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|  | SRS Simply Rugby |
|  |  |
|  | Juan Alvarez  HND Software Development 2018-2019  3/6/19 |

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| 1.2 | 06/03/2019 | Reduced set of requirements | Juan Alvarez |
|  |  |  |  |
|  |  |  |  |

# 1 Introduction

This section gives an overview of what will be included in this document, the purpose will be described, and we will list the abbreviations and definitions if necessary.

## 1.1 Purpose

We aim at giving a detail description of the requirements for the “Simply Handy” software. It will show the purpose and a complete explanation of the system to be developed. It will explain how the user must interact with the system and what software will be required. This document is intended for the customer to have an overview and be able to approve the software for the development team.

## 1.2 Scope

The “Simply Handy” is an application that will allow Simply Rugby club to be able to store all the data they use day to day.

After a second meeting with the client some of the specifications were changed due to budget constraints. The data we are going to capture now is player’s details, junior and senior, and skills developments.

Simply Rugby club will need to have a computer in house where to install the software, for “Simply Handy” to be able to store the information there is a need to install a database as well, where the application will store all the data the club wants to have available to their employees.

## 1.3 Definitions, acronyms and abbreviations

Table 1 – Definitions

|  |  |
| --- | --- |
| **Term** | **Definition** |
| User | Someone who uses the software. |
| Admin | User who has access to add and edit player details. |
| Coach | Any of the members of the coaching team that have access to game details, training records and skills development details. |
| Stakeholder | Anyone that interacts with the system and is not a developer. |
| DESC | Description |
| RAT | Rational |
| DEP | Dependency |
| TAG | Unique identifier |
| GIST | A short and simple description of the concept contained in the statement |
| SCALE | The scale of measures used by the requirement contained in the statement |
| MUST | The minimum level required to avoid failure |
| WISH | A desirable level of achievement that may not be attainable |
| PLAN | The level at which good success can be claimed contained in a statement |
| DATAVAL | Data Validation, the type of data validation implemented |

## 1.4 References

This document references to the project brief provided by the client and the diagrams and files mentioned on the appendix at the end of this document.

## 1.5 Overview

The rest of the document will include several chapters, one will cover an overview of the system functionality, how it interacts with other systems and will introduce different stakeholders and how they interact with the system. It will as well mention the limits of the system.

There will be a chapter providing requirement specifications and a details description of the interface’s users will navigate.

There final one will show the release plan of the software.

# 2. Overall description

An overview of the whole system will be given in this section. We’ll explain the system and its functionality and how it interacts with other systems. It will as well cover what type of stakeholders will use the system and what functionality each one will have available to them.

## 2.1 Product perspective

“Simply Handy” is an application that will allow users to manage the data the rugby club needs to function.

It will provide the possibility for Admin and Coaches to store all players data, and skills development, game’s details and training regime have now been cut from the project for a future iteration depending on budget availability.

Due to the need to store data, there will be a need to add a database that the application will use to store all the data introduced by the users. The application will do all interactions between itself and the database in the background to facilitate life for the users.

It will allow users to search the database for all the needed data.

## 2.2 Product functions

Primarily the system will be to store data, users will be able to add players to the database, both junior and senior, edit their details and keep track of players’ skills development.

Originally there was a need to add and edit the training players undertake and adding and editing games to the database, but that has now been removed from the function needs due to budget constraints.

User will as well be able to search through all the data that has been stored previously.

Due to the sensitive nature of the data processed and to follow the current data protection laws (GDPR) all users will need secure access to the system, by the way of using passwords.

## 2.3 User characteristics

There are two types of users that will have access to the system: Admin and Coaches.

Admin user will be able to add and edit player details.

Coach user will be able to edit players’ skills development.

All users will be able to search for previously entered data, each with the limitations of their accounts.

All accounts will have password protection to ensure the data is secure and following GDPR laws.

The stakeholders have requested only two accounts, Admin and Coach, but it is recommended that if there are more than one user for each account, each user should receive its own account to ensure there is accountability for what data each user searches, edits or distributes.

## 2.4 Constrains

The limit of the system will be the hardware of the computer where it is installed. Since there is a need to install a database as well as “Simply Handy”, the computer should be of a reasonable spec to cope with growing data values been added to the system.

