Requirements Documentation

8th-Wonder

The project we intend to build is a web application that will run a Putt Putt Golf tournament. The users for our application are managers, players, sponsors, and drinkmeisters. This project will be made using the Django framework in Python. For more information about the project please see the Project Plan.

**Meeting Time**: Our team will be meeting every Monday, Wednesday, Friday from 12:20 - 1:00. The lengths of these meetings will vary depending on how much we have to discuss about our project.

**Functional Requirements**: These requirements may be subject to change as we develop our application

1. User Authentication and Access
   1. The system must require all users to authenticate themselves before they can access the web application.
      1. The user will need to login using their email address and password. If the user has not created an account, they will need to do so. Each account will contain the user’s name, email address, phone number, and user type (Sponsor, Player, Drinkmeister, or Manager). The user will also create a password for their account
      2. The user will only be allowed access if they enter their email and password in correctly otherwise, they will be prompted to try again.
   2. Each user will be able to do different things within the system based on their user type as described below.
2. User Features
   1. The system will allow any user to modify their own password and email address.
   2. The system will not allow anyone other than the manager to view other accounts
   3. The system will allow any user to view their own bank account and add money into it or withdraw money out of it. There will be no use of real money in our system.
   4. Every user will be able to view the drink menu and order drinks if they have enough money inside their bank account.
3. Player Features
   1. The player will be able to purchase entry into the tournament.
   2. The player will be able to track his or her own score as well as what hole they are currently on.
   3. The player will receive a prize if they finish 1st, 2nd, or 3rd place once the tournament is over.
4. Manager Features
   1. There will be only one manager in the system at any given time.
   2. The manager will be able to verify sponsors and drinkmeisters after their accounts have been created.
   3. The manager will receive all the money from the Tournament. They will also receive the money after a user orders a drink.
   4. The manager will be able to update the drink menu as they see fit.
5. Drinkmeister Features
   1. The Drinkmeister will have access to the drink menu as well as a recipe for each drink so they can make it.
   2. The Drinkmeister will be able to see all current orders for drinks and will be able to alert the system when they are ready to be delivered.
   3. The Drinkmeister will only begin making drinks after they have verified that a user can pay for the drink they ordered otherwise, they will tell the user that they need more money to purchase a drink.
6. Sponsor Features
   1. The Sponsor will provide prize money for 1st, 2nd, and 3rd place.
   2. The Sponsor will be able to select what Tournament they would like to sponsor such as Monday’s Tournament or Thursday’s Tournament. After a Tournament has been sponsored it will be renamed after the Sponsor.

**Non-Functional Requirements:**

1. The system must use a database
   1. One database will store user account information including the following: Username, Password, Email Address, Phone Number, and Account Balance
   2. The System will have another database for the drink menu which will include the following: Drink Name, Price, Recipe, which user ordered the drink, and where the user is currently at.
2. The team will use GitHub as a remote repository
3. The system must be deployable by a local host or cloud service.
4. The system’s interface must be mobile device friendly