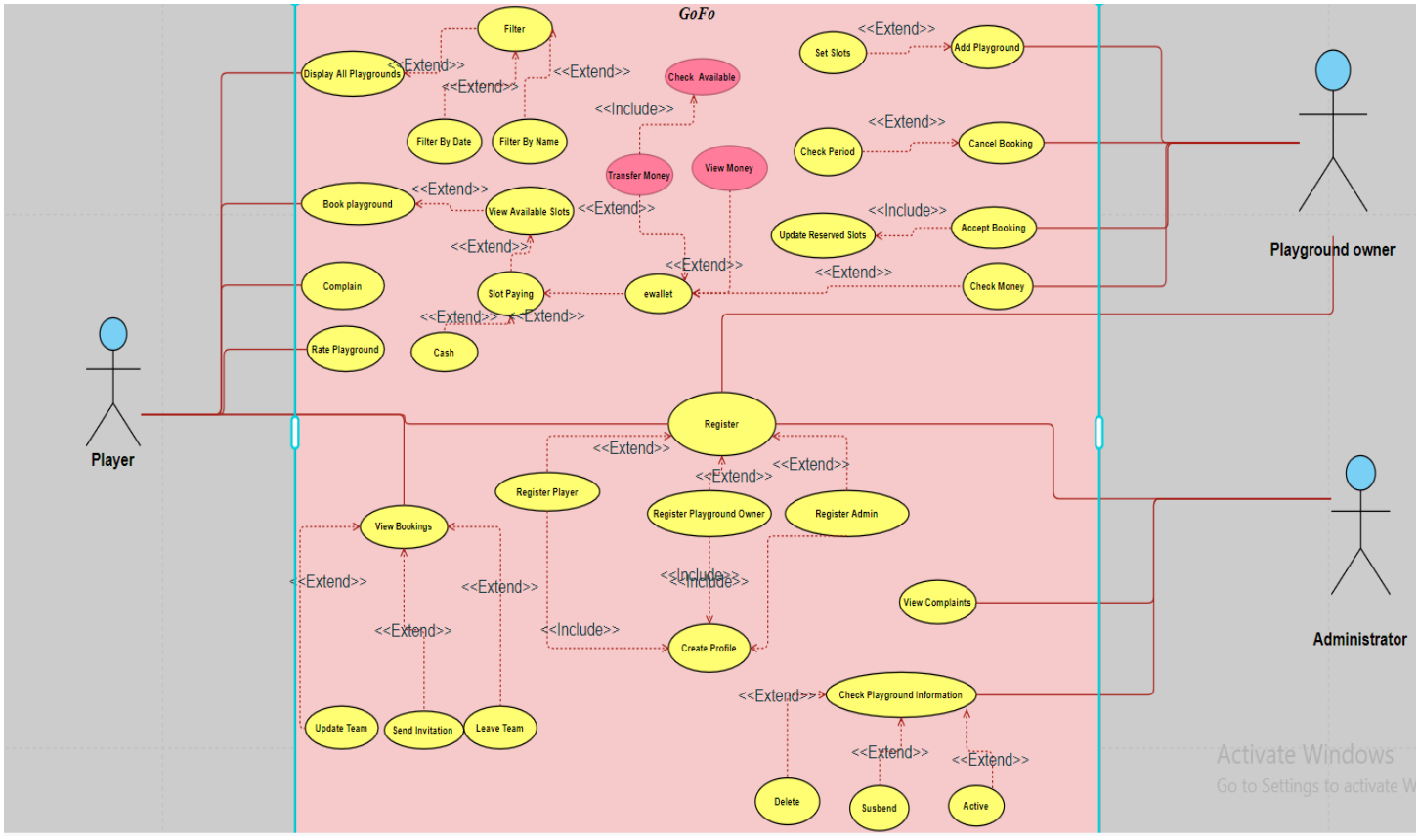
- ➔ The person who is responsible for manage the GoFo system
- ➔ Can accept or denied the registration process of player or playground owner
- ➔ Make sure that information's about playgrounds are true
- ➔ Check player complaints

Playground Owner

- ➔ The owner of the club or playground
- ➔ Can register his playground, feed system with information about his playground
- ➔ View his playgrounds and update their status.

