Functional Specification Document

Fantasy Sports Dashboard

Mobile Application

By

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1. Confidentiality Statement

This document is prepared by Bytrixtech based on confidential information provided by the client for Mobile Application Development. This document contains commercially sensitive information and must not be made available to any individual or organization outside Bytrixtech without written permission by both the client and Bytrixtech.

2. Document Objective

The purpose of this document is to outline the Functional Specifications for the project **"Fantasy Sports Dashboard"** Mobile Application. Based on all the modules, features, and attributes mentioned in this document the final application will be developed. This document also contains the final designs which will be used in the application.

3. FSD Approval Form

Approval of this document finalizes the design and functionalities of the application from the project manager and client side. Based on the details mentioned in this document the application will be developed.

Project Name: Fantasy App Dashboard Mobile Application

Publication Date: December 21st 2022

Contract Owner (1)

Name**:** **Sean Maseak**

Signature**:** _____

Contract Owner (2)

Name**:** **Kelly Maseak**

Signature**:** _____

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4. Problem Statement

There is a huge fanbase for the sports, there is a huge count of people who loves to watch sports as well. For that, there is no such single effective platform, where all the platforms' data can be seen together.

5. Project Objective

"Fantasy League Sports Dashboard" mobile application is a platform whose ultimate, uttermost desire is to create a unique, smart and safest platform for the users where they get them facilitated by viewing the numerous league's data on one platform. The idea roams around the third-party sports platform where user can perform multiple actions, and activities create teams etc.

6. Mobile App Prototype Link

https://www.figma.com/proto/svftGGePqZwKZ2jICWIHy7/Fantasy-V2?page-id=0%3A1&node-id=1%3A47&viewport=249%2C-27%2C0.11&scaling=scale-down&starting-point-node-id=1%3A47

7. Project Scope

The scope of the project is to develop the "Project Name" Mobile Application for iOS and Android platforms.

7.1 Role / Actions

Role	Group/User	Available Tasks/ Actions
General User	Mobile App	• User Registration (Sign Up, Sign In, Forgot Password), • Choose Platform (ESPN, Yahoo, Sleeper, CBS) • Selected Platform -> My teams, Matchup, Players, Leagues • More (Settings, Change Password, Terms and Conditions, Privacy Policy, Notifications toggle, Subscription Package) • Logout
Administrator	Web Panel	• Login, Users Management (View List of Users, Activate/Deactivate Users), • Payment Management • Content Management (Terms and Conditions, Privacy Policy etc.)

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8. Mobile App for General Users

- The mobile app interface will be for customers who can download the app and use it for viewing numerous league data from one platform.
- All the features which will be part of this interface are listed below:

8.1. Splash

- The application will open with an interactive splash screen on which the app logo and graphics will be available.
- The splash will be shown for 1-2 seconds while the app loads in the background.
    - If the user is already logged in then the user will be directed to the home screen.
    - If the user is not logged in then the user will be directed to the login screen.

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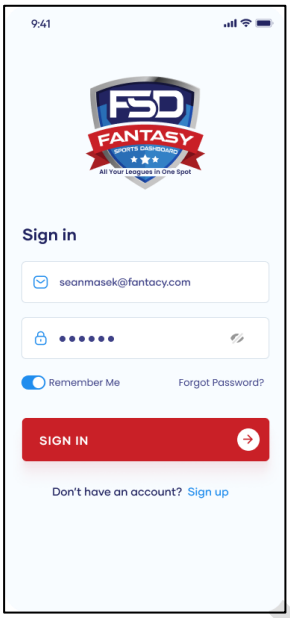
8.2. Sign In



- The sign-in screen will be available in the application through which existing app users will be able to log in to the app through their email address and password.
- The following attributes will be available on the sign-in screen:
    - Email Address Field* (Text Box, Email Validation)
    - Password Field* (Hidden Text Box, Password Hide/Show Button)
    - Sign-in Button (Upon tapping the app will check the email and password if correct then the user will be directed to the home screen. If incorrect then the user will be shown a popup message with the following text “Incorrect Email or Password”)
    - Sign Up Button (Upon tap the user will be directed to the sign-up screen).
    - Forget Password Button (Upon tap the user will be directed to the forget password screen.)

