System Requirements Specifications



**Super Yeti Coach Organizer**

Version 1 March 20, 2016

Lisa Clark, Scott Young, David H. Johnson, Patrick Currin, and Grace Cotton

**System Requirements**

***BEACON SOFTWARE***

****

**Super Yeti Coach Organizer**

VERSION: [V.1] REVISION DATE: [March 20, 2016]

|  |  |  |  |
| --- | --- | --- | --- |
| **System** | **Description** | **Author** | **Date** |
| App |  |  |  |
| Manifest | Android.xml | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Java |  |  |  |
| SYCO Server Access |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Beaconsoft.sycrowlayouts |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Beaconsoft.sycrowlayouts (Android Test) |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| String Utilities |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Res |  |  |  |
| Layout |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Mipmap |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Values |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Gradle Scripts |  | David Johnson/Patrick Currin/Lisa Clark | Ongoing |
| Database Tables | PHP version 5.2.17 | Scott Young/Grace Cotton/Patrick Currin/David Johnson | Ongoing |
| Website | HTML/CSS | Scot Young | Ongoing |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Contents

[Section 1 Purpose 4](#_Toc447017537)

[Section 2 General System Requirements 4](#_Toc447017538)

[2.1 Major System Capabilities 4](#_Toc447017539)

[2.2 Major System Conditions 5](#_Toc447017540)

[2.3 System Interfaces 5](#_Toc447017541)

[2.4 System User Characteristics 5](#_Toc447017542)

[Section 3 Policy and Regulation Requirements 5](#_Toc447017543)

[3.1 Policy Requirements 5](#_Toc447017544)

[3.2 Regulation Requirements 6](#_Toc447017545)

[Section 4 Security Requirements 6](#_Toc447017546)

[Section 5 Training Requirements 6](#_Toc447017547)

[Section 6 Initial Capacity Requirements 6](#_Toc447017548)

[Section 7 Initial System Architecture 7](#_Toc447017549)

[Section 8 System Acceptance Criteria 7](#_Toc447017550)

[Section 9 Current System Analysis 7](#_Toc447017551)

[Section 10 Glossary 7](#_Toc447017552)

# Section 1 Purpose

The purpose of the System Requirements document is to specify the overall system requirements that will bring together the user and website governing the development and implementation of the Super Yeti Coach Organizer (SYCO). The document will also establish initial system architecture requirements, as well as, system acceptance criteria agreed upon be the key stakeholders. The use of the mobile app will keep the user informed of any changes within the sport with reference to location, times, and team members.

The Administrators objective for the Super Yeti Coach Organizer is to:

* Provide information related to the league with reference to location, date, time, team and team members.
* Enable the user to easily search for and find the information they want.
* Minimize risks associated with retrieving the information over the Internet.

The Coaches objective for the Super Yeti Coach Organizer is to:

* Have access to the information the Administrator has provided.
* Have the ability to add team members when they’ve signed up to be part of the team.
* Communicate with the team members when necessary via email or phone keeping them informed of scheduling changes and location changes, if necessary.

The Team Members objective for the Super Yeti Coach Organizer is to:

* Have access to the location, members and dates of games and practices.
* Have the ability to reach all the involved individuals associated with the team.

The Super Yeti Coach Organizer (SYCO) is to:

* Provide up to date information to the on any sport listed within the app with reference to dates, locations, teams, and team members.

# Section 2 General System Requirements

## 2.1 Major System Capabilities

* *System must be available on the Internet*
* *System must be available 24 hours per day*
* *System must be accessible by mobile devices*
* *System must update on the phone when necessary*

## 2.2 Major System Conditions

*Specify major system assumptions and/or constraints (aka conditions). The conditions may limit the options available to the designer/developer. For example:*

*- System must use an Android Phone*

*- System must use database to retrieve information*

*- System must interface the Internet and be able to reach the website for information*

## 2.3 System Interfaces

*Describe the dependency and relationship requirements of the system to other enterprise/external systems. Include any interface to a future system or one under development. For clarity, a graphical representation of the interfaces should be used when appropriate.*

Phone is dependent on the website to retrieve information for given sport to include team, team schedules, locations and team members. Website is dependent on information input by sport association to include updates in reference to schedules, team members, locations and events. Informational applications allow the user to read, input their own data, and gather resources to make decisions. A mobile application is a piece of software that is contained within a phone for a particular purpose or use. The purpose of mobile applications varies from providing information to actual interaction with the user. Essentially, the main goal for all mobile applications is to provide a service that can be used on cell phones rather than an actual computer. Although mobile applications are complex and serve various purposes, all share the ability of allowing the user to access information through this mobile device or cell phone.

