Cairo University

Faculty of Computers and Artificial Intelligence

CS251

Software Engineering I

Go FootBall

Software Design Specifications

Version X.X

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June& 2021

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Team

ID	Name	Email	Mobile
20190018	Ahmed El Sayed Abd El Aty	Manahmed247@gmail.com	01030228260
20190543	Mostafa Mohamed Mostafa El Gendy	mostafaaaelgendyy@gmail.com	01114474582
20190632	youssef Khaled Abdel shafy ayoub	Youssef.khaled2001.yk@gmai.com	01064251535

Document Purpose and Audience

This document talks about the design of the system (go football) and we use both (sequence diagram, state diagram , class diagram) to finish the system to the implementation stage and write it as code , The audiences that we can see this document are the software engineering workers who can understand that document because that document has designs that are not understood by people programmer

System Models

I. Class Diagram(s)

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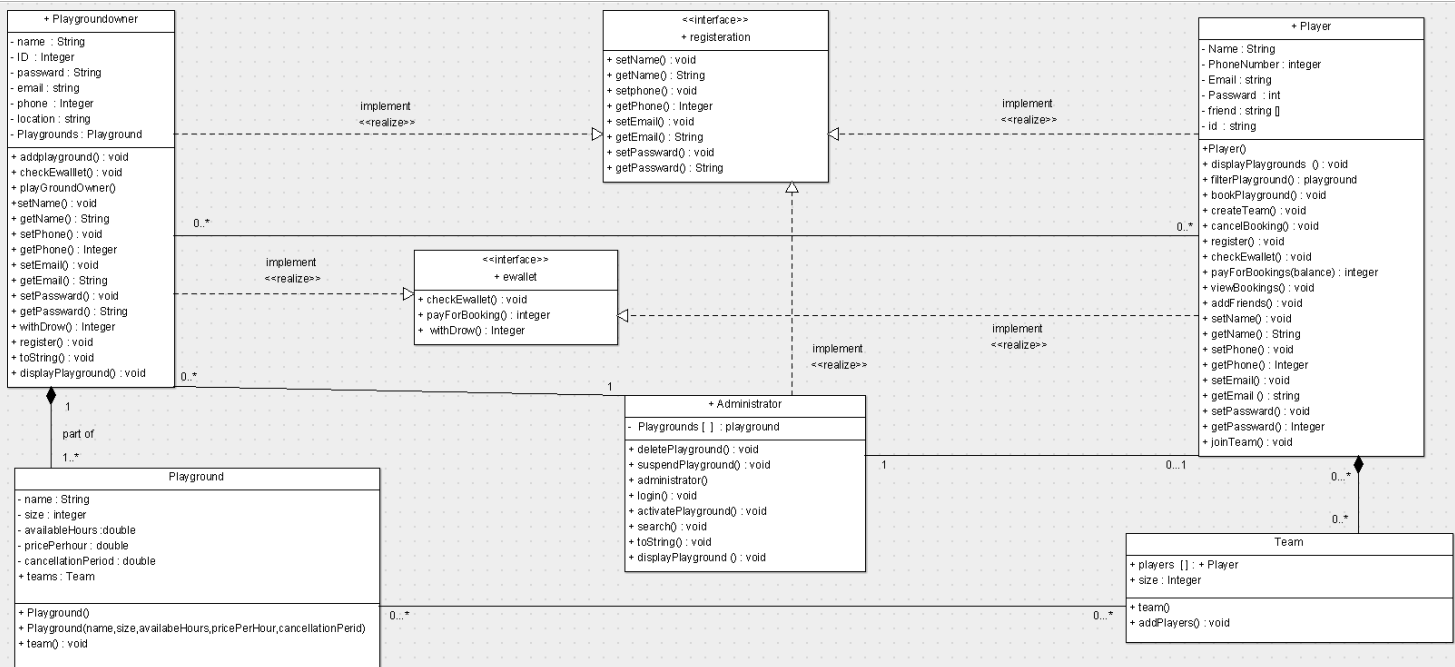
II. Class Descriptions

Class ID	Class Name	Description & Responsibility
1.	Player	This class, its role is that first it will register in the "gofo" program and then display the stadiums on the program with their details in order for the user to reserve the stadium and also filter those stadiums according to his location or the position he wants and cancel the reservation if he wants and can form a team he knows or join another team and only His ewallet and all that when he registers on the site and gives all his data (name, email, phone number and password) and he can also see his reservation that he made
2.	Playgroundowner	This class will be for playground owners who want to register their playground on gofo. Each of them has to enter (his name, id, password, email, phone number and current location) and then enter his playground data and be able to add the playground and check his ewallet if someone sent to him some money who wants to book and can view the existing stadiums

