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| Functional Specification |
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# Functional Specification

## 1. Introduction

This is a function specification for a project that involves designing and developing an application that can keep track of a tennis match.

### 1.1 Summary

The application will be created to keep track of a single tennis match that uses the Wimbledon Championships scoring system. The application will allow the users to input the players’ names, the number of set for the match, the player who will serve first and be able to allocate points to a player as the match is played.

### 1.2 Requirements

The requirements of this project have been outlined in the design specification document which states the requirement for the project to have completed for the deliverable (Appendix 1).

## 2. Functional Description

The following sections will cover what functions the application will need to have to meet the requirements.

### 2.1 User Community

The application is aimed towards members of the community that need a way to keep track and score Wimbledon Championships style tennis matches. An example of how the user will interact with the application has been show with a use case (Appendix 2).

### 2.2 Error Handling

Any errors encountered within the development of the application will be fixed during development to ensure the usability of the application.

### 2.3 Security

During the use of the application the user can input players’ names however these will be disposed of when the application is stopped or the user starts the scoring of another match.

2.4 Constraints

There are many constraints that could affect the development of the application. One constraint that will affect the development most is time and scheduling. With the use of a design specification (Appendix 1) there is a clear ending date for the project to be delivered to aid in scheduling.

2.7 Expandability

Once the application has been created it is possible for it to have further work to expand of its functionality. The application could further its interaction with social media websites. Another area of further work is to expand of the game types that can be tracked and scored.

### 2.8 Documentation

To aid in the development of the application there are document to ensure a clear understanding of the project before starting. One document that will be created will be a class diagram. This will give a specific layout for how the application classes will be created for it to work.

# Appendix

## Appendix 1

Design Specification

Project Aims: The aim of the project is to create an application that will be able to score a Wimbledon Championships style match. It will need to allow for player name input, the selection of number of sets and allow for the user to allocate points.   
  
Project Description:

1. Create an application view that has the name inputs and the button controls.
2. Develop the application to use the input names in the game score board.
3. Develop the application to select the number of sets and display the number of set to the user.
4. Develop the application to allow for the allocation of points to players.
5. Further develop the points to automatically check for a game win and assign the winning player a set point.
6. Allow the user to see which player is the sever throughout the application.
7. Develop the application to automatically check for a match win and alert the user of which player has won.
8. Allow the user to view all sets of the match after match has been won.
9. Allow the user to print off the results
10. Allow the user to send the results to a social media site.
11. Allow for a second screen that shows the game points.

Deliverables: The above deliverable need to complete by Tuesday 6th May 2014.

## Appendix 2

