For Android Application

Version 1.2

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 22/10/15 | 1.0 | Putting in information | André Helbig |
| 23/10/15 | 1.1 | Editing UCD | Felix Morsbach |
| 01/11/15 | 1.2 | Replacing Function-Description with Links | Felix Morsbach |
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Table of Contents

1. Introduction 4

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, Acronyms, and Abbreviations 4

1.4 References 4

1.5 Overview 4

2. Overall Description 4

3. Specific Requirements 5

3.1 Functionality 5

3.1.1 Login/Logout 5

3.1.2 Register 5

3.1.3 Profile editing 5

3.1.4 Feedback/Support 5

3.1.5 Instant messaging 5

3.1.6 Betting 5

3.1.7 Rewards 5

3.1.8 Results 5

3.1.9 Leaderboard 5

3.1.10 Notifications 5

3.1.11 Live ticker 5

3.1.12 Timing and synchronization 5

3.2 Usability 5

3.2.1 Availability 5

3.2.2 Audit and control 5

3.2.3 Accessibility 5

3.2.4 Backup 6

3.2.5 Capacity 6

3.2.6 Certification 6

3.2.7 Compliance 6

3.2.8 Configuration management 6

3.2.9 Dependency on other parties 6

3.2.10 Deployment 6

3.3 Reliability 6

3.4 Performance 6

3.5 Supportability 6

3.6 Design Constraints 6

3.7 On-line User Documentation and Help System Requirements 6

3.8 Purchased Components 6

3.9 Interfaces 6

3.9.1 Software Interfaces 6

3.10 Licensing Requirements 6

3.11 Legal, Copyright, and Other Notices 6

3.12 Applicable Standards 6

4. Supporting Information 6

# Introduction

## Purpose

[www.blogsiteloremipsum.de/?p=8](http://www.blogsiteloremipsum.de/?p=8)

## Scope

This document is only meant for internal use in the project.

## Definitions, Acronyms, and Abbreviations

n/a = not applicable

## References

Blog [www.blogsiteloremipsum.de](http://www.blogsiteloremipsum.de)

GitHub to be determined

## Overview

The following document is an overview of the Use Cases, their description and other functionalities of our application.

# Overall Description

# C:\Users\Felix Morsbach\Documents\GitHub\documents\Use Case\OUCD.png

This may not be the final version, for current version check [here](https://github.com/GamingBets/documents/blob/master/Use%20Case/OUCD.png):

# Specific Requirements

## Functionality

### Login

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Login/UCSLogin.docx>

### Register

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Register/UCSRegister.docx>

### Edit personal User Data

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Edit%20User%20Data/UCSEditData.docx>

### Manage User Data

<https://github.com/GamingBets/documents/tree/master/Use%20Case/Manage%20User%20Data>

### Give Feedback

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Give%20Feedback/UCSFeedback.docx>

### Give Support

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Give%20Support/UCSSupport.docx>

### Check Leaderboard

<https://github.com/GamingBets/documents/blob/master/Use%20Case/Check%20Leaderboard/UCSLeaderboard.docx>

### Instant messaging

Logged in users will be able to chat with each other using instant messaging client.

### Betting

We will have different types of bets, for example basic bets on game results and player performance which will be available without placing in game currency. Others like betting on the game length will be considered as a “wager bet” where you have to risk your earned currency to get a bigger reward.

### Rewards

Rewards like icons, borders, or different styles will be purchasable via in game currency

### Results

to be determined

### Leaderboard

In our leaderboard the best players will be awarded with special prizes and fame.

### Notifications

The user will be notified via email or push notification about the results of his bets.

### Live ticker

The user can check current match status.

### Timing and synchronization

The synchronization does not have to be that precise as long as the match data is ready after the match is finished (for the betting)

## Usability

### Availability

The app is available 24/7 as long as you have an internet connection.

### Audit and control

to be determined

### Accessibility

to be determined

### Backup

to be determined

### Capacity

to be determined

### Certification

n/a

### Compliance

n/a

### Configuration management

n/a

### Dependency on other parties

to be determined

### Deployment

Google Play store

## Reliability

to be determined

## Performance

to be determined

## Supportability

to be determined

## Design Constraints

n/a

## On-line User Documentation and Help System Requirements

to be determined

## Purchased Components

to be determined

## Interfaces

### Software Interfaces

Connection to a database for game data with different API’s if possible.

## Licensing Requirements

to be determined

## Legal, Copyright, and Other Notices

to be determined

## Applicable Standards

to be determined

# Supporting Information

to be determined