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Chess Rating System
Vision

Version 1.0

Revision History

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Vision

1. Introduction

1.1 Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Chess Rating System. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Chess Rating System fulfills these needs are detailed in the use-case and supplementary specifications.

1.2 Scope

This Vision Document applies to the Chess Rating System Application, which will be developed by me, Adelin Filimon. This application gives an estimation of a player abilities in chess based on their performance. Due to pandemic, more and more people increase interest in the game of chess. Since there are many new players which doesn`t have a board home they prefer the online alternative. Using a Chess Rating System, the players will be able to visualize their current level and continue learning in a competitive environment. The application will run as a web service facilitating chess players a great opportunity to play chess against people with an appropriate level and rank up in the ranking.

1.3 Definitions, Acronyms, and Abbreviations

1.4 References

1.5 Overview

The rest of the document consist of the Positioning, User Descriptions and Product Requirements related to the Application. In the Positioning the problem that this application solves is summarized and explained how it is solved. Next, it is presented user descriptions and stakeholder summary. Finally, the document ends with the requirements of the product.

2. Positioning

2.1 Problem Statement

The problem of	There is not a good rating system for new chess players which are joining the game due to pandemic.
affects	Chess players
the impact of which is	The chess players doesn`t know how good they are related to other players.
a successful solution would be	The players are ranked correctly based on their performance. The players will be able to play matches against other players that have close abilities. The players will be able to join a chess platform that includes all the above benefits.

2.2 Product Position Statement

For	Chess players
Who	Are new to online chess
The Chess Rating System	is an online platform
That	Rates the player in a good way based on their performance on the platform
Unlike	Other chess platforms
Our product	Is friendly with the new chess players.

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Admin	Admin is a super user capable of managing chess players. They can update info, also ban accounts.	Ensures that the users don`t cheat and updates info when it is necessary.
Software Engineer	This stakeholder develops new features to the system, refactor the codebase and comes with possible solutions to the requirements.	Ensures the maintainability of the system through regular updates and solving possible bugs.
Frontend developer	This stakeholder develops new features related to the UI/UX and comes with solutions to new requirements.	Ensures the visual appeal of the website and ensures that the website is in great shape.

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
Chess player	They are end-users capable of playing (simulating) chess games.		User

3.3 User Environment

The user uses any device capable to connect to the internet. The task of playing a game involves 2 users (unchanging). A game is complete when one of the player wins (there is no time limit). Since this application simulates a chess platform the games will be decided automatically by the player ranks. Future platforms could be developed, for native platforms such as Android or PC. The system will not integrate with other applications.]

4. Product Requirements

- The system shall provide authentication (login existing users / register new users).

- The system shall store the user personal info (First Name, Last Name, Username, Email, Date of Birth, Country) alongside his Chess Rating and Total Number of Wins, Total Number of Losses and Total Number of Draws.
- The system shall store the user`s passwords encrypted and safe.
- The system should store an “Status” section to each player and provide the capability to users to edit this section.
- The system shall provide a ranking of chess players based on WDL (Wins/Draws/Losses).
- The system shall provide to users the capability to view his personal data and change password or current email.
- The system shall provide to users the capability to challenge other players to play.
- The system shall provide to challenged players the capability to accept or refuse the request.
- The system shall provide a result of a match, based on the difference between the Chess Rating of the 2 players.
- The system shall update the Chess Rating of the players based on the result of the game.
- The system shall provide special users (admins) that are able to create new users, change Chess Rating of a user and delete a user.
- The system shall provide to users the capability to view another user`s profile. The system shall provide the capability to log out a user.