## 2.5 Assumptions and dependencies

It is assumed the computer available at the client’s offices will be of a good enough spec to deal with the database software as well as with “Simply Handy”. As the client has asked us to provide a recommendation on what computer to buy, we will search the market and recommend one that we know will cope with the demands of the tasks needed to be carried out and be future proofed.

## 2.6 Apportioning of requirements

At this point all required specifications requested by the client will be able to be delivered on the first release of the application. Future requests should be considered for a second release as the system will be developed with scalability in mind.

## 2.7 User Documentation

A user manual will be delivered with the software that will be the basis of the training provided to the client once the software is deployed in the client’s premises.

# 3. Specific requirements

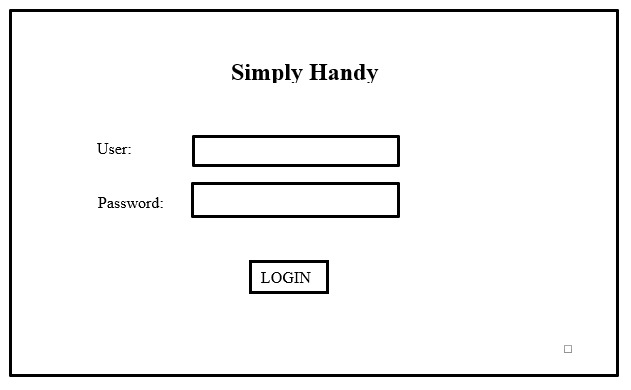
This chapter contains all the functional and quality requisites of the system, giving a description of the systems’ features.

## 3.1 External interface requirements

The section will describe the inputs and outputs of the system and will provide prototypes for the user interface, although they could change and adapt in future iterations.

### 3.1.1 User interfaces

A user of the program should first go through the login page, without the user and password the system will not be open to any interaction with the user.

Figure 1

Depending on the type of user, Admin or Coach, the interface will be different.

Admin will be able to add players, edit player details and search for previously saved data for any of the previously mentioned fields will be available.

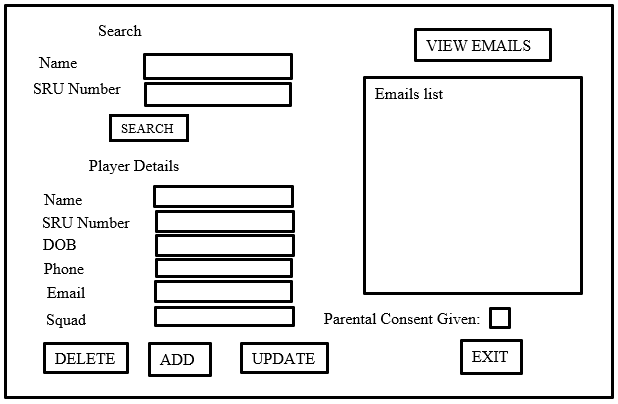


Figure 2

Coach will be able to view player details and edit skills development a search for previously entered data will as well be available.

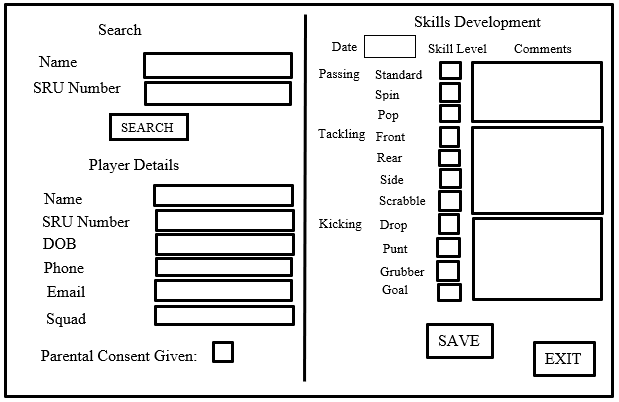


Figure 3

### 3.1.2 Hardware interfaces

There will be a need for a computer with enough spec to be able to install the database and the application. It is not a very high spec computer, but the better it is the faster the system will respond and the more future proof it will be. The client as asked for a recommendation on what computer to buy, so we will provide one in the non-functional requirements of this document.

### 3.1.3 Software interfaces

There is a need of communication between “Simply Handy” and the database to be able to access, enter and edit players’ data, as well as modifying it.

