NHL INFORMATION PAGE:

Functional requirements:

LogIn

Login Validating User (Authentication)	When performing a login, it should validate the user's name and the user's password.
Validating User Type (Authorization)	When performing a login, if it was correctly validated it should check the user type.
Viewing Content	When performing a login, once the user type was checked it should show the corresponding content(Guest, Member, Admin).

Store

Counting Stock	When the store opens, check the stock in the database.
Viewing Items	When the store opens, the items must be displayed with its corresponding information (Price, quantity, discounts if applicable).
Adding Item	When selecting, the product must be added to the cart list.
Updating Item	When updating product details it must be updated in the cart.
Deleting Item	When deleting a product it must be deleted from the chart list.
Validating User's Type	Users' type must be verified to apply any applicable discount or

	promotion on the final purchase value.
Saving Items List Information	 When performing a purchase, the list must be saved and the user will be moved to the payment gateway.
Saving Purchase InvoiceUpdating Stock	 After payment the purchase has to be saved and the stock needs to be updated.

Account

User Information Management	Save the basic info of the user (Name, Address, Number, Email, Password) and the type of membership
Updating User Information	When updating a user's piece information it needs to be verified, if correct an update must be sent to the DB.
Database User Restriction	No matter what the user's type is they are allowed to change their own information. However, admin is the only one with permissions to actually update the whole DB in case it is necessary.

Stats

Players Information Management	 Save the players information (height, weight, team, years, goals, etc) and stadium information (name, capacity, location, etc).
View Stats Information	The stats information for players (height, weight, team, years, goals, etc) and stadium information (name,

	capacity, location, etc) must be displayed.
Teams Information Management	Save the teams information (total championship w/ years, antiquity years and location)
 Leaderboard Information Management 	The Leaderboard saves the team, the actual place, points leagues and wins/losses.
Updated Leaderboard	When some game finishes the Leaderboard has been updated.
View Player Information	 When the user searches for a player, it has to show the player's information.
View Team Information	When the user searches for a team, it has to show the team information with the actual roster.
View Stadium Information	When the user searches for a stadium, it has to show the stadium information with the next match schedule on the stadium.
View Upcoming Event	When selecting the upcoming events section, the information should be displayed with players and stadiums information as well.
Save End Season Stats	When the season ends the information is saved and sent to the videogame company.

News and Social Media

Redirecting User	When performing a news or social media consultation, users must be redirected outside of the website to the link address (Gateway).
Viewing News Item	When a recent news item is added, it has to show in the main page.

Notifying User (News Item)	When a recent news item is added, the user must receive a notification.
Viewing Social Media Item	When a recent social media item is added, it has to show in the main page.
Notifying User (Social Media Item)	When a recent social media item is added, the user must receive a notification.

AudioVisual Content

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Matches Information Management	 Save the visual content of the past matches and save the info for the next matches.
Saving Match Information	When a new match is announced, it has to be saved.
Sending Email (Match Item) (Membership)	 When the next match scheduled is going to start (30 min before), it has to notify the users with membership by email.
Recording Match	When the match starts, the recording has to start.
Viewing Recorded Match	When the match finished, the recording was saved and the highlights after that were added to the match page.
 Validating User's Type Viewing Resume Match 	When the user searches for a past match, if the user has a membership it shows the game repetition with highlights and the match stats if the user hasn't a membership only show the highlight and the match stats.

Non-Functional requirements:

- Security
- Scalability

- EfficiencyAdaptabilityMaintainability