

## V2 Requirements

### Functional

#### Actors

- Team Manager
- Browsing User

#### Use-Cases

ID: UC-1

Title: Statistics Tracking

Description: User accesses an interface that mimics a real game. User can track which player is doing which action based on what is happening real time. User selects the action that happens in real time to save the action - tracking statistics.

Primary Actor: Team Manager

Preconditions: User is logged into the system

Postconditions: User get's a full game worth of statistics for the players on the user's team

Main Success Scenario:

1. User selects "Start New Match" from the dashboard
2. System displays an overlay for the user to enter information about the match
3. User enters the following information: opponent team name, game format, game score cap, ruleset, present players
4. User presses "Start Match" button
5. System displays an overlay for the user to select players
6. User selects desired players
7. System displays an overlay for the user to track statistics
8. User uses display to track statistics during the duration of the game
9. User presses "Finish Match" once the game is over
10. System prompts confirmation message
11. User presses "Confirm"
12. System redirects User back to the main dashboard

Extensions:

2a. Not enough players are registered within the team to start a match

- 2a1. System displays an error message asking to register more players to the team
- 2a2. User backs out of this use case and tries again after adding additional players

7a. Not enough players were selected on the line

- 7a1. System prompts the user to finish filling out the players on the line
- 7a2. User adds in the additional player(s) to the lineup

ID: UC-2

Title: Quick Lineup Builder

Description: User is able to build preset lineups ahead of time and select them when needed. This saves time looking for which player to add, and the user is able to preset up to five lineups at a time.

Primary Actor: Team Manager

Preconditions: User is logged into system

Postconditions: User receives a lineup that is set for them on the overlay consisting of the players that were preset by the user

Main Success Scenario:

1. User selects “Quick Lineups” from the overlay
2. User selects a lineup from the “Quick Lineups” pop up
3. System selects in the players for the specific selected preset lineup into the lineup slots in the overlay
4. User presses “Continue”
5. System displays an overlay for the user to track statistics

Extensions:

- 1a. No preset lineups are available
  - 1a1. System does not have a “Quick Lineups” button in the overlay
- 3a. The selected preset lineup of players does not match the current format
  - 3a1. System fills out the players that match the current format and leave out the one(s) that do not for the user to fill in themselves

ID: UC-3

Title: Team Management

Description: User is able to manage the team such as adding players, removing players, starting new matches, changing team profile, etc..

Primary Actor: Team Manager

Preconditions: User is logged into system

Postconditions: User creates a team full of players

Main Success Scenario:

1. User creates an account
2. System redirects user to a user dashboard page
3. User creates a team
4. System redirects user to the team dashboard page
5. User presses “manage players”
6. System redirects user to a player management page
7. User creates new players
8. User presses “save players”
9. System redirects user to the team dashboard page

Extensions:

- 4a. User does not fill out all team creation elements
  - 4a1. System sends an error alert indicating that some fields have not been filled out yet
  - 4a2. User tries again after filling in the elements properly
- 9a. User does not fill out all player creation elements
  - 9a1. System sends an error alert indicating that some fields have not been filled out yet
  - 9a2. User tries again after filling in the elements properly

ID: UC-4

Title: Team Statistics Display

Description: User is able to see a team’s statistics such as matches played, results, record, description,

etc..

Primary Actor(s): Team Manager, Browsing User

Preconditions: N/A

Postconditions: User receives a comprehensive display of the team's statistics

Main Success Scenario:

1. User visits the link for a specific team
2. System shows the teams statistics
3. User is able to interact with the page to view more details

Extensions:

1a. Link is invalid

- 1a1. User is redirected to the main page

ID: UC-5

Title: Player Statistics Display

Description: User is able to see an individual's statistics such as matches played, catch percentage, +/-, goals, assists, etc..

Primary Actor(s): Team Manager, Browsing User

Preconditions: N/A

Postconditions: User receives a comprehensive display of an individual's statistics

Main Success Scenario:

1. User visits the link for a specific team
2. System shows the teams statistics
3. User visits the link for a specific player on the team
4. System shows the user's statistics
5. User is able to interact with the page to view more details

Extensions:

1a. Link is invalid

- 1a1. User is redirected to the main page

Non-Functional

Description 1: The user should not need more than 5 presses to perform any action. [usability]

Justification: Simple UI should be straightforward and easily ready to be used. Ultimate frisbee is a fast paced sport, the user should not need to spend too much time on logistics behind statistics tracking.

Complex UI may also serve as a deterrence from this application.

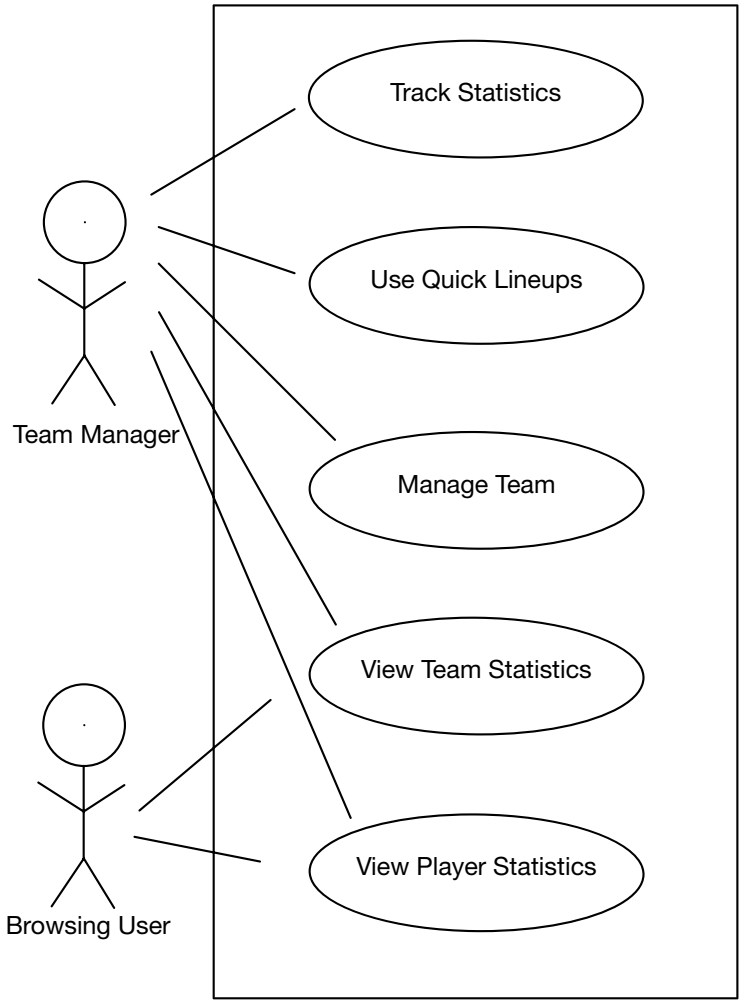
Validation Approach: Get users to try out my application, ask for UI feedback, see if it takes 5 or less presses to perform any of the actions specified in the use cases.

Description 2: The team's management page should only be accessible by a user with the team manager's account credentials. [security]

Justification: Only the team's owner should be able to modify a team. This ensures that no other user can interfere with teams not belonging to them.

Validation Approach: Have a link to a specific team manager team, and see if the dashboard/page is accessible by the general public or by other signed in users, etc..

Use Case Diagram



Modules

User Management Module

Description: Handles user authentication and authorization

- Provides functionality for signing in via username/email and password

Team Management Module

Description: Handles the team information and player information

- Communicates with the backend to extract, insert, and update information
- Handles routing

Dependency Diagram