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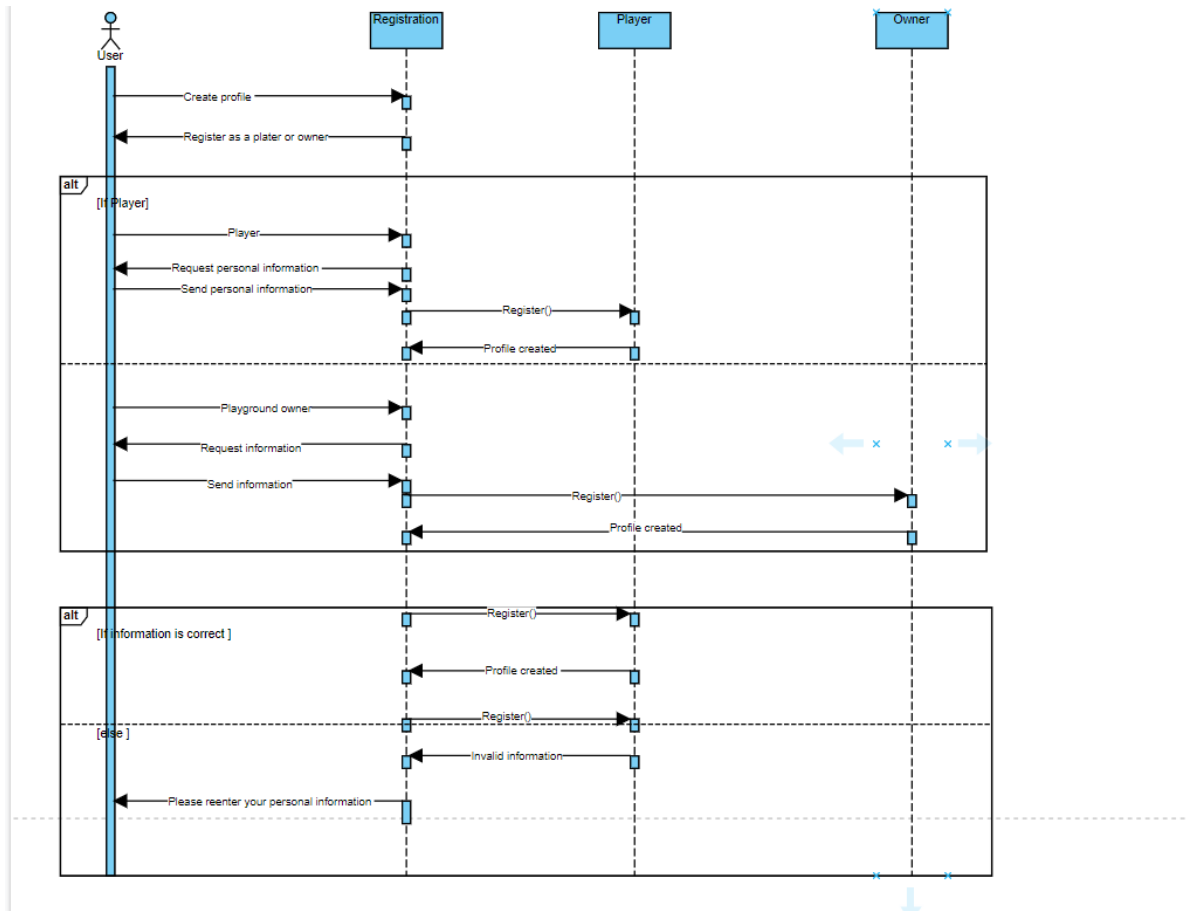| Class ID	Class Name	Description & Responsibility
3.	Playground	In this class, it will be for the playground, in which the stadium data (name of playground, size, available hour, price per hour and cancelation period) sent by the stadium owners and waiting for approval from the Administrator will be collected.
4.	Team	This class is intended for teams so that each player can reach his team by sending an e-mail or showing the missing teams to join them, and it contains attribute named players of a type of array of Player class
5.	Administrator	In this class, the Administrator will have, and the Administrator will be able to control the requests for stadium registration through the stadium owners, and he can also delete or suspend stadiums when he receives complaints on the stadium and also be able to display the stadiums

III. Sequence diagrams

1- **Registration**

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2- Pay for booking :