### 3.1.4 Communication interfaces

The communication between “Simply Handy” and the database (data binding) is important for the good functioning of the system, but how it is done is not important from the user’s perspective as it will be handled in the background and will not affect the user’s interaction with the system. The link between the system and the database will be done with SQL statements.

## 3.2 Functional requirements

This area will go over all the basic actions users can take with “Simply Handy”.

### 3.2.1 User Class 1 – Admin

#### 3.2.1.1 Functional requirement 1.1

ID: SH1  
TITLE: Admin Login  
DESC: An Admin shall be able to login into the system.  
DATAVAL: Data has to match the details stored on the database, if it doesn’t an error message will prompt the user to enter correct data and the user will not be able to enter the app.  
RAT: In order for an Admin to be able to enter into the system.  
DEP: None

#### 3.2.1.2 Functional requirement 1.2

ID: SH2  
TITLE: Admin Searching for players  
DESC: An admin shall be able to search the database of players.  
DATAVAL: If the data entered into the search box does not exist in the database, the system will inform the user with a message box and will not display a result. The search box Name admits a player name, the search box SRU number admits numbers, any other data will throw and error message.  
RAT: In order for an Admin to be able to see player details already in the database.  
DEP: SH1

#### 3.2.1.3 Functional requirement 1.3

ID: SH3  
TITLE: Admin Deleting players  
DESC: An admin shall be able to delete a player from the database once the player has been found on a search.  
DATAVAL: When doing the search if the data searched for is not in the database an error message will be shown prompting for the correct data.  
RAT: In order for an Admin to be able to see amend the database of players that play at the club.  
DEP: SH2

#### 3.2.1.4 Functional requirement 1.4

ID: SH4  
TITLE: Admin Adding players  
DESC: An admin shall be able to add a new player to the database. Admin will have to enter the data in the corresponding text boxes (see figure 2) and press the button “ADD”.  
DATAVAL: The textbox Name will admit characters; The text box SRU Number will admit numbers; the textbox DOB will admit a date format DD/MM/YYYY; the textbox Phone will admit 11 numbers; the textbox Email will require an “@” to be present, the textbox Squad will admit a combination of characters and numbers. If any of the data entered is not correct, when pressing the button “ADD” a message box will prompt the user to enter correct data. The data fields cannot be left empty, if it happens a message box will prompt the user to enter correct data.  
RAT: In order for an Admin to keep up to date the database with the new players that join the club.  
DEP: SH1

#### 3.2.1.5 Functional requirement 1.5

ID: SH5  
TITLE: Admin Update  
DESC: An admin shall be able to edit player details after searching for them in the database. Admin will have to edit the data in the corresponding text boxes (see figure 2) and press the button “UPDATE”.  
DATAVAL: The textbox Name will admit characters; The text box SRU Number will admit numbers; the textbox DOB will admit a date format DD/MM/YYYY; the textbox Phone will admit 11 numbers; the textbox Email will require an “@” to be present, the textbox Squad will admit a combination of characters and numbers. If any of the data entered is not correct, when pressing the button “UPDATE” a message box will prompt the user to enter correct data.  
RAT: In order for an Admin to be able to keep the database updated with player’s circumstances at the club.  
DEP: SH2

#### 3.2.1.6 Functional requirement 1.6

ID: SH6  
TITLE: Admin View Emails  
DESC: An admin shall be able to, with the press of a button (“VIEW EMAILS”), be able to view the whole list of player’s emails stored on the database.  
RAT: In order for an Admin to be able to search for emails on the database.  
DEP: SH1

#### 3.2.1.7 Functional requirement 1.7

ID: SH7  
TITLE: Admin Exit  
DESC: An admin shall be able to exit the program.  
RAT: In order for an Admin to be able to close the program.  
DEP: SH1

### 3.2.2 User Class 2 – Coach

#### 3.2.2.1 Functional requirement 2.1

ID: SH8  
TITLE: Coach Login  
DESC: A Coach shall be able to login into the system.  
DATAVAL: Data has to match the details stored on the database, if it doesn’t an error message will prompt the user to enter correct data and the user will not be able to enter the app.  
RAT: In order for a Coach to be able to enter into the system.  
DEP: None