Player

- ➔ The person who wants to book a playground to play with his friends
- ➔ Can register, search for a playground, book playground, register his team, rate playground and make a complaint



Software Requirements Specifications

Enriched User Stories

- **User Story #1**

User Story ID	**US #1**
User Story Name	**Sign Up**
Actors	**Player and Playground Owner**
Description	**As** a Player or Playground Owner. **I like** to be able to sign up in the system. **So** that I create my profile**.**
Per condition	There are no Preconditions
Postcondition	The player or Playground Owner is added to the system.
Acceptance Criteria	**Given** I'm a new user and want to register in the system, so I'm on the sign-up page **When** I put my email and password **Then** a verification code is sent to my email and I 'm being able to create my profile

- **Scenarios**

Normal Scenario

Actor Action	System Response
Player or Playground Owner open welcome screen and choose to Sign Up and enter data.	
	send a verification email to the player.
The player or Playground Owner enter verification code	
	The system confirms registration.

Software Requirements Specifications

- **User Story #2**

User Story ID	**US #2**
User Story Name	Add Playground
Actors	Playground Owner
Description	**As** a Playground Owner **I like** to be able to Add My Playgrounds **So,** that players can book my playgrounds
Per condition	Playground Owner log in system
Postcondition	playground added in the system
Acceptance Criteria	**Given** I'm in the playground panel to add my playground. **When** I add a name, Playground Owner, capacity, and type of ground **Then my** playground is added to the system and I can view it.

- **Scenarios**

Normal Scenario

Actor Action	System Response
playground owner chooses to add a new playground	
	System open panel of playground registration
playground owner adds playground information's	
	The system requests adding this playground

Software Requirements Specifications

- **User Story #3**

User Story ID	**US #3**
User Story Name	**Book a Playground**
Actors	Player
Description	**As a** Player **I like** to be able to book a Playground **So,** I can invite my friends to play in this playground
Per condition	Player log in software
Postcondition	Player bookings updated and playground available slots updated
Acceptance Criteria	**Given** I choose to book a playground **When** I choose the location of the playground **Then** the system shows all available playgrounds

- **Scenarios**

Normal Scenario

Actor Action	System Response
player choose book a playground	
	The system shows all available playgrounds
Player choose appropriate playground after filtration and pays for the booking	
	System confirms booking

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- **User Story #4**

User Story ID	**US #4**
User Story Name	**Filter Playgrounds**
Actors	Player
Description	**As a** Player **I like** to be able to filter Playgrounds **So,** I can find an appropriate playground
Per condition	Player log in software
Postcondition	
Acceptance Criteria	**Given** I choose filter playgrounds **When** I choose the location of the playground and date **Then** the system shows all available playgrounds that satisfy these requirements

- **Scenarios**

Normal Scenario

Actor Action	System Response
the player chooses to view all playgrounds	
	The system shows all available playgrounds
Player choose filter playgrounds	
	The system shows a filter panel
The player enters the location and date he needed	
	The system displays appropriate playgrounds

Software Requirements Specifications

- **Scenarios**

Exceptional Scenario

Actor Action	System Response
the player chooses to view all playgrounds	
	The system shows all available playgrounds
Player choose filter playgrounds	
	The system shows a filter panel
Player enter location and date that no available playground meets with	
	System display “not found any playground”

- **User Story #5**

User Story ID	**US #5**
User Story Name	**Active Playgrounds**
Actors	**Administrator**
Description	**As an Administrator** **I like** to be able to active Playgrounds **So,** that can playground owners can make use of their playgrounds
Per condition	Administrator log in software
Postcondition	Playground becomes active
Acceptance Criteria	**Given** I view playgrounds requests **When** active playground **Then** the system will display it in the available playgrounds

Software Requirements Specifications

Normal Scenario

Actor Action	System Response
Administrator press on playgrounds requests	
	The system shows all playgrounds requests
Administrator check information of playground	
Administrator active playground	
	The system sends a reply to the playground owner and put it in available playgrounds

- **Scenarios**

Exceptional Scenario

Actor Action	System Response
Administrator press on playgrounds requests	
	The system shows all playgrounds requests
Administrator check information of playground	
Administrator denies request	
	The system sends a reply to the playground That request is denied

Software Requirements Specifications

- **User Story #6**

User Story ID	**US #6**
User Story Name	**Delete or Suspend Playgrounds**
Actors	**Administrator**
Description	**As** an Administrator **I like** to be able to Delete or Suspend Playgrounds **So,** that I can respond to player's complaints
Per condition	Administrator log in software
Postcondition	Playground become suspended or deleted
Acceptance Criteria	**Given** I view player's complaints **When** suspend or delete playground **Then** system updated the status of the playground if it suspended or delete it

Normal Scenario

Actor Action	System Response
Administrator press on view complaints	
	The system shows all players complaints
Administrator review complaints	
The administrator chooses to suspend or delete the playground	
	The system sends a message to the playground owner and updates the playground status or deletes it.