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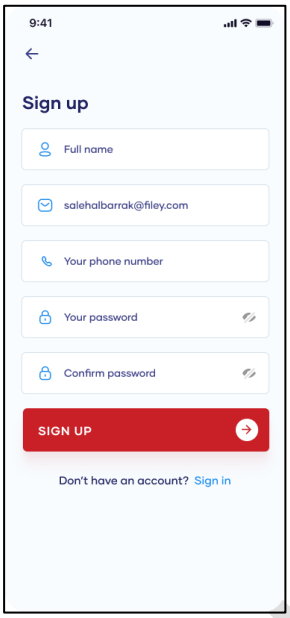
8.3. Sign Up



- The sign-up screen will be available in the application through which new users can sign up in the application.
- The following attributes will be available on this screen:
    - Full Name Field* (Textbox, Alphabets Only, Character limit - 20)
    - Email Field* (Textbox, Email Validation, Unique Email)
    - Phone No* (Textbox, Number Only))
    - Password* (Hidden Text Box, Password Hide/Show Button, Password Policy: 6-8 characters)
    - Confirm Password* (Hidden Text Box, Password Hide/Show Button, Password Policy: 6-8 characters)
    - Sign up Button (Upon tap the app will verify the user-provided details and if all of them are accurate then a new user account will be created and the user will be directed to the home screen along with a popup message with the following text “Welcome”)
    - Sign-in Button (Upon tap the user will be redirected to the sign-in screen)

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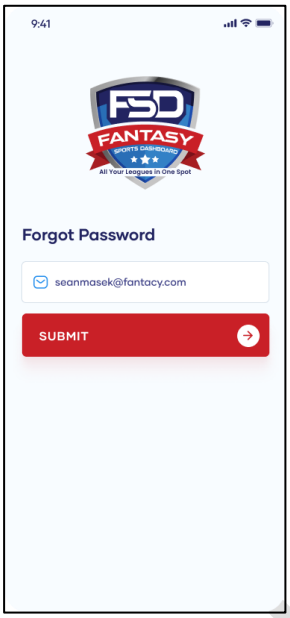
8.4. Forget Password



- The forget password screen will be available in the application through which users can retrieve their sign-in passwords in case they forget them.
- The following attributes will be available on forget password screen:
    - Email Address Field* (Text Box, Email Validation)
    - Submit Button (Upon tapping the app will check the email, if correct then the user will be directed to update the password screen, also a 4-digit verification code will be forwarded to the email. However, if the email is incorrect then the user will be shown a popup message with the following text “Incorrect Email”)
- Through the update password screen, the user will be able to update their sign-in password.
- The following attributes will be available on forget password screen:
    - Go Back Button (Upon tap the user will be redirected to forget password screen)
    - Verification Code Field* (Text Box, Numeric Values Only)
    - Verify Button (User will enter the 4-digit verification code and tap this button, and the app will verify the code, if the code is correct then the below-described textboxes will become active, however, if the code is incorrect then the user will be shown a popup message with following text “Incorrect Code”)
    - Password Field* (Hidden Text Box, Password Hide/Show Button)
    - Update Password (Upon tapping the password entered by the user in the password field will become the new sign-in password & user will be redirected to the sign-in screen).

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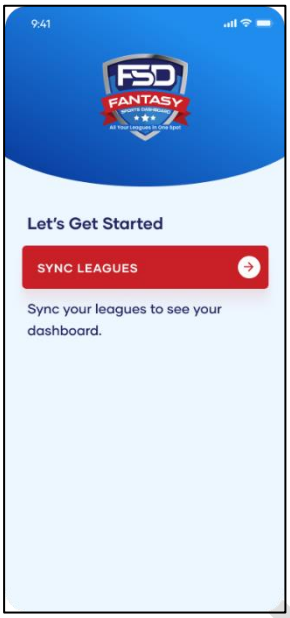
8.5. Get Started



