

SOCCER TRAINING SIMULATOR

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DESCRIPTION

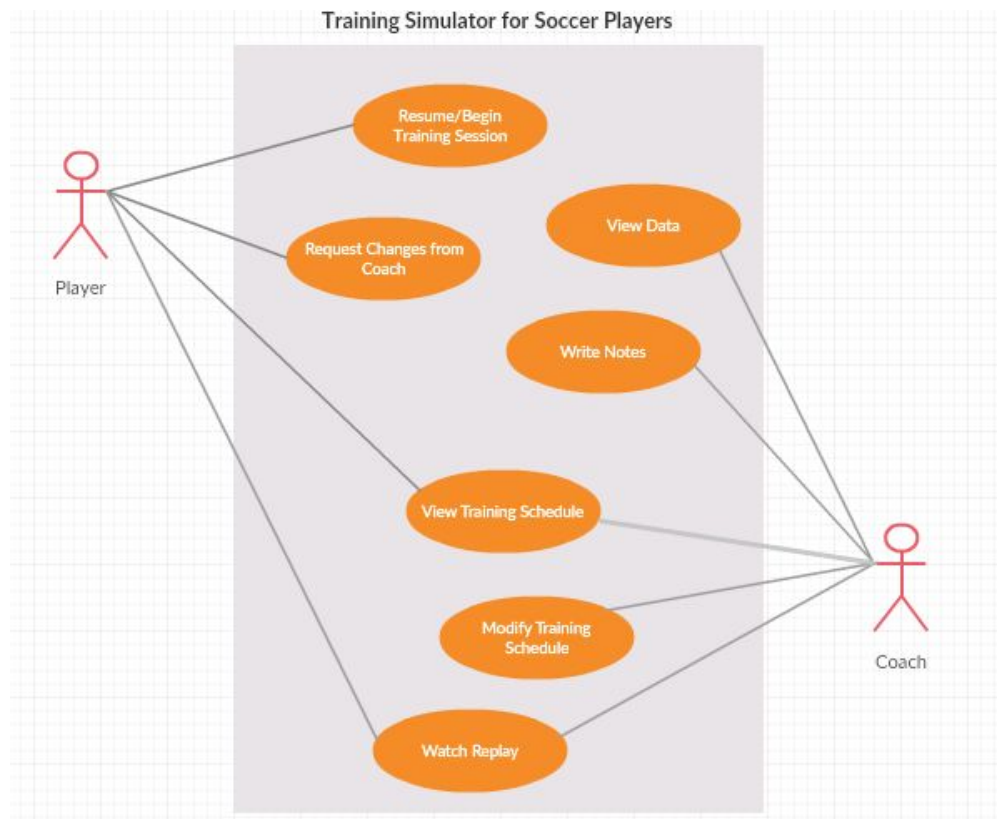
This development project is about creating a system software that will provide an innovative training system for soccer players. The system creates an immersive experience that allows players to train in a simulated environment.

The main motive behind the development this simulator is to provide a similar experience to what the players would be facing while playing real soccer games. Also, this training simulation can be used to analyse the overall aspects of past games played by a particular player or team. This helps them to avoid those mistakes in future to avoid injury or increase their overall efficiency in actual live games. The statistical reports generated by the system about their individual profiles will track the performance measures of various aspects of their gameplay.

Training the right way before games is a very critical aspect for a sportsperson as it will help reduce injuries and improve the overall efficiency of a player during the actual games.

A use case diagram used for defining system requirements is attached at the end.

REQUIREMENTS



Use Case Diagram for the system.

We have 2 main actors:

(1)Player

(2)Coach

The use case shows how the actors interact with the system and thus, help us define the requirements and other details of our system.

Various requirements are documented along with their ID# - Name, Description, Rationale, Fit Criterion and Acceptance Tests

- There are 7 individual use-cases based on the product use case diagram
- There are 5 functional and 5 usability requirements.
- Performance Requirement: Includes 'Watch Replay Feature' and 'Evaluation of Product Soccer Training Simulator'.
- Maintainability and Supportability Requirement: Mainly 'Through a help desk' where the call/issue would then be forwarded to the appropriate personnel. Also, the goal is for the product to last indefinitely with proper maintenance.
- Security Requirement: A players data should not be visible to other players. Data should only be visible to the player that is the subject of the data or the coach.
- Look and Feel Requirement: the system should have a professional look and feel
- Operational and Environmental Requirement: System operates in a closed field
- Cultural and Political Requirement: Being a sports training simulator, there are NO cultural and political biases in the system.

ACCEPTANCE TESTING

There is at least one acceptance for each requirement that the system must pass before the product is accepted by the client.

- There are 14 acceptance tests in total
- There are 36 requirements in total
- Each requirement has an acceptance test
- Many requirements have share a common acceptance test
- A table has been added which shows which requirement corresponds to a particular test.
- Each test has a unique id and a short description provided.