Software Requirements Specifications

- **User Story #7**

User Story ID	**US #7**
User Story Name	**Delete or Suspend Playgrounds**
Actors	**Administrator**
Description	**As** an Administrator **I like** to be able to Delete or Suspend Playgrounds **So,** that I can respond to player's complaints
Per condition	Administrator log in software
Postcondition	Playground become suspended or deleted
Acceptance Criteria	**Given** I view player's complaints **When** suspend or delete playground **Then** system updated the status of the playground if it suspended or delete it

Normal Scenario

Actor Action	System Response
Administrator press on view complaints	
	The system shows all players complaints
Administrator review complaints	
The administrator chooses to suspend or delete the playground	
	The system sends a message to the playground owner and updates the playground status or deletes it.

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- **User Story #8**

User Story ID	**US #8**
User Story Name	**View Bookings**
Actors	**Player**
Description	**As** a **Player** **I like** to be able to view my bookings **So,** that I know its date, create team, modify team, leave team, or cancel it
'Per condition	The Player was logged into the system
Postcondition	Updated player's Bookings
Acceptance Criteria	**Given** I view My Bookings **When** I make any update of my bookings **Then** the system will update my bookings

Normal Scenario

Actor Action	System Response
Player chooses view Bookings	
	The system shows all player's Bookings
Player view his bookings	
The player modify his bookings	
	System updated player's bookings.

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- **User Story #9**

User Story ID	**US #9**
User Story Name	**Paying a slot**
Actors	**Player**
Description	**As** a Player **I like** to pay for booking using my ewallet **So,** that my booking accepted
'Per condition	The Player was logged into the system And book playground
Postcondition	
Acceptance Criteria	**Given** I book a playground and and choose to pay a slot **When** transferring money to another playground owner ewallet **Then** the system will accept my booking

Normal Scenario

Actor Action	System Response
The Player chooses to pay using his ewallet	
	The system check for player ewallet account
The player pays his bookings	
	The system accepts player's bookings.

Software Requirements Specifications

Exceptional Scenario

Actor Action	System Response
The Player chooses to pay using his ewallet	
	The system check for player ewallet account
	The system doesn't found a player account or there is no enough balance in his account
	System displays “Invalid account” Or “Not enough balance”
	The system denies player’s bookings.