- The get started screen will enable the user to start their app journey. This screen will only be shown to those users who have not synced any league.
- The following attributes will be available on getting started screen:
    - Sync League Button (Upon tap the user will be directed to select the league screen)

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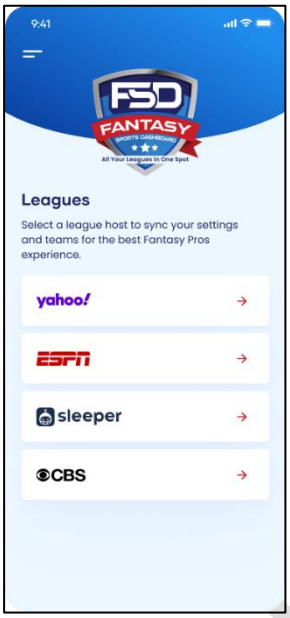
8.6. Select Leagues



- The select league screen will enable the user to select different leagues to sync their data with the application.
- The following attributes will be available on getting started screen:
  - Yahoo (Upon tap the user will be directed to log in with the Yahoo screen)
  - ESPN (Upon tap the user will be directed to log in with the ESPN screen)
  - Sleeper (Upon tap the user will be directed to log in with the Sleeper screen)
  - CBS (Upon tap the user will be directed to log in with the CBS screen)

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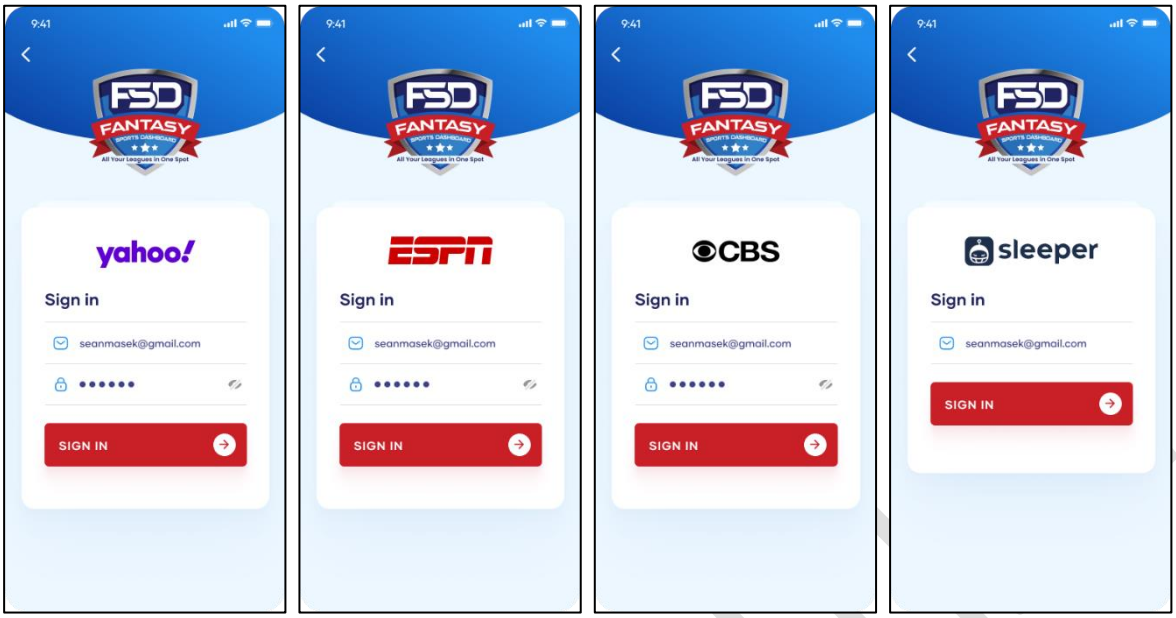
8.7. Login With Yahoo/ESPN/Sleeper/CBS