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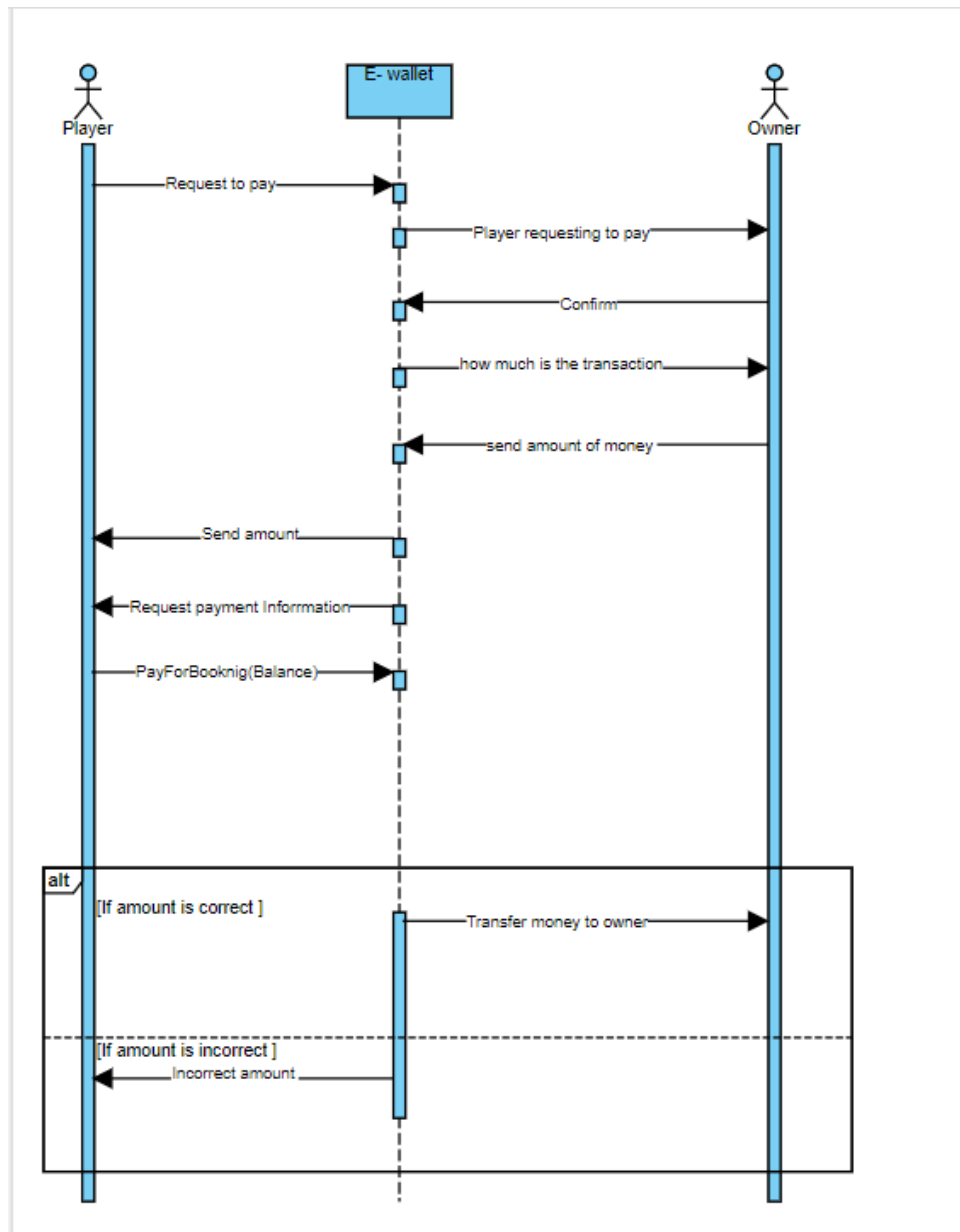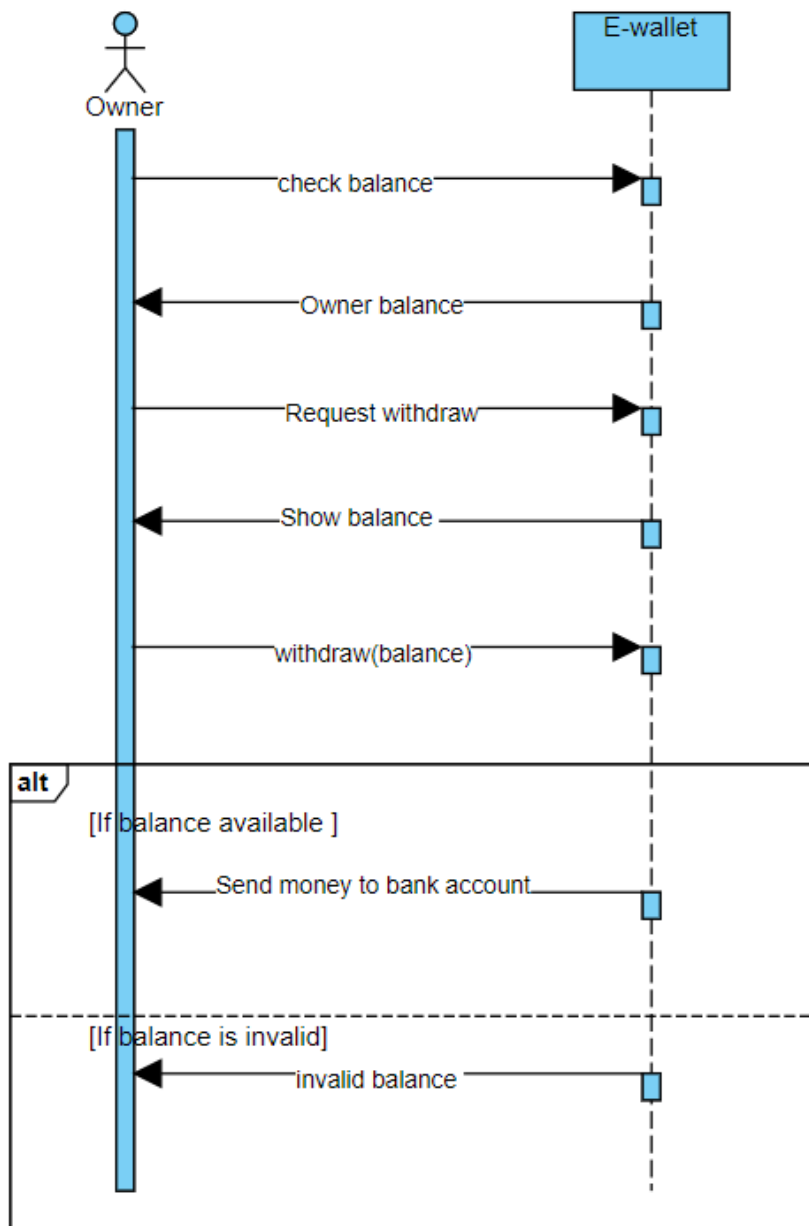Project: <Go Football>
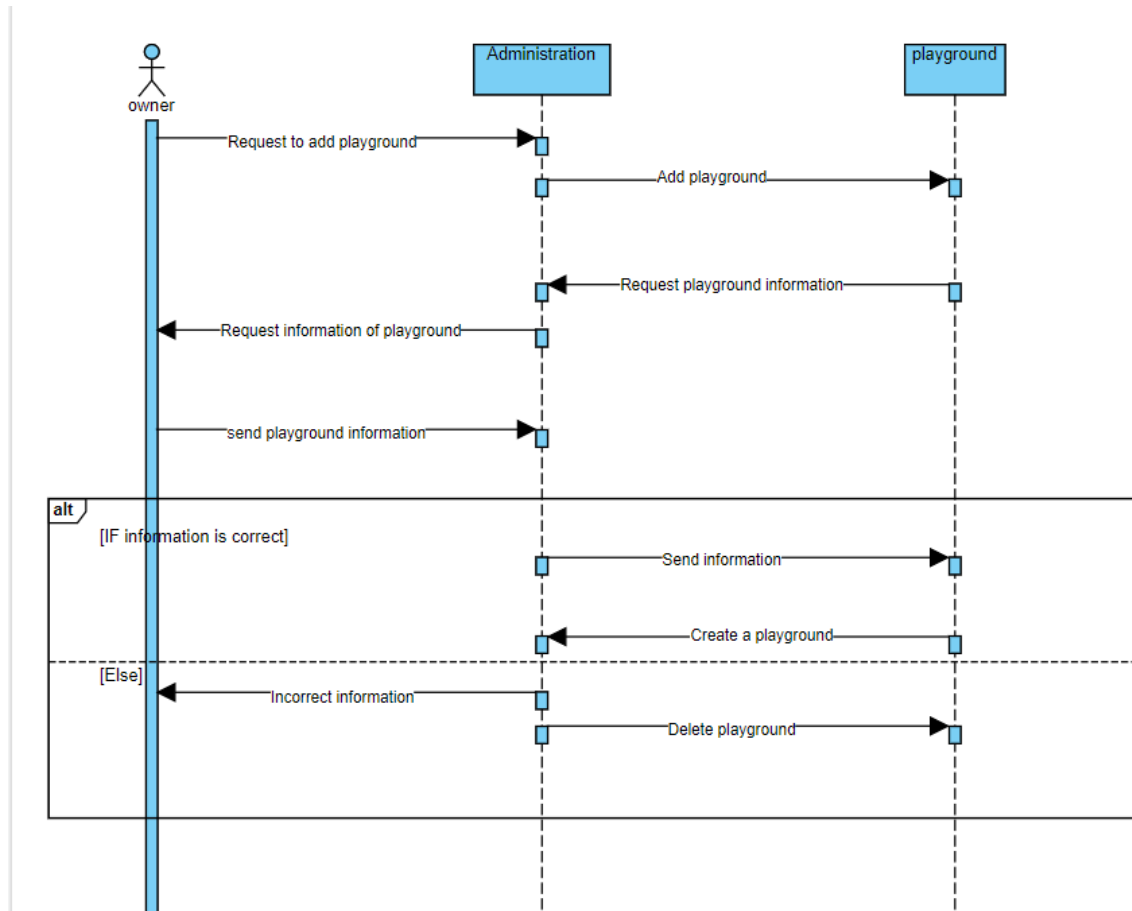
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3- Check e-wallet:

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4- **Add playground :**

Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
1. Registration	Class Registration	Methods register()
2. Pay for booking	Class ewallet , class player	Methods payforbooking ()

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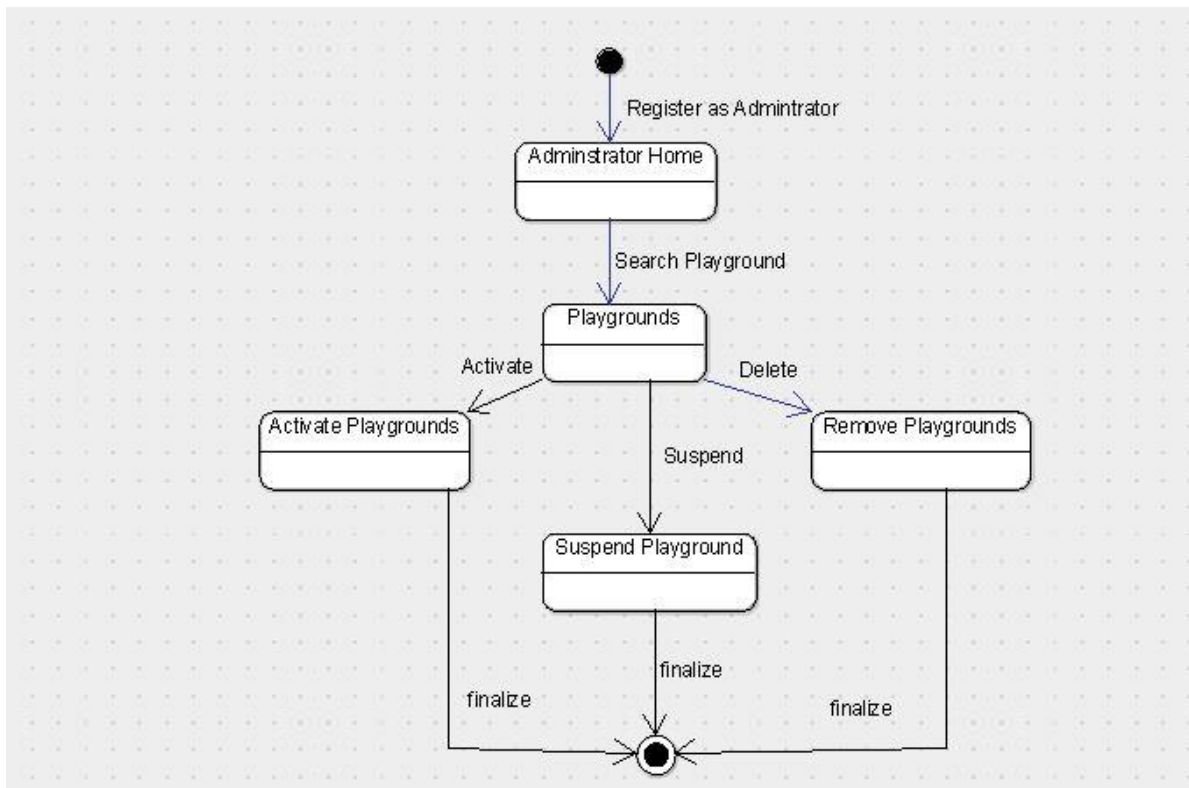
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Sequence Diagram	Classes Used	All Methods Used
3. Check e-wallet	Class ewallet	Method withdrow()
4. Add playground	Class administrator , class playground	Method addplayground ()