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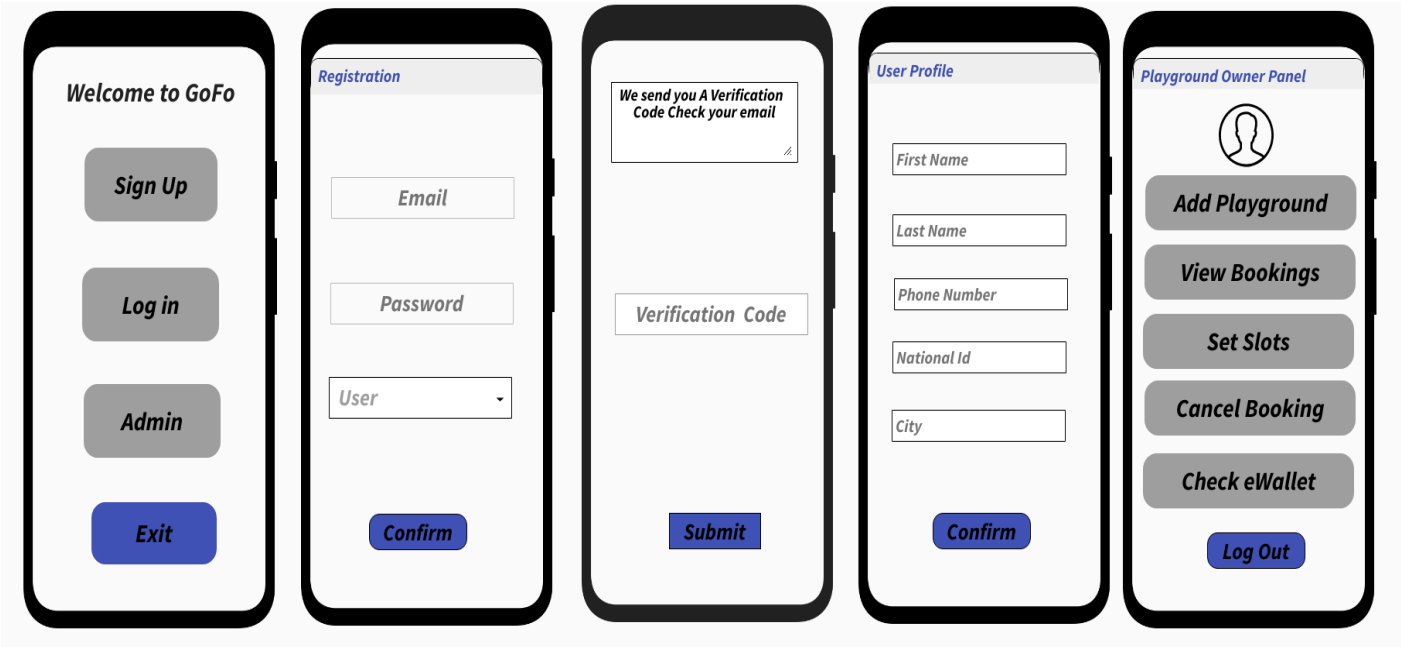
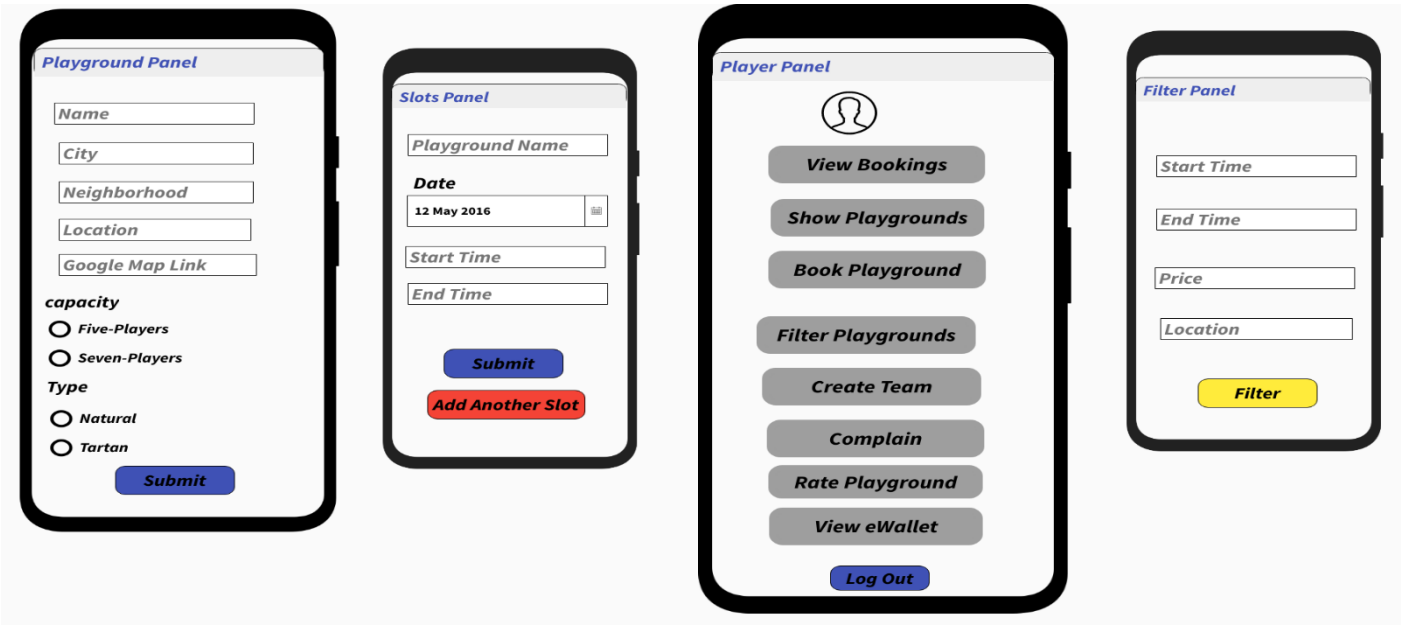
- **Screen Design**