- These screen(s) will enable the user to connect different league accounts with the app. Based on these accounts, the app will sync the data.
- The following attributes will be available on these screens:
    - Yahoo/ESPN/CBS Login Screens:
        - Email Address Field* (Text Box, Email Validation)
        - Password Field* (Hidden Text Box, Password Hide/Show Button)
        - Sign-in Button (Upon tap the app will check the email and password if correct then the relevant data will be synced with the app and the user will be directed to the home screen. If incorrect then the user will be shown a popup message with the following text “Incorrect Email or Password”)
    - Sleeper Login Screen:
        - User Name Field* (Textbox, Alphabets Only, Character limit - 20)
        - Sign-in Button (Upon tap the app will check username is correct then the relevant data will be synced with the app and the user will be directed to the home screen. If incorrect then the user will be shown a popup message with the following text “Incorrect User name”)

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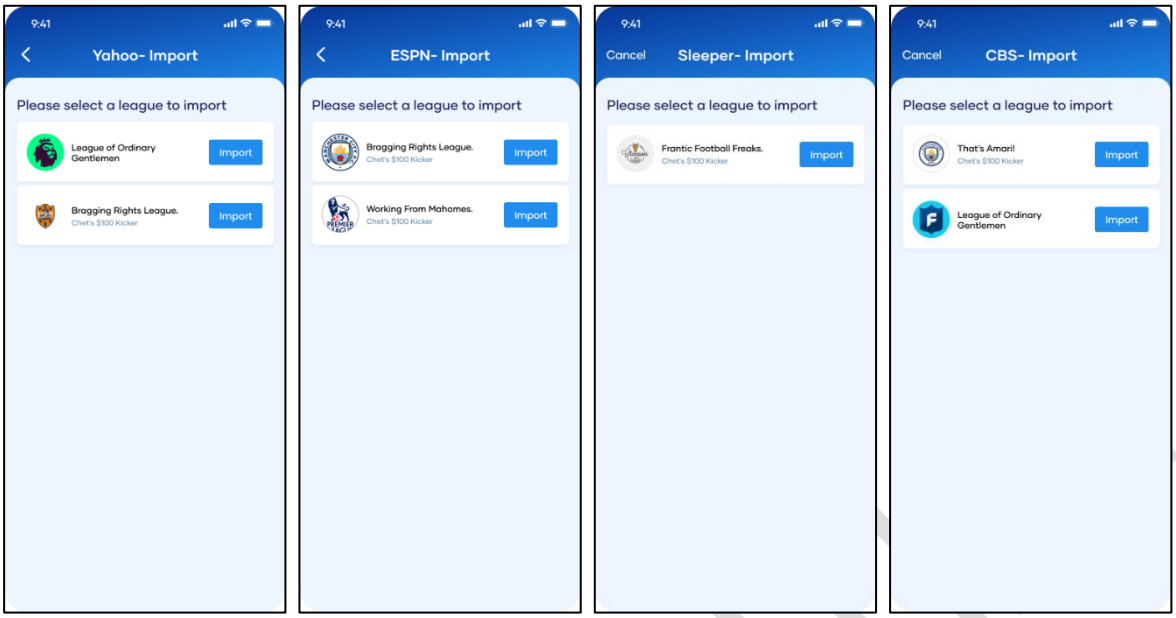
8.8. Import Data From Yahoo/ESPN/Sleeper/CBS



- These screen(s) will enable the user to select the league from the data source. Based on this selection the relevant data will be synced.
- The following attributes will be available on these screens:
    - League Details (fetched from the synced league):
        - League Icon
        - League Name
        - Import Button (Upon tapping the app will import the data of the relevant league from the source, in-case of any issue then the user will be shown a popup message with the following text “Unable to import data, please try again later”.

