User Requirements Specifications Document

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Contents:

Agreements/decisions:

- The project will include a desktop application for administrators and a web application for registered and unregistered users
- The desktop app will be used by the administrators to view and approve or deny submissions of speedruns, as well as manage the registered users
- The web application will be used by registered users to submit their runs

Functional Requirements:

- FR-01: A new user should be able to create an account and login on the website
- FR-02: A user should be able to view all the games and all the speedruns posted on the website
- FR-03: A user that is logged in should be able to create a submission for a speedrun
- FR-04: A user that is registered should be able to edit their account details such as username, password, email address, username etc.
- FR-05: An administrator should be able to login to the desktop application
- FR-06: An administrator should be able to change their account details such as username, password, email address etc.
- FR-07: An administrator should be able to view a submission for a run and approve/deny it

- FR-08: An administrator should be able to check the details of a registered user
- FR-09: An administrator should be able to add a game to the game list
- FR-10: An administrator should be able to remove a game from the game list

Non-Functional Requirements:

- NFR-01: The project will need low maintenance because of SOLID principles.
- NFR-02: The project will have a database to store data for the website and app.
- NFR-03: The project will be easy to use by the administrator or users.

Use Cases

UC-01: User Tries to Create an Account and Login to the Website

Actor: User

Main Success Scenario:

1. Actor provides information on Create Account page and confirms

2. System transfers actor to the login page where they input their information and confirms

3. System transfers actor to the landing page of the website

Extensions:

1a. Username or email already exists

    1. System displays a message "Username or email already exists"

    2. Actor may choose a different username or email.

    3. End of use case.

2a. The login details are incorrect

    1. System displays an incorrect data message

    2. Actor clicks on the "Forgot password" button

    3. System transfers actor to the "Reset password" page

    4. Actor provides information

    5. Reset code is sent

    6. End of use case

2b. No login details provided

    1. System highlights text boxes that need to be filled

    2. End of use case

2c. Actor doesn't have an account

    1. System transfers the actor to an account creation page

    2. End of use case

UC-02: User Views Games and Speedruns

Actor: User

Main Success Scenario:

1. Actor navigates to the homepage of the website

2. System displays a list of all games and speedruns

3. Actor browses through the list

4. End of use case

Extensions:

2a. The list of games and speedruns is empty

1. System displays a message "No games or speedruns available"

2. End of use case.

UC-03: Logged-in User Submits Speedrun

Actor: Logged-in User

Main Success Scenario:

1. Actor navigates to "Submit Speedrun" page

2. Actor fills in speedrun details and confirms submission

3. System validates and saves the data

4. System confirms submission with the actor

5. End of use case

Extensions:

2a. Required fields are missing

   1. System highlights the missing fields

   2. End of use case

3a. Submission data is invalid

   1. System displays a message "Invalid data"

   2. End of use case.

UC-04: Registered User Edits Account Details

Actor: Registered User

Main Success Scenario:

   1. Actor logs in and navigates to "Account Settings"

   2. Actor updates details like username, password, and email

   3. System validates and saves the changes

   4. System confirms the changes to the actor

   5. End of use case

Extensions:

2a. User enters an already taken username or email

   1. System displays a message "Username or email already exists"

   2. End of use case

2b. User inputs incorrect password

    1. System displays an "Incorrect password" message

    2. End of use case.

UC-05: Administrator Logs in to Desktop Application

Actor: Administrator

Main Success Scenario:

    1. Actor opens the desktop application

    2. Actor inputs login credentials and confirms

    3. System validates and logs the administrator in

    4. End of use case

Extensions:

2a. Incorrect login details provided

    1. System displays a message "Incorrect username or password"

    2. End of use case.

UC-06: Administrator Changes Account Details

Actor: Administrator

Main Success Scenario:

1. Actor logs into the desktop application

2. Actor navigates to "Account Settings"

3. Actor updates details like username, password, and email

4. System validates and saves the changes

5. System confirms the changes to the administrator

6. End of use case

Extensions:

3a. Username or email already exists

1. System displays a message "Username or email already exists"

2. End of use case.

UC-07: Administrator Approves/Denies Speedrun Submission

Actor: Administrator

Main Success Scenario:

1. Actor logs into the desktop application

2. Actor navigates to "Submission Review"

3. Actor reviews a speedrun submission

4. Actor approves or denies the submission

5. System updates the status of the submission

6. End of use case

Extensions:

3a. Invalid submission selected

    1. System displays a message "Invalid submission"

    2. End of use case

UC-08: Administrator Checks Details of a Registered User

Actor: Administrator

Main Success Scenario:

1. Actor logs into the desktop application

2. Actor navigates to "User Management"

3. Actor selects a user to view details

4. System displays user details

5. End of use case

Extensions:

3a. User data is missing or incomplete

    1. System displays a message "Incomplete or missing user data"

    2. End of use case.

UC-09: Administrator Adds a Game to the Game List

Actor: Administrator

Main Success Scenario:

1. Actor logs into the desktop application

2. Actor navigates to "Add Game"

3. Actor inputs game details and confirms

4. System validates and adds the game to the list

5. End of use case

Extensions:

3a. Game already exists in the list

1. System displays a message "Game already exists"

2. End of use case.

3b. Invalid or incomplete game data provided

1. System displays a message "Invalid or incomplete game data"

2. End of use case

UC-10: Administrator Removes a Game from the Game List

Actor: Administrator

Main Success Scenario:

1. Actor logs into the desktop application

2. Actor navigates to "Game Management"

3. Actor selects a game and removes it

4. System validates and removes the game from the list

5. End of use case

Extensions:

3a. Invalid game selected for removal

1. System displays a message "Invalid game selected"

2. End of use case.

3b. Game is associated with existing speedruns

1. System displays a message "There are existing speedruns for this game."

2. End of use case.

Use Case Diagram