IV. State Diagram

1- Administrator:

2- Ewallet :

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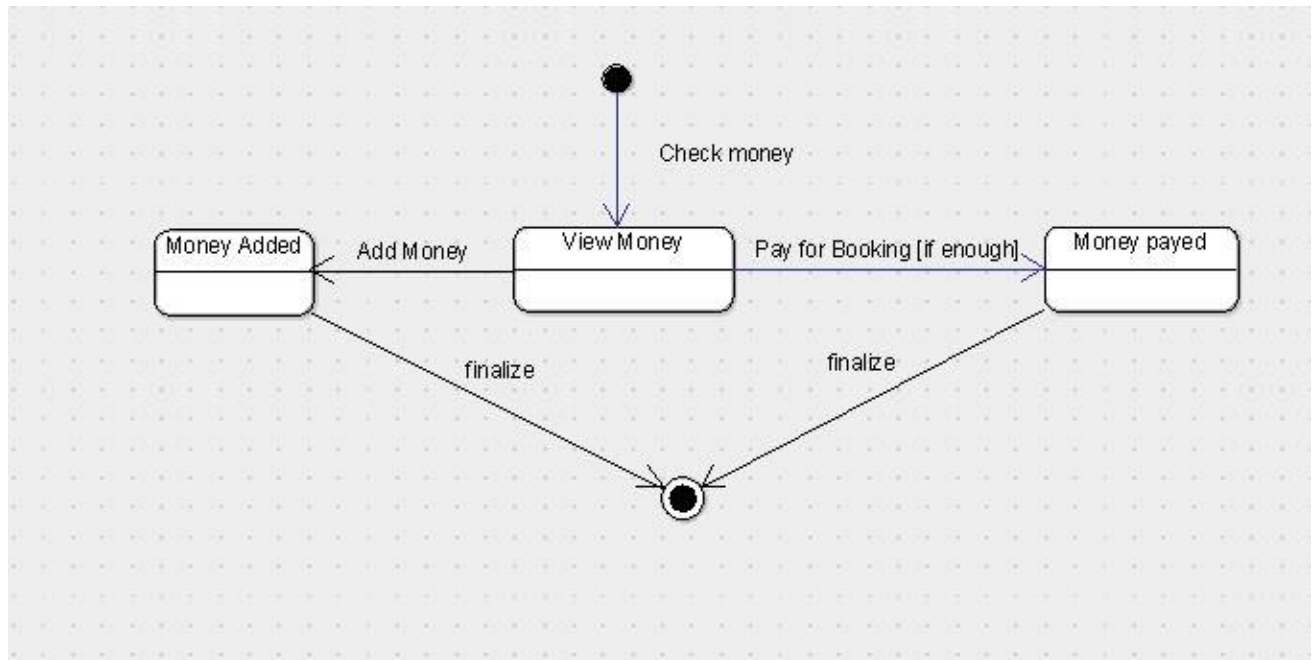
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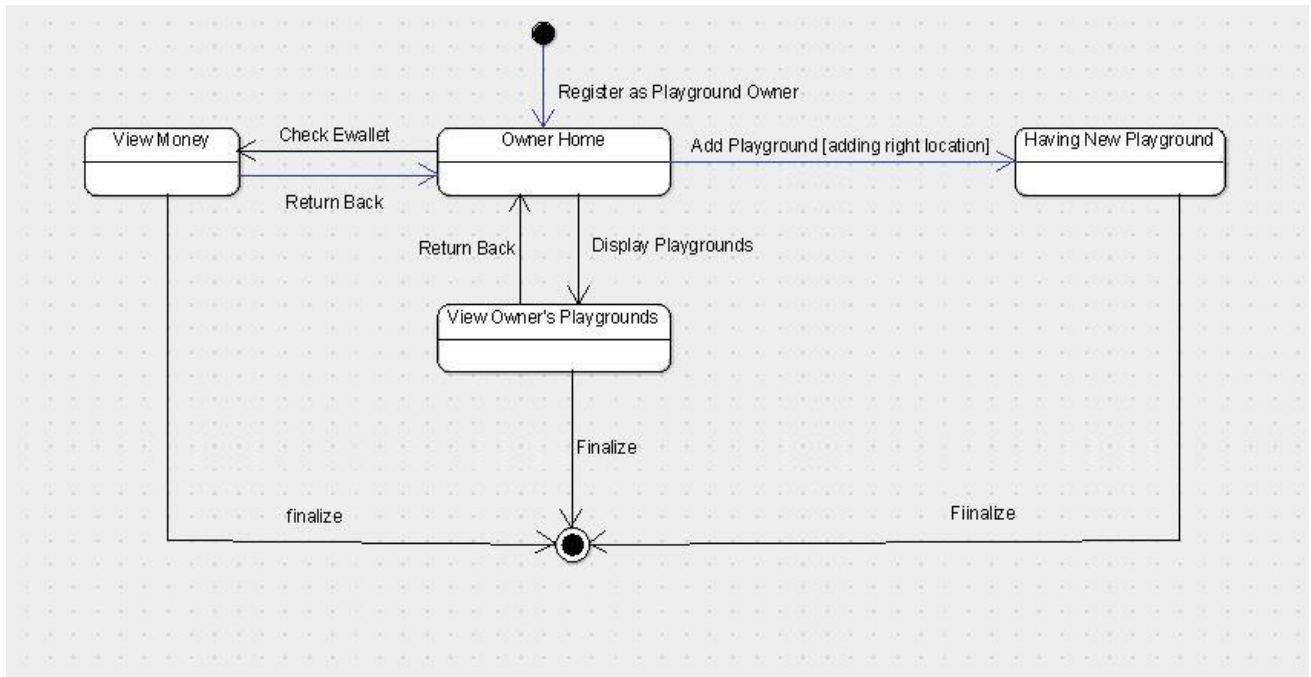Project: <Go Football>

