

# Software Requirements Specification (SRS)

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Project Title: Namibia Hockey Union Mobile Application

Module: MAP711S – Mobile Application Development

Role: Requirements Engineer

Date: 14–17 April

## 1. Introduction

### 1.1 Purpose

This document outlines the software requirements for a mobile application developed for the Namibia Hockey Union. It serves as a guide for the development team and stakeholders to understand and implement the system effectively.

### 1.2 Scope

The application will allow for team and player registration, event entries, and real-time information sharing to streamline hockey-related activities across Namibia.

### 1.3 Intended Audience

- Developers
- UI/UX Designers
- Project Supervisor
- Namibia Hockey Union Stakeholders

## 2. Overall Description

### 2.1 Product Perspective

This mobile application is a new, standalone product designed to replace current manual or disjointed systems used by the Namibia Hockey Union.

### 2.2 Product Functions

- Team registration and management
- Player registration and team assignments
- Entry into hockey events and tournaments
- Real-time updates and notifications

## 2.3 User Classes and Characteristics

- Admin: Full access to all system features
- Team Manager: Can manage teams and players
- Spectator/User: Can view events, updates, and scores

## 2.4 Operating Environment

- Android 9.0+ smartphones
- Internet connection for real-time features

## 2.5 Design and Implementation Constraints

- Must follow Android design guidelines
- Backend should be scalable and secure

## 3. Functional Requirements

### FR1: Team Registration

- Users must be able to register a new team with details like name, logo, and coach info.

### FR2: Player Management

- Register players and assign them to teams
- Edit/delete player information

### FR3: Event Entries

- List upcoming events
- Allow teams to register for events
- View event schedules and venues

### FR4: Real-Time Info Sharing

- Push live match scores
- Notify users of updates and announcements
- Share news and alerts via the app

## 4. Non-Functional Requirements

### NFR1: Usability

- Interface must be user-friendly and responsive

### NFR2: Performance

- Real-time updates must reflect within 3 seconds

### NFR3: Security

- Admin/team login with encrypted credentials

### NFR4: Compatibility

- Compatible with most Android smartphones

## 5. External Interface Requirements

### 5.1 User Interfaces

- Login/Register screens
- Dashboards for Admins and Team Managers
- Event listing and registration views
- Real-time feed

### 5.2 Hardware Interfaces

- Touchscreen smartphones with camera and GPS (optional)

### 5.3 Software Interfaces

- Firebase/Firestore or similar backend for storage and notifications

### 5.4 Communications Interfaces

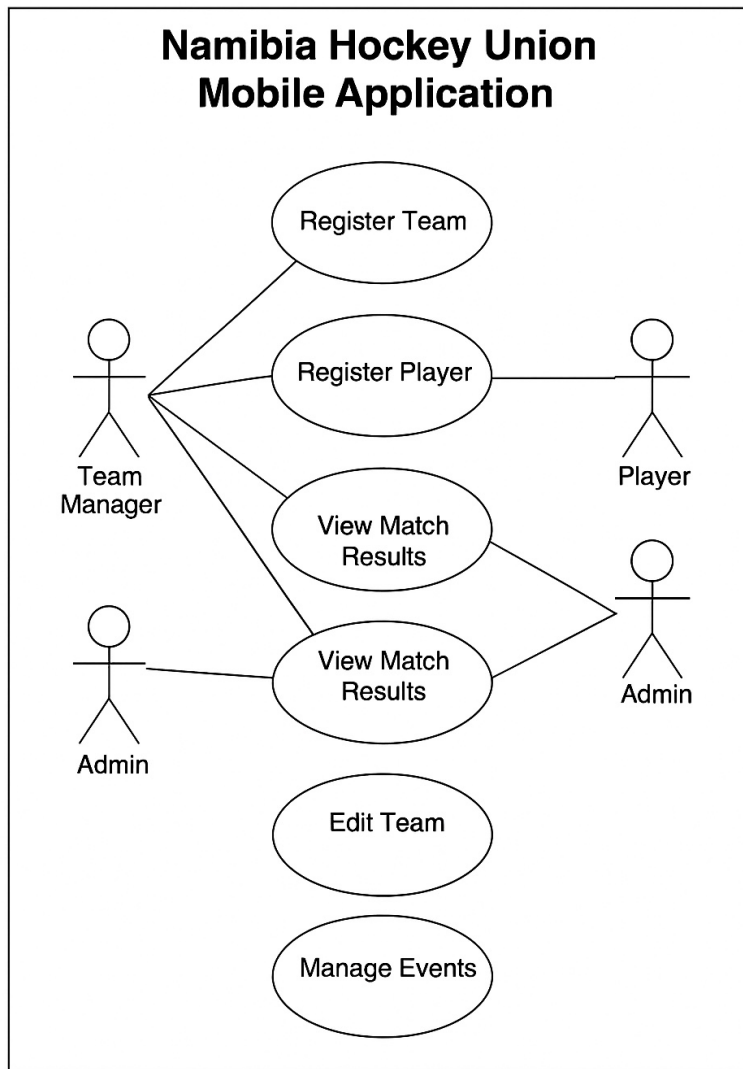
- REST APIs for backend communication

## 6. Appendices

### 6.1 Requirement Traceability Matrix

Requirement ID	Description	Priority	Source
FR1	Team registration	High	Stakeholder
FR2	Player registration & management	High	Stakeholder
FR3	Event entries	Medium	Stakeholder
FR4	Real-time information sharing	High	Stakeholder
NFR1	Usability	High	Developer
NFR2	Performance	High	Developer
NFR3	Security	High	Developer

## 6.2 Use Case Diagrams



## 7. Timeline and Activity Plan

Date	Activities
14 April	<ul style="list-style-type: none"><li>- Conduct stakeholder analysis</li><li>- Elicit requirements (moved to next week due to no MAP classes)</li><li>- Create high-level use case diagrams</li></ul>
15 April	<ul style="list-style-type: none"><li>- Specify functional &amp; non-functional requirements</li></ul>

	- Draft software requirements specification (SRS)
16 April	- Finalize SRS - Create requirement traceability matrix
17 April	- Submit finalized SRS to the team
30 April	- Elicit requirements (team meeting, user expectations)