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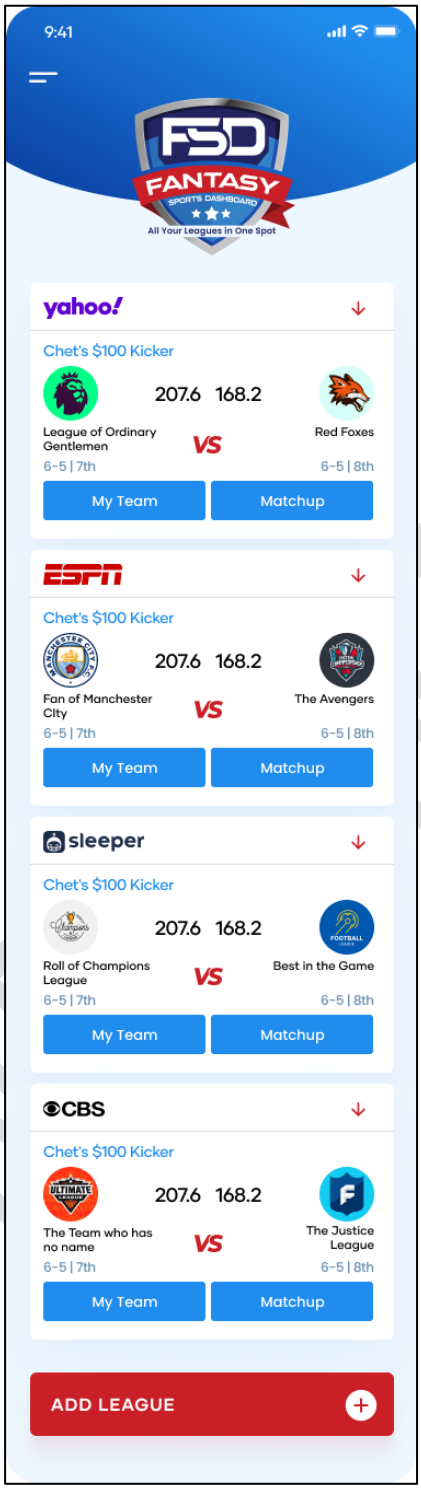
8.9. Home



- The home screen is through which the user will be able to track data from all the synced leagues.
- The home screen will be divided into two sections which will be:

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8.9.1. Section 1 - Top Header

- On the top header, the app icon will be shown along with a menu button. Upon tapping the menu button, the side navigation of the app will open.

8.9.2. Section 2 – Main Body

- All the data synced from various platforms (i.e., Yahoo, ESPN, etc.) will be shown in this section. Data from each league will be shown in a separate section. Each section will have the following attributes:
    - Platform name (i.e., Yahoo, ESPN, Sleeper, CBS)
    - Dropdown arrow (Upon tapping the league section will minimize/maximize)
    - League data:
        - Team icons
        - Team Name
        - Team Rank
        - Score
    - My Team button (Upon tap the user will be directed to my team screen).
    - Matchup (Upon tap the user will be directed to the matchup screen).
- Add League button (Upon tap the user will be directed to select league screen).

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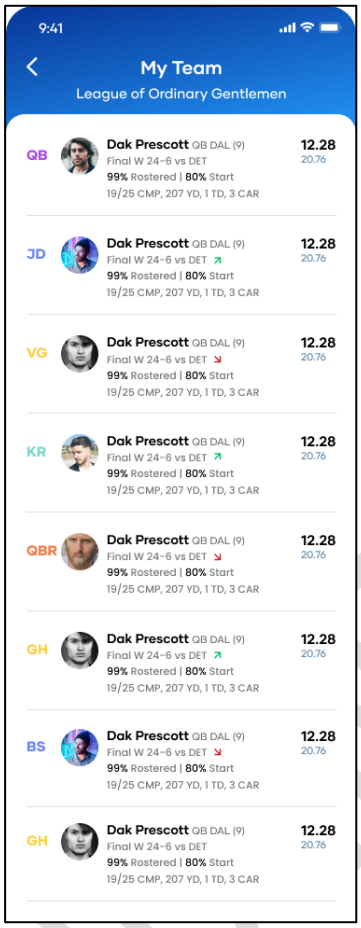
8.10. My Team



- This screen will enable the user to view the team data imported from the platforms.
- The following attributes will be available on these screens:
    - Back button (Upon tap the user will be directed to the home screen)
    - My Team (Label text)
    - Team data:
        - Team Name
        - Player Name
        - Player Position
        - Player Points