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3- Playground Owner:

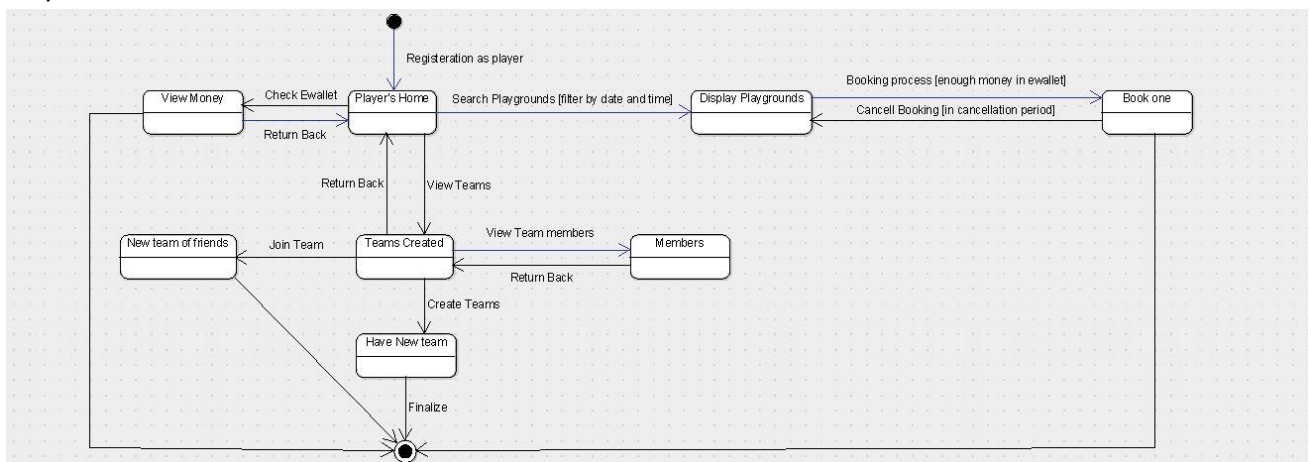**CU – FCAI – CS251 Introduction to Software Engineering – 2020 - Software Design Specifications**
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4- Player :

5- Playground:

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6- Team:

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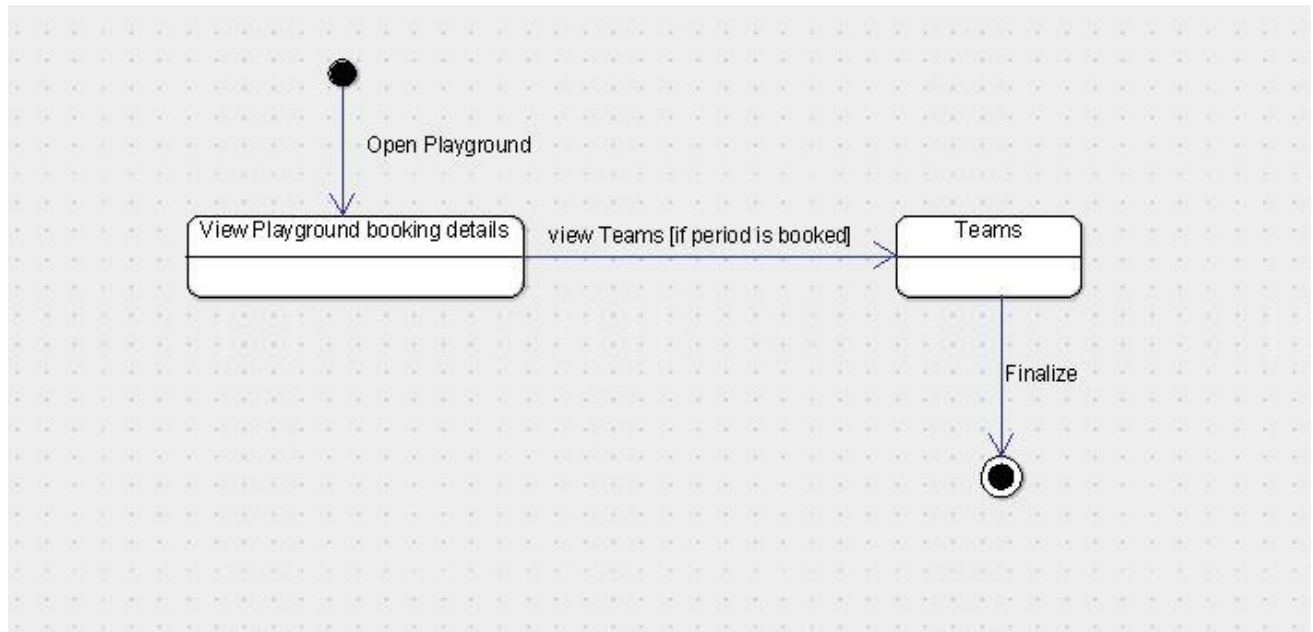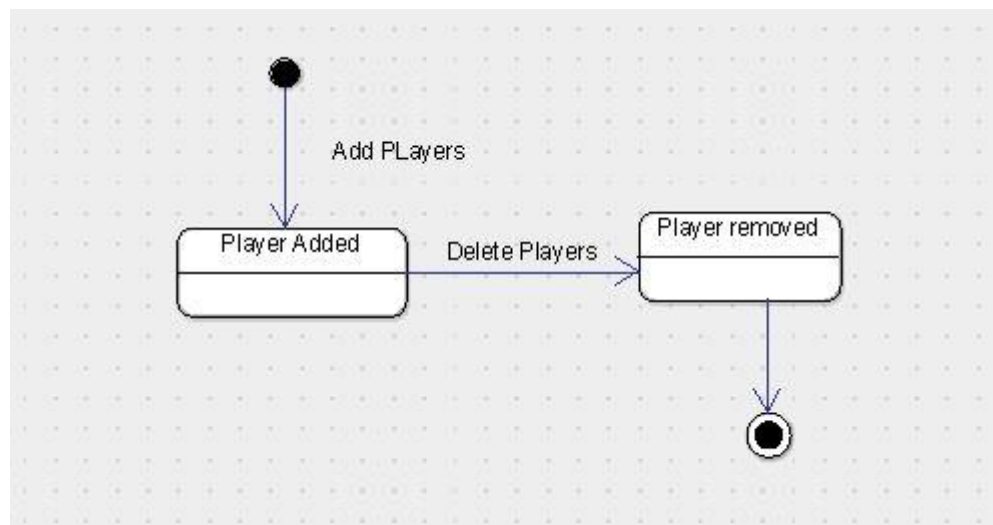
Tools

- ArgoUml

Ownership Report

Owners	Item
Ahmed El Sayed Abd El Aty	*Part of class diagram*
youssef Khaled Abdel shafy ayoub	*Part of sequence diagram*
Mostafa Mohamed Mostafa El Gendy	*Part of state diagram*

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