#### 3.2.2.2 Functional requirement 2.2

ID: SH9  
TITLE: Coach Searching for players  
DESC: A coach shall be able to search the database of players.  
DATAVAL: If the data entered into the search box does not exist in the database, the system will inform the user with a message box and will not display a result. The search box Name admits a player name, the search box SRU number admits numbers, any other data will throw and error message.  
RAT: In order for a coach to be able to see player details already in the database.  
DEP: SH8

#### 3.2.2.3 Functional requirement 2.3

ID: SH10  
TITLE: Coach Updating player’s skills development  
DESC: A coach, once a search was done, shall be able to edit or add the player’s skills development by entering skills development data and pressing the button “UPDATE”.  
DATAVAL: Skills Development data (Standard, Spin, Pop, Front, Rear, Side, Scrabble, Drop, Punt, Grubber and Goal, as shown in Figure 3) must be a number 1 to 5, any other input will throw an error message asking the user if they really want to leave those fields blanc, if the user confirms that he wants to leave them blanc the available data will be saved on the database. In the 3 comment boxes the user can write freely and no validation is neccesary.  
RAT: In order for a coach to be able to keep updating player’s skills progress.  
DEP: SH9

#### 3.2.2.4 Functional requirement 2.4

ID: SH11  
TITLE: Coach Exit  
DESC: A coach shall be able to exit the program.  
RAT: In order for a coach to be able to close the program.  
DEP: SH8

### 3.2.3 Event validation

#### 3.2.3.1 Login Button – Admin and Coach

ID: EV1  
TITLE: Login Button  
WHERE: Login Screen  
DESC: Verifies login validation and user type and navigates you to the next page. If the data entered in User and Password text/Password boxes is incorrect or blanc, it will throw and error message and clear the inputted data.  
RAT: To secure the program and define the user.  
DEP: None

#### 3.2.3.2 Search Button - Admin

ID: EV2  
TITLE: Search Button  
WHERE: Admin Screen  
DESC: Verifies search validation and displays Player Details data in Admin Screen. If the data entered in Name and SRU Number text boxes is incorrect (not present in database) or both text boxes are blanc, it will throw and error message.  
If the button is pressed with correct data in one of the text boxes it will show the data in the text boxes Name, SRU Number, DOB, Phone, Email, Squad and Parental Consent given.  
RAT: To allow the user to search the database.  
DEP: EV1/SH1

#### 3.2.3.3 Delete Button - Admin

ID: EV3  
TITLE: Delete Button  
WHERE: Admin Screen  
DESC: Deletes previously searched player details from the database in Admin Screen. If there was no previous search and the fields Name, SRU Number, DOB, Phone, Email and Squad are empty it will throw an error message asking for a search to be done prior to deleting player details and will not delete anything from the database.  
RAT: To allow the user to delete a player from the database.  
DEP: EV1/EV2/SH1/SH2

#### 3.2.3.4 Add Button - Admin

ID: EV4  
TITLE: Add Button  
WHERE: Admin Screen  
DESC: When press adds a new player to the database in Admin Screen. Fields Name, SRU Number, DOB, Phone, Email and Squad must be filled in. If they are empty it will throw an error message asking for correct data to be entered and will not add anything to the database. Each mentioned field must have the correct data inputted (please refer to SH5) if not the system will produce an error message prompting the user to input correct data in the fields.  
If the input data belongs to a player under 18 and the Parental Consent given field is not marked a message box will prompt the user to obtain parental consent and then mark the field before adding the player to the data base; in this case it will not save the details to the database. If a player is under 18 the Parental Consent field must be ticketed for the system to save the data into the database.  
RAT: To allow the user to add a player to the database.  
DEP: EV1/SH1

#### 3.2.3.5 Update Button - Admin

ID: EV5  
TITLE: Update Button  
WHERE: Admin Screen  
DESC: Once a search is done, the user can change the data in the fields Name, SRU Number, DOB, Phone, Email and Squad, once that is done and the button “UPDATE” is pressed the data will be saved to the database. All the fields must have the correct data format (please refer to SH5) if not the system will produce an error message prompting the user to input correct data in the fields. If any of the fields are left empty the system will prompt the user to input data into that field.  
RAT: To allow the user to update a player to the database.  
DEP: EV1/EV2/SH1/SH2