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8.11. Matchup

- This screen will enable the user to view the matchup data imported from the platforms.
- The following attributes will be available on these screens:
  - Back button (Upon tap the user will be directed to the home screen)
  - Matchup (Label text)
  - Team data:
    - Team Names
    - Win Probability Ratios
    - Player Name
    - Player Position
    - Player Points

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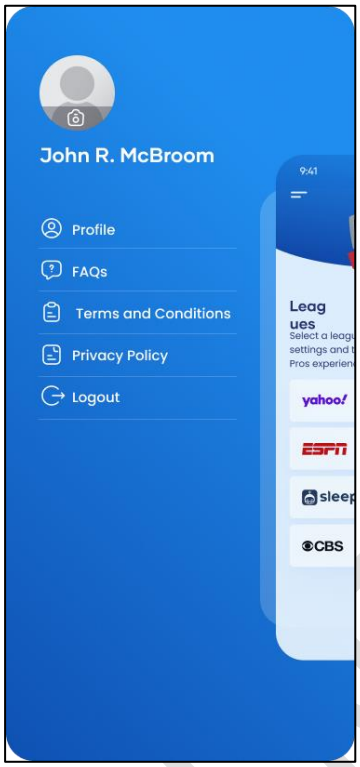
8.12. Side Navigation



- This screen will enable the user to access additional app features including:
  - Profile (Discussed in section 8.13)
  - FAQs (Discussed in section 8.14)
  - Terms & Conditions (Discussed in section 8.14)
  - Privacy Policy (Discussed in section 8.14)
  - Logout (Upon tap the user will be logged out from the app)
- Additionally, the following attributes will also be available on the side navigation:
  - Username
  - Profile Image

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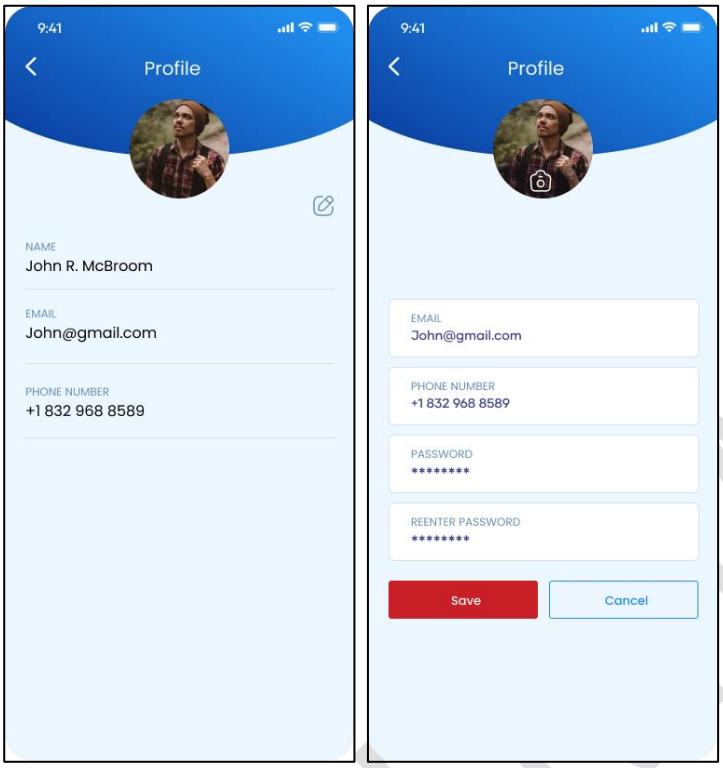
8.13. Profile



- This screen will enable the user to view and edit their app profile.
- The following attributes will be part of this screen:
  - Profile Image (Image selection)
  - Full Name* (Max Length. 25 Char)
  - Email Address* (Email Verification, Uniqueness)
  - Phone No* (Number Only)
  - Password* (Hidden Text Box, Password Hide/Show Button, Password Policy: 6-8 characters)
  - Confirm Password* (Hidden Text Box, Password Hide/Show Button, Password Policy: 6-8 characters)
  - Save button (Upon tapping the updated profile will be added to customer records)
  - Cancel button (Upon tap any changes in the profile will be discarded)