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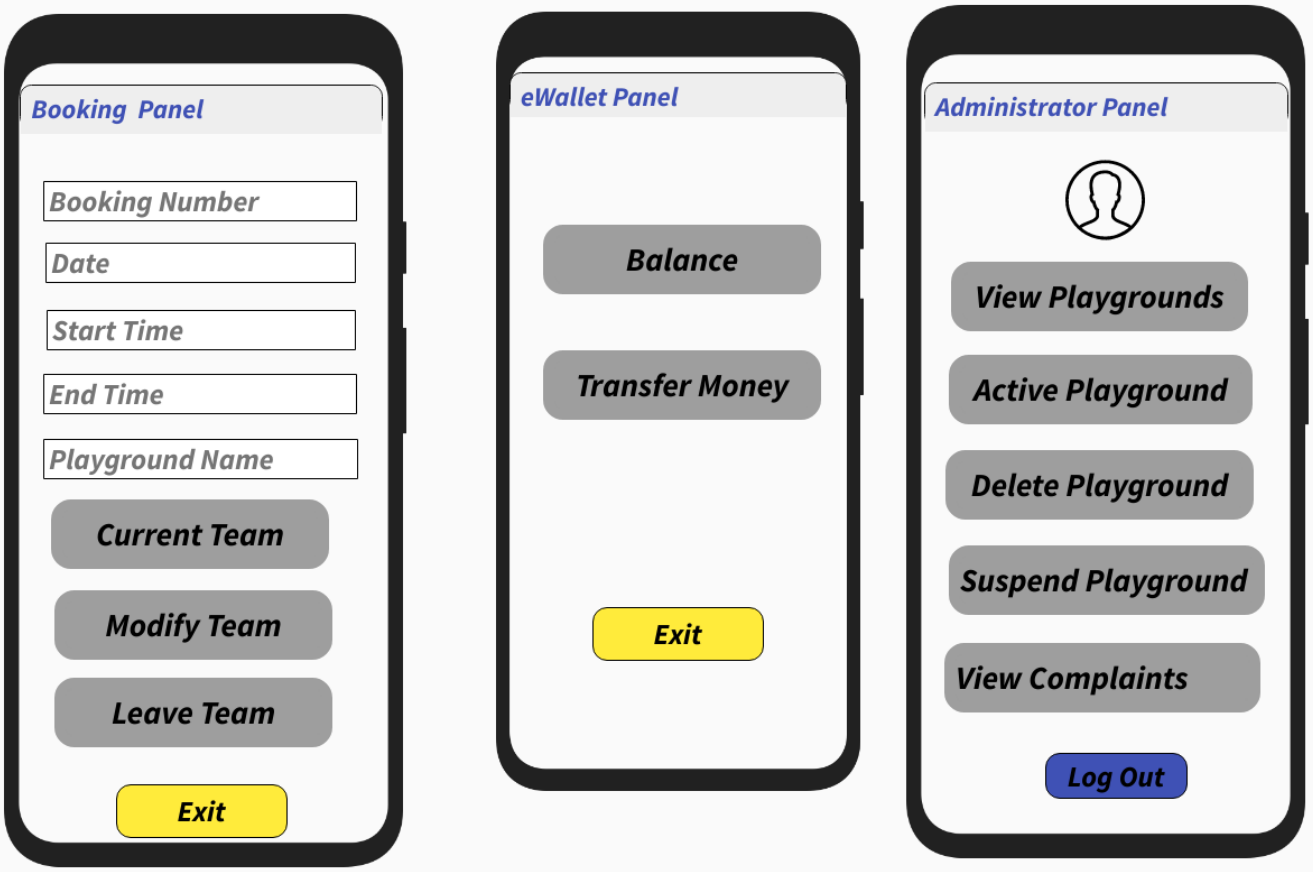

