## Notes from conversation with the Chairman of Simply Rugby

**Does the club have any preferences about the applications’ appearance, images to be used, etc? Or the style(s) used to display data?**

* The chairman feels that it is our job to design the GUI and this is one of his main motivations for outsourcing the development to us. He is excited to see what we come up with.
* Any GUI design should be professional-looking and easy to use, with due attention paid to the general principles of user interface design, accessibility, etc. A console-based application will **not** be sufficient for our prototype.

**What are the age ranges for each level of the league?**

* Check current SRU age banding – for avoidance of complexity in this prototype, the Chairman informs us that Simply Rugby is a men’s/boy’s rugby club, and does not need to take into account different rules for women’s and schools’ rugby. Any associated women’s or girls’ club would have its own system.

**What kind of application?**

* For purposes of the prototype, only a windows PC application is required. If you wished to add extra functionality to support mobile/web access within the timeframe, this would be a design decision. Or could be documented as a future enhancement for the full system.

**Is a login system required? How to login? Who can log in? Does the secretary have a separate login to a coach?**

* A functioning login system is required to control entry to the system on an individual basis. The details of who needs to log in, whether there are different tiers of permissions, etc are design decisions for you to make on the basis of your analysis of the requirements (within the bounds of the guidance given by the client)

**How to store data? Should data be persistent? Is a database required?**

* Data in our system should be persistent. If the client decides to proceed to a full implementation, then at that point it is likely they will invest in a database solution that we will have to integrate into our application. However, for the purposes of our prototype it will be sufficient to persist data using local file storage. How exactly this is implemented is a design decision.

**Is information in the system editable?**

* Yes, users who are logged in (with sufficient permissions if appropriate to your design) should be able to edit data in the system, and save their changes.
* Which data is editable and which is not (if any) would be design decisions based on your analysis of the requirements.

**Does the system need to send info to players? Or is that handled by the secretary?**

* At the moment, the Chairman does not feel that the system itself is required to send data to players, although it stores the contact details required to do so. It is reasonable to assume a separate system, such as a group text or WhatsApp group, is used to actually send data to players. Of course, the ability to do this from within our system could be proposed as a future enhancement.

**Will the program be required to use the Scottish Rugby SCRUMS (Scottish Rugby Management System) to track competitions, team sheet submissions, serious injury reports or disciplinary reports?**

* If the client decides to proceed to a full implementation, then it is likely that some level of integration with Scottish Rugby systems will be required. However, for the purposes of our prototype this is not a concern to the Chairman.

**Explain ‘legal reasons’ in relation to storing details about members?**

* Like all organisations Simply Rugby must comply with relevant data protection legislation. This should be taken into account in your design/documentation. There are also insurance/health and safety requirements which should be taken into account when deciding what data to store.