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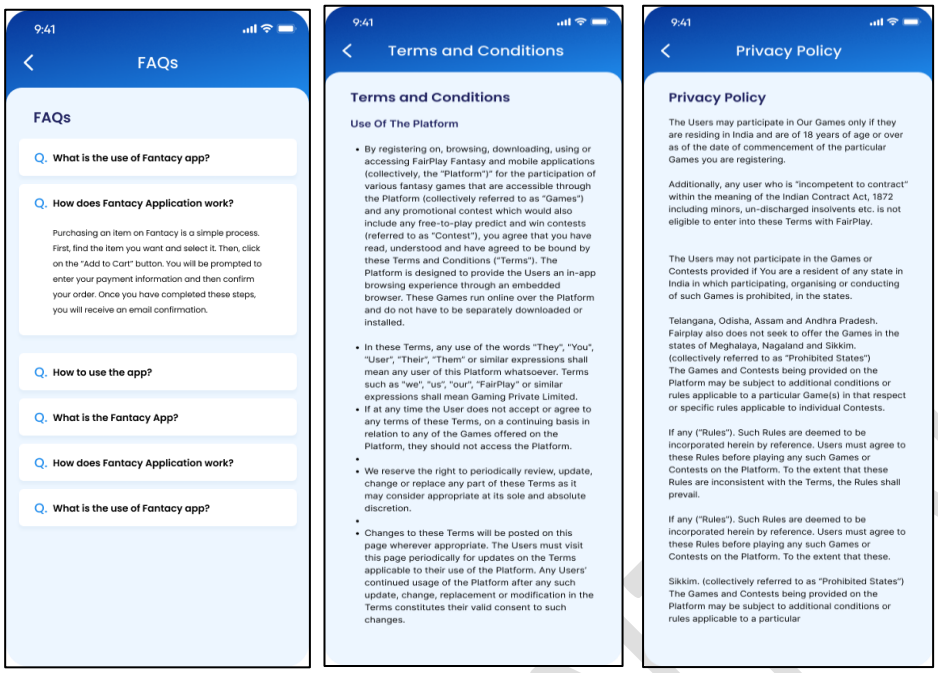
8.14. View App Content



- Through these screens, the user will be able to view different app-related content including FAQs, terms & conditions & privacy policies.
- All the content available on these screens will be managed from the admin panel.

9. Backend Panel for Application Admin (Web Portal)

- A web portal through which the application admin will be able to manage the app from the backend.
- All the features which will be part of this interface are listed below:

9.1. Sign In

- Admin will be able to login into the portal through the sign-in credentials provided to us (i.e., Email & Password). However, the admin will have the option to change the login password from the portal.

9.2. Manage App Users

- Through this feature, the admin will be able to manage the accounts of all the app users.
- The admin will be able to view the basic profile details of the users and block/unblock their accounts as per requirements.

9.3. Manage App Dynamic Content

- Through this feature, the admin will be able to manage different app content including app policies, FAQs, etc.

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10. Third-Party Links (API):

Keeping in mind the motive of the application this section complies that all the third-party resources, API or any other data which will be required in future development will be in the care of the client. Bytrixtech will provide the research and ensures the way for convenient development by providing all the third-party resources, and API links.

This section is a baseline guide for the development where they can get the full knowledge of the required APIs, and referral links including their platforms.

10.1. ESPN

10.1.1. Parent API

- https://secure.espn.com/core/football/match/_/gameId/652651?xhr=1&render=true&device=desktop&country=pk&lang=en&region=in&site=espn&edition-host=espn.in&site-type=full
- https://secure.espn.com/core/football/match/_/gameId/652654?xhr=1&render=true&device=desktop&country=pk&lang=en&region=in&site=espn&edition-host=espn.in&site-type=full
- https://site.web.api.espn.com/apis/v2/scoreboard/header?sport=soccer&league=ind.1&region=in&lang=en&contentorigin=soccernet&tz=Asia/Kolkata

