**VALLEY VIEW UNIVERSITY**

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**GROUP 10**

**SPORTS EVENTS MANAGEMENT SYSTEM**

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**USER REQUIREMENT**

1. **Introduction:**

Having known from research and fact findings gathered from our Preliminary Analysis we noticed that the Sporting sector on campus is not affected by and kind of innovate Information Technology to help in easing up its actions. Therefore, the Sports Events Management System will handle all events management, student participation, events supervision and effectiveness to make Sporting activities more intriguing.

**1.1** **PURPOSE**

The System will give

1. Student will have the opportunity to enroll into various sporting activities.
2. The Supervisors will be monitor all events and will be uploading results in trending and past events on the system. These Supervisors will be assigned by the Administrator.
3. Results from events will also be available to those who want to view and for future reference.
4. Students and associations who will also host events will also be able to use the system.

**1.2 SCOPE OF STATEMENT**

The Sports Events Management System is a Web-based Application which will help Participants to enroll into trending and interesting sporting activities in their Organizations and Institutions. This web Application will be easy to use. All informations about the events will be available on the system. This information about the event will be the guide for the user of the system. An Administrator will also use the web portal in order to administer the system in order to keep accurate information and also assign events supervisors. In addition, the software need both internet and a database connection to fetch and display results. All system Information is maintained in the database which is allocated in the website. By the use of this software users will be able to view all sporting events currently trending at the moment and join if interested. This Application also has the functionality of presenting detailed information about all the events.

**1.3 Definitions:**

|  |  |
| --- | --- |
| **End User**: | The Individual that is going to use the deliverable |
| **Constraints**: | Limitation that might hinder the progress of the System. |
| **Interface**: | A Graphical or user friendly platform that enables the user to navigate through the system easily. |
| **Web-based Application** | It refers to any program that is accessed over a network connection using HTTP, rather than the existing within a device memory. |

**1.4 References:**

1. http://ieeexplore.ieee.org/document/7473315.

**1.5 Overview:**

This part of the document gives a general view which includes the deliverable hardware, categories of users of the project and the functional and data requirement of the deliverable. A general and in-depth description of the is highlighted more in section (2. Overall description) with the next section (3. Specific Requirement) giving the functional requirement, data requirements and constraints. Also giving the specific requirement of the deliverable, with supporting information.

1. **Overall Description:**

The section of this document talks about how the system will manage to eradicate this problem. It contains also the user requirement from the head of Sporting sector and other key members in the sporting department on how the system should be built. In-depth discussion of the major features of the system.

The specifications below show the detailed description from the sporting sector and provides detailed product functions.

1. **Specific Requirement:**

The Specific requirements are:

**3.1** **Functionality:**

**Introduction-**This part of the document contains the requirement for the Sports Events Management System which gives a detailed description of the product(deliverable) and all its features.

* + 1. **Multiple User authentication and Platform**
    2. The system shall provide user sign-in configurations to new Users of the system.
    3. The system shall perform user authentication and validation at the Login stage.
    4. The system shall allow the user to reset a password once forgotten by the user.
    5. The system would not redirect the user to its specific platform unless all configuration data is filled correctly and no portion is left null.
    6. The system shall notify the User when a configuration step is skipped or not filled properly so as the filter and accept only accurate details.
    7. The system shall direct the user to the specific platform based on the user type from the configuration details of the user
    8. **Provides awareness on Trending events**
    9. The system shall provide an interactive and responsive interface on this platform to make participation interesting.
    10. The system shall provide detailed information of trending and ongoing events.
    11. The system shall give the user the option to either view comprehensive details of the event of his choice.
    12. The system shall give the user the option to enroll for a particular event.
    13. The system shall give the user whom will not enroll for any event the chance to view results of ongoing events.
    14. **Accurate Events Sorting**
    15. The system shall categorize the events in terms of indoor and outdoor.
    16. The system shall provide corresponding events to the category of event chosen.
    17. **Participation Check**
    18. The system shall notify the user of the remaining number of participant of a particular enrolled event.
    19. The system shall not allow the user the chance to enroll once the number of participants have reached their limit.
    20. **Provides Effective Events Supervision**
    21. The system shall appoint an events supervisor to each and every event.
    22. The system shall have all records on participants enrolled in all events.
    23. The system shall have all scored of events keyed in the event supervisor.
    24. **Provide error correction Platform**
    25. The system shall allow the administrator to check and correct all inaccurate information once uploaded unto the system.
  1. **Usability**