#### 3.2.3.6 View Emails Button - Admin

ID: EV6  
TITLE: View Emails Button  
WHERE: Admin Screen  
DESC: When pressed it displays on screen the list of all emails stored in the data base. To be able to access this button the Admin must be logged in.  
RAT: To allow the user to search for all the player’s emails in the database.  
DEP: EV1/SH1

#### 3.2.3.7 Exit Button - Admin

ID: EV7  
TITLE: Exit Button  
WHERE: Admin Screen  
DESC: When pressed it closes the current screen and sends user to login screen.  
RAT: To allow the user to exit the program.  
DEP: EV1/SH1

#### 3.2.3.8 Search Button - Coach

ID: EV8  
TITLE: Search Button  
WHERE: Coach Screen  
DESC: Verifies search validation and displays Player Details and Skills Development data in Coach Screen. If the data entered in Name and/or SRU Number text boxes is incorrect (not present in database) or blanc in both text boxes, it will throw and error message.  
Once pressed with correct data in Name and SRU Number text boxes, it will display Name, SRU number, DOB, Phone, Email, Squad, Parental Consent and Date into text blocks and will display Passing (Standard, Spin and Pop), Tackling (Front, Rear, Side and Scrabble), Kicking (Drop, Punt, Grubber and Goal) and Comments into text boxes.  
RAT: To allow the user to search the database.  
DEP: EV1/SH8

#### 3.2.3.9 Update Button - Coach

ID: EV9  
TITLE: Update Button  
WHERE: Coach Screen  
DESC: Once a search is made, Passing (Standard, Spin and Pop), Tackling (Front, Rear, Side and Scrabble), Kicking (Drop, Punt, Grubber and Goal) and Comments are displayed in editable text boxes.  
The user can update that data and press “UPDATE” button to save it in the database. The fields Passing (Standard, Spin and Pop), Tackling (Front, Rear, Side and Scrabble), Kicking (Drop, Punt, Grubber and Goal) must contain a number between 1 to 5 (included) when the button “UPDATE” is pressed, the fields Comments can contain any data the Coach sees necessary as it is free text. If any of the fields is empty, a message box will inform the user and ask if he really wants to save the data with those fields empty. If the user chooses to do so, then the available data will be saved into the database.  
The “UPDATE” button will as well update the field Date, but only once it successfully updates player’s skills development into the database.  
RAT: To allow the user to update player’s skills development the database.  
DEP: EV1/EV8/SH8/SH9

#### 3.2.3.10 Exit Button - Coach

ID: EV10  
TITLE: Exit Button  
WHERE: Coach Screen  
DESC: When pressed it closes the current screen and sends user to login screen.  
RAT: To allow the user to exit the program.  
DEP: EV1/SH8

## 4 Non-Functional Requirements

This section will cover a specification of how the user interacts with the software and measurements of the desired system performance as well as hardware requirements.

### 4.1.1 Prominent login

ID: PR1  
TITLE: Prominent login  
DESC: The login feature should be prominent and instantly available to the user as soon as they open the program, the login screen should be centred on the computer screen.  
RAT: In order for the user to be able to login easily.  
DEP: None

### 4.1.2 Usage of search feature

ID: PR2  
TITLE: Usage of search feature  
DESC: The different search options available should be clearly displayed and easy to understand.  
RAT: In order for a user to perform a search easily.  
DEP: None

### 4.1.3 Easy to use layout

ID: PR3  
TITLE: Easy to use layout  
DESC: The layout of all the information should be simple to view and understand, all in the same screen to avoid having to navigate through several pages.  
RAT: In order for the user to have an easy experience with Simply Handy.  
DEP: None

### 4.1.4 Response time

ID: PR4  
TITLE: Response time  
DESC: The search function and the response time of the system should be adequate for day to day usage.  
MUST: A search cannot take more than 5 seconds.  
WISH: No more than 1 second.

## 4.2 Design constrains

There are no constrains in the design of the system, as the client requested that a recommendation is made regarding what computer to buy, there is going to be enough hardware (memory usage and hard drive space) available for the system to run on the recommendation done in this document.

## 4.3 Software system attributes

The requirements in this section will specify the desired availability, security and maintainability of the system.