## 2.4 System User Characteristics

*Identify each type of user of the system by function, location, and type of device. Specify the number of users in each group and the nature of their use of the system.*

Users include smartphone accessible everywhere. Multiple users are limited to team members and administrators for information purposes and input purposes. Functionality of the system is dependent on administrators input into the website of teams, locations, schedules, team members.

# Section 3 Policy and Regulation Requirements

*Specify relevant applicable laws, regulations, policies, and standards that will affect the operation and performance of the system, as well as any relevant external regulatory requirements, or constraints imposed by normal business practices.*

## 3.1 Policy Requirements

The User must be a member of the sports association. The user must have a valid email address for confirmation and registration purposes. The user must have a smart phone with Internet access. The phone must be an Android.

## 3.2 Regulation Requirements

The smartphone must have a valid carrier that that meets all Federal requirements and adheres to regulations set forth by the FCC and government policies. .

# Section 4 Security Requirements

*Specify security requirement for users of the system.*

The user must have registered on the website to receive any information related to the sport. This is done by inputting a valid email and receiving a confirmation which generates a key to the website and is implanted into the app on the smartphone as validation of authenticity.

Mobile application management (MAM) describes software and services responsible for provisioning and controlling access to internally develop and commercially available mobile apps used in the setting necessary to receive information.

# Section 5 Training Requirements

*Specify Training requirements for the system.*

User needs knowledge of smartphone use to include registering on the website for information related to sports that user is enrolled in. The user should have the ability to understand which sport to reference and knowledge of where the league will be playing. The user must also be able to understand what members are on the team.

The Coach must be able to retrieve information from the website that includes the sport, location, teams and team members. The Coach must also have knowledge on how to enter new members to the team that signs up at the location.

The Administrator must be able to input all locations, teams and team members that are associated with the sport onto the website so the Coach can retrieve the information when they have registered with the website.

# Section 6 Initial Capacity Requirements

*Specify the initial capacity requirements for the system. An initial estimation can be established using current data amounts, planned number of users, and estimated number of transactions.*

1. System updates with regularity to coincide with Association updates. Storage through SQLLITE meets specification, along with beginning and end dates of each league, minimizing storage issues within the phone*.*

# Section 7 Initial System Architecture

1. Android Studio was used as data platform. MySQL/PHP was used as software. Hardware was an Android phone. Programming Language is C wrapped with Java to minimize memory leaks. Operating system is Linux. For the Website HTML/CSS was used to build and create the website. An Internet access computer and smartphone are the only equipment necessary for this app.
2. *Identify any specialized hardware requirements that must be purchased or upgraded prior to development, or in support of the implementation, of the application or project.*
3. *Identify any specialized software requirements that must be purchased or upgraded prior to development, or in support of the implementation, of the application or project.*
4. *Identify any programming languages and tools selected for the development of the application or project.*
5. *Identify any network/operating system or combination of network/operating systems that will be used for the development of the application of project.*

# Section 8 System Acceptance Criteria

*Specify the general system acceptance criteria specified and agreed upon by the project sponsor and key stakeholders that will be used to accept the final end product.*

* *Any new system will run in parallel with current system.*

# Section 9 Current System Analysis

*If a current system exists, perform analysis on the system and describe how the current system is used by the business. Specify data conversion requirements, relevant data flows, system interfaces to existing systems, reporting capability, etc.*

# Section 10 Glossary

*Define of all terms and acronyms required to properly interpret the requirements contained within this document.*

Mobile app: a computer program designed to run on mobile devices.