**Graphical User Interface**

The system shall be easy to navigate through the all the web pages.

The system shall provide a Highly User friendly interface, responsive and attractive web forms.

The system shall provide high definition images as part of the description for each event.

The system shall have a sporting nature and an entertainment and intriguing environment to depict its nature.

* 1. **Accessibility**

The system shall be available for at least more than 10 hours a day.

The system should be made accessible anywhere regardless of the geographical location of an authorized user.

* 1. **Reliability & Availability**

The system shall provide a reliable database for quick and fast querying.

* 1. **Performance**

The system shall be based on web and has to be run from a web browser.

The performance also depends on the hardware component of the User.

The system should be available for user in real time and always up to date.

The performance of the system shall be fast and efficient in searching, editing, deleting and updating, and generation of reports.

* 1. **Security (Data Transfer)**

The system shall use validations in all User configurations and details.

The system shall automatically log out all customers after a period of inactivity.

The system shall confirm all information and details with the Users web browser.

The system shall not leave any trace of the Users details on the device containing the user’s password.

The system shall not leave any loop hole on the Users device containing any of the user’s confidential information.

* 1. **Data Storage**

The system’s back-end server shall never display a User’s password**.**

The system shall filter all data properly before entering into the database.

The system should be able to store only the useful data, and data that will used later on.

* 1. **Error Handling**

The system should be able to handle unexpected errors quickly and easily by alerting users for easy and early detection and rectification.

* 1. **Design Constraints**
     1. **Web Based Product**

There are memory requirements

The Users device must be equipped with web browsers such as Internet explorer or Google chrome.

The deliverable must be stored in such a way that allows the Users easy access to it.

Response time for loading the system should take no longer than 10 minutes.

TheUser should have a general knowledge of basic computer skills required to use the system.

* 1. **Software Requirements**

Microsoft SQL Server 2012

Visual Studio 2015

* 1. **Interfaces**

There are many interfaces supporting the running of the system such as the User interface, Software Interface and Hardware Interface.

* + 1. **User Interfaces**

The user interface for the software shall be compatible to any browser such as Internet Explorer, Mozilla or Google Chrome by which user can access to the system.

The user interface shall be implemented using tools such as Java script, Bootstrap Css, HTML 5.

* + 1. **Hardware Interfaces**

Since it is a web based application it must run over the internet, all the hardware shall require to be able to connect to the internet as the hardware interface for the system. As for e.g. Modem, WAN – LAN, Ethernet Cross-Cable.

* + 1. **Software Interface**

The system shall communicate with the database for easy querying.

The system shall communicate with the database for identification if authorized and registered users.

The system shall communicate with the events supervisors for Event results.

* + 1. **Communications Interface**

The system shall use the HTTP protocol for communication over the internet and intranet communication will be through TCP/IP protocol suite.

* 1. **Licensing Requirements**

Not Applicable

* 1. **Legal, Copyright and other notices**

The Sports Events Management System should display the copyright, word mark, trademark of the Institution and other Sporting organizations.

* 1. **Applicable Standards**

The system shall be per Users definition and standard.

* 1. **Supporting Information**

**Please Refer to the following documents.**

1. SRSExample-webapp.doc
2. SRS4.0.doc
3. srs\_example\_2010\_group2.pdf
4. SWEBOKv3.pdf
5. Somerville - Software Engineering 9ed.pdf