|  |  |
| --- | --- |
|  | SRS Simply Rugby |
|  |  |
|  | Juan Alvarez  HND Software Development 2018-2019  1/1/19 |

# 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 will be able to store all the data they use day to day, including player’s details, their skills development, their training sessions and the game details they participate in.

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 will be 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 has interaction with the system and is not a developer. |

## 1.4 References

## 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. Will as well mention the limits of the system.

There will be a chapter providing requirement specifications and a details description of the interfaces 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, training regime and skills development as well as game’s details in a centralised format.

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, add games to the database, edit game details, keep track of players’ skills development and the training players undertake.

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, but password.

## 2.3 User characteristics

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

Admin user will be able to add and edit player details as well as adding games to the system.

Coach user will be able to edit game details, players’ skills development and the training records.

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 receives it’s 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”. If that is not the case, the recommendation is to acquire a new computer that will be more suitable to cope with the demands of the system.

## 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 consider for a second release as the system will be developed with scalability in mind.

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.

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

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

Coach will be able to edit game details, edit skills development and edit training records, a search for previously entered data will as well be available.

Images of the interface prototypes will follow

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.

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 and games’ data, as well as modifying it.

3.1.4 Communication interfaces

The communication between “Simply Handy” and the database 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.

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: Login  
DESC: An Admin shall be able to login into the system.  
REF: None