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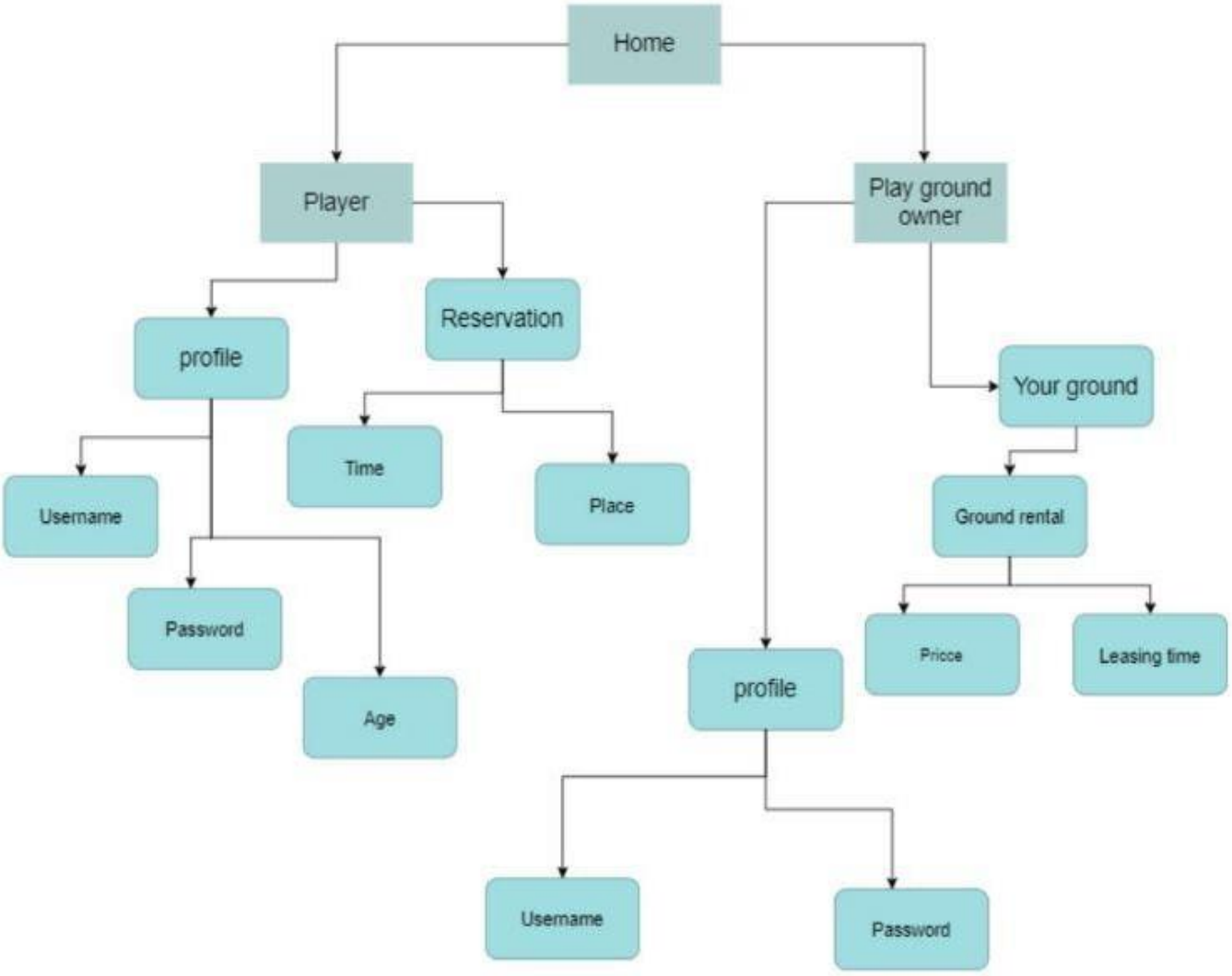
Software Requirements Specifications

System Navigation Map



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Software Requirements Specifications

Tools

- online visual paradigm
- mops
- mock flow

Ownership Report

Student	Items he created
Abdalla Fadl Shehata Abdelsalam	- Document Purpose and Audience - Software (Purpose, Scope, Definitions) - Functional and nonfunctional requirements - User Stories
Ali Mohamed Abdelsamea Ali	- System Navigation Map
Mostafa Abdel Nasser Mohamed Ali	- Use case model - Screen Design - User Stories