### 4.3.1 Reliability

ID: PR5  
TAG: SystemReliability  
GIST: The reliability of the system.  
SCALE: The reliability that the system gives the right result on a search.  
PLAN: In 100% of the searches.  
WISH: 100% of the searches.

### 4.3.2 Availability

ID: PR6  
TAG: SystemAvailability  
GIST: The availability of the system when it is been used.  
SCALE: The average system availability.  
PLAN: In 99% of the time  
WISH: 100% of the time

### 4.3.3 Security

ID: PR7  
TAG: SystemSecurity  
GIST: Security of the data stored on the database and the system.  
SCALE: As the system doesn’t need internet access the only way the data can be compromise is having physical access to the system. Since the system itself will be password protected, there are 2 layers of protection.  
PLAN: In 99% of the time  
WISH: 100% of the time

ID: PR8  
TAG: LoginAccountsSecurity  
GIST: Security of accounts  
SCALE: If someone tries to log in the system with a non-existing account or password, then the user should not be given access to the system.  
PLAN: In 99% of the time  
WISH: 100% of the time

### 4.3.4 Maintainability

ID: PR9  
TITLE: Application extendibility  
DESC: The application should be easy to extend. The code should be easy to maintain, and it should be easy to implement new features.  
RAT: In order for future features to be implemented easily.  
DEP: None

ID: PR10  
TITLE: Application testability  
DESC: Testing should be easy to carry in order to be able to find any possible bugs and to fix it.  
RAT: In order to test Simply Handy.  
DEP: None

### 4.3.5 Safety

ID: PR11  
TITLE: Application safety  
DESC: In order to avoid data loss or leakeage the Simply Handy user must exit the system every time he/she finishes using the system.  
RAT: In order to prevent non-authorised users to gain access to player’s data.  
DEP: None

ID: PR12  
TITLE: Data safety  
DESC: In order to avoid data loss due to hardware failure, it is recommended that a copy of the data base is transferred to another secured system off premises. Failing that due to budget constrains making a regular copy of the data into an external hard drive or USB and keeping it stored in a safe would, for now, be a minimum requirement.  
RAT: In order to prevent player’s data to be lost due to hardware failure.  
DEP: None

## 4.4 Hardware

ID: PR13  
TITLE: Required Computer Specifications  
DESC: The required specifications are Intel Core 3GHz (or Dual Core 2GHz), 4GB or RAM minimum, a graphics card that supports OpenGL 1.5 or higher and a display resolution of 1024x768 minimum.  
The minimum spec recommended is the Dell Vostro 3470 SFF Desktop available at Ebuyer.com for 362.49 as of 04/03/2019:  
<http://download.nust.na/pub6/mysql/doc/workbench/en/wb-requirements-hardware.html>  
But it is recommended that this other version of the same computer is bought instead as it has extra speed and memory to cope with future expansion.  
<https://www.ebuyer.com/864628-dell-vostro-3470-sff-desktop-tkj3g>  
RAT: In order for the user to have a comfortable experience running Simply Handy  
DEP: None

## 4.5 Business Rules

There are 2 users with access to the system, Admin and Coach. No other user can have access to the system.

### 4.5.1 Admin role

ID: PR14  
TITLE: Admin functions  
DESC: Admin can search the database, add new players to it, delete current players, update players details and view all emails stored on the database.  
RAT: In order to allow the Admin to maintain the database up to date.  
DEP: None

### 4.5.2 Coach role

ID: PR15  
TITLE: Coach functions  
DESC: Coach can search the database and update player’s skills development in the database.  
RAT: In order to allow the Coach to maintain up to date details of player’s development.  
DEP: None

# 5 Other Requirements

## 5.1 Software Requirements

The client’s system will require to include Windows 10 operating system and a MySql database server installed on the system. The data base server will be provided and installed prior to deployment of Simply Handy.

## 5.2 Legal Requirement

As the client is storing personal data in the database, they should follow the GDPR laws, ensuring the access is always done securely and that they have player’s consent for them to keep those details.

# Appendix

The following documents are provided to accompany this SRS and to support its contents. They will be included in the same folder as SRS Simply Handy Juan Alvarez V1-2.

ActivityDiagramAddingPlayer - (Alvarez, 2019)  
ActivityDiagrameEditPlayer - (Alvarez, 2019)  
ActivityDiagramEditSkillsDevelopment - (Alvarez, 2019)  
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