

ID	User Role	User Story	Priority (MoSCoW)	Acceptance Criteria	LoFi Mockup	Non-Functional Requirements (NFRs)
US-01	Player	As a player, I want to search for available matches so that I can find and join a game near me.	Must Have	- User enters location/time filters - System displays matching games in real-time	Link to wireframe	- Search results load in <2 sec - Supports 500 concurrent users
US-02	Player	As a player, I want to filter matches by location, time, and skill level so that I can find a game that suits my preferences.	Must Have	- User can apply filters for location, time, and skill level - System updates results dynamically	Link to wireframe	- Response time <2 sec - Filters apply instantly
US-03	Player	As a player, I want to join a match instantly so that I can secure my spot in a game.	Must Have	- User clicks "Join Match" - System confirms the slot and updates match status	Link to wireframe	- Transaction completes in <1 sec
US-04	Player	As a player, I want to receive real-time notifications about match updates.	Must Have	- System sends notifications for match updates (new player joined, match canceled, etc.)	Link to wireframe	- Notifications sent within 3 sec
US-05	Player	As a player, I want to receive reminders for upcoming matches.	Should Have	- System sends reminders 30 mins before a match	Link to wireframe	- Delivery success rate >98%
US-06	Team Organizer	As a team organizer, I want to create a match and invite players.	Must Have	- Organizer enters match details - System allows invitations to be sent	Link to wireframe	- Match creation <5 clicks
US-07	Team Organizer	As a team organizer, I want to specify the number of players needed.	Must Have	- Organizer selects number of players required - System tracks availability	Link to wireframe	- Must handle 100+ active matches
US-08	Team Organizer	As a team organizer, I want to accept or reject player requests.	Must Have	- Organizer can approve/deny join requests	Link to wireframe	- Response time <2 sec
US-09	Team Organizer	As a team organizer, I want to book a field for a match.	Must Have	- Organizer selects field - System confirms availability and reserves the slot	Link to wireframe	- Supports concurrent bookings
US-10	Team Organizer	As a team organizer, I want to manage last-minute changes (e.g., remove players, reschedule matches).	Should Have	- Organizer can edit match details up to 30 mins before start	Link to wireframe	- Changes reflected in <5 sec
US-11	Referee	As a referee, I want to search for matches that need a referee.	Must Have	- System shows available matches needing referees	Link to wireframe	- Search loads in <2 sec
US-12	Referee	As a referee, I want to see match details before accepting.	Must Have	- Referee can review match info before accepting	Link to wireframe	- Information must be clear & concise
US-13	Referee	As a referee, I want to update match results.	Must Have	- Referee submits final score - System updates match records	Link to wireframe	- Score update in <2 sec
US-14	Field Manager	As a field manager, I want to register my sports field on the platform.	Must Have	- Field manager enters field details - System registers the field in the database	Link to wireframe	- Must support 500+ fields
US-15	Field Manager	As a field manager, I want to set availability for my field.	Must Have	- Field manager sets available slots - System updates booking options	Link to wireframe	- Updates applied instantly
US-16	General	As a user, I want to create a profile.	Must Have	- User inputs name, email, and skill level - System stores profile data	Link to wireframe	- Profile creation <1 min
US-17	General	As a user, I want to log in using social media or email.	Must Have	- User logs in with Google/Facebook/email - System authenticates credentials	Link to wireframe	- Login in <3 sec
US-18	General	As a user, I want to enable or disable notifications.	Should Have	- User can toggle notifications on/off	Link to wireframe	- Change applies instantly