10.2. Career History

- https://site.web.api.espn.com/apis/common/v3/sports/soccer/athletes/231388/bio?region=in&lang=en&contentorigin=soccernet

10.3. Overview

- https://site.web.api.espn.com/apis/common/v3/sports/soccer/athletes/231388/overview?region=in&lang=en&contentorigin=soccernet

10.4. Match League

- https://site.web.api.espn.com/apis/common/v3/sports/soccer/athletes/231388/gamelog?region=in&lang=en&contentorigin=soccernet

10.5. Stats

- https://site.web.api.espn.com/apis/common/v3/sports/soccer/athletes/231388/stats?region=in&lang=en&contentorigin=soccernet

10.6. Set Line Up

- https://fantasy.espn.com/apis/v3/games/fba/seasons/2023/segments/0/leagues/92483327 9?rosterForTeamId=6&view=mDraftDetail&view=mLiveScoring&view=mMatchupScore&view=mPendingTransactions&view=mPositionalRatings&view=mRoster&view=mSettings&view=mTeam&view=modular&view=mNav

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10.7. Players

- https://fantasy.espn.com/apis/v3/games/fba/seasons/2023/players?scoringPeriodId=0&view=players_wl

10.8. Score

- https://site.api.espn.com/apis/site/v2/leagues/dropdown?lang=en&region=in&calendartype=ondays&limit=100&showAirings=true&sport=soccer
- https://site.api.espn.com/apis/site/v2/sports/soccer/FIFA.WORLD/scoreboard?lang=en&region=in&calendartype=ondays&limit=100&showAirings=true&dates=20221121&tz=Asia/Kolkata&league=FIFA.WORLD

10.9. Events

- https://site.api.espn.com/apis/fantasy/v2/games/fba/games?useMap=true&dates=20221110&pbpOnly=true

10.10. Categories

- https://site.web.api.espn.com/apis/site/v2/content/14274856/categories?lang=en

10.11. Team Schedule

- https://fantasy.espn.com/apis/v3/games/fba/seasons/2023?view=proTeamSchedules_wl

10.12. League

- https://site.web.api.espn.com/apis/v2/navigation/11929946?lang=en

10.13. Teams

- https://site.web.api.espn.com/apis/site/v2/teams?region=us&lang=en&leagues=nfl,nhl,nba,ml

10.14. My Team

- https://fan.api.espn.com/apis/v2/fans/%7BE0C464DA-33DD-4D80-ACEE-F54E52D8F14F%7D

10.15. User Data

- https://fantasy.espn.com/apis/v3/games/fba/seasons/2023/segments/0/leagues/1472888852?view=mSettings&view=mTeam&view=modular&view=mNav

10.16. Register API

- https://registerdisney.go.com/jgc/v6/client/ESPN-ONESITE.WEB-PROD/guest/register?autogeneratePassword=false&autogenerateUsername=true&langPref=en-US

10.17. Yahoo

- Yahoo provides detailed documentation including the API. The link attached below will be a solely complete guide for that.
- https://developer.yahoo.com/fantasysports/guide/

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10.18. Sleeper

- Sleeper provides detailed documentation including the API. The link attached below will be a solely complete guide for that.
- https://docs.sleeper.com/

10.19. CBS

- This platform doesn't provide API.

11. Terms & Conditions

- The client will provide access to any third-party account which will be required during the development of this application.
- The mobile app will only support a vertical view.
- Bytrixtech will only include a specific set of Data; the rest of the data would be entered by the client himself.
- If any feature is ambiguous or not clear enough then it is expected from a client that he or she should get some clarification over, it before signing a contract.
- The cost for any type of user manual is not included in this document.
- Once the designs are locked, any major functional or UI change will not be entertained in the development phase. Bytrixtech will charge for additional work.
- Any bug identified at any point during the project life cycle will be fixed without charging any additional charges. After the go-live activity, we will offer 90 days warranty period during which we will fix any issues/bugs (within the existing scope) without any additional charges.
- After the end of the warranty period, the client can acquire an SLA for further assistance

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