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**Chess Rating System**  
**Supplementary Specification**

**Version 1.0**

Chess Rating System	Version: 1.0
Supplementary Specification	Date: 13/03/2021

## Revision History

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## Supplementary Specification

### 1. Introduction

The purpose of this document is to capture the system requirements that are not readily captured in the use cases of the use-case model of the Chess Rating System. The Supplementary Specifications and the use-case model together capture a complete set of requirements of the system.

### 2. Non-functional Requirements

#### 2.1 Availability

The system is available 24/7 since it is a web service. There could be small down-times due to maintenance.

#### 2.2 Performance

The system shall support up to 2000 users and 1000 games simultaneous at any given time.

#### 2.3 Security

The user passwords will be encrypted in the database also the SQL injection is not possible.

#### 2.4 Testability

The system is easily testable since it will be using a REST Framework. This can be done using a tool such as Postman.

#### 2.5 Usability

The design will use a mobile-first approach, but the system will support all types of devices and the user will not need to worry about possible UI problems.

### 3. Design Constraints

The server